

**St. Francis Institute of Technology Borivli (West), Mumbai-400103**  
**(Autonomous Institute)**  
**Department of Information Technology**

**Academic Year:** 2024-25

**Class:** TE-ITA/B

**Semester:** VI

**Subject:** Web Lab

**Experiment – 3: Inheritance and Access modifiers in TypeScript.**

1. **Aim:** To implement inheritance and explore the use of access modifiers in TypeScript.
2. **Objectives:** Aim of this experiment is that, the students will be able
  - To understand example of working with classes in TypeScript and to know basic inheritance features
  - To gain intuition not only for TypeScript's object-oriented language features, but for how and why to use them.
  - To **Understand** the use of access modifiers at the class level
3. **Outcomes:** After study of this experiment, the students will be able
  - To install Typescript.
  - Write code, compile and execute the code to achieve inheritance.
  - Learn how to use the inheritance to reuse the functionality of another class
  - Understand how the access modifiers change the visibility of the properties and methods of a class.
4. **Prerequisite:** Basic knowledge of JavaScript is required, general concept of inheritance
5. **Requirements:** Personal Computer, Windows operating system, VSCode editor, browser, Internet Connection, google doc.
6. **Pre-Experiment Exercise:**  
**Brief Theory:** Refer shared material
7. **Laboratory Exercise**
  - A. **Procedure:**
    - a. **Answer the following:**
      - Inheritance vs Composition
      - Complete the following table:

Access Modifier	Accessible within class	Accessible in subclass	Accessible externally via class instance
Public			
Protected			
Private			

**b. Attach screenshots:**

- Typescript Program code and output

**8. Post-Experiments Exercise**

**A. Extended Theory:**

Nil

**B. Questions:**

- What are Interfaces in TypeScript? (handwritten)
- What are modules in TypeScript? (handwritten)
- open up src/index.ts in your code editor. Enter the following code:

```
let a = 1 + 2
```

```
let b = a + 3
```

```
let c = {
```

```
  apple: a,
```

```
  banana: b
```

```
}
```

```
let d = c.apple * 4
```

- 1) hover over a, b, c, d and notice how and what typescript infers data types of all your variables.
- 2) Play around the code and see if:
  - a) Get TypeScript to show a red squiggly when you do something invalid (we call this “throwing a Type Error”).
  - b) Read the Type Error and try to understand what it means.

**C. Conclusion:**

- Write what was performed in the experiment.
- Write the significance of the topic studied in the experiment.

**D. References:**

1. <https://www.typescriptlang.org/assets/typescript-handbook.pdf>
2. <http://basarat.gitbooks.io/typescript/>
3. Programming TypeScript Making Your JavaScript Applications Scale, by Boris Cherny

**A. Answer the following:****1. Inheritance vs Composition**

Inheritance and composition are two fundamental concepts in object-oriented programming used to achieve code reuse.

Feature	Inheritance	Composition
<b>Definition</b>	A class derives (inherits) from another class to acquire its properties and behavior.	A class contains an instance of another class as a field instead of inheriting from it.
<b>Relationship Type</b>	"Is-a" relationship (e.g., Dog <b>is-a</b> Animal).	"Has-a" relationship (e.g., Car <b>has-a</b> Engine).
<b>Flexibility</b>	Less flexible as changes in the base class affect derived classes.	More flexible as changes in one class don't affect others directly.
<b>Code Reusability</b>	Code is reuse through inheritance.	Code is reused through delegation.
<b>Encapsulation</b>	Can break encapsulation if a subclass relies on the implementation details of the parent class.	Better encapsulation since internal details are hidden within the composed objects.
<b>Multiple Usage</b>	Supports single and multiple inheritance (in some languages).	Preferred for combining multiple behaviors without the complexity of multiple inheritance.
<b>Example</b>	<code>class Dog extends Animal { }</code>	<code>class Car { private Engine engine; }</code>

**2. Complete the following table:**

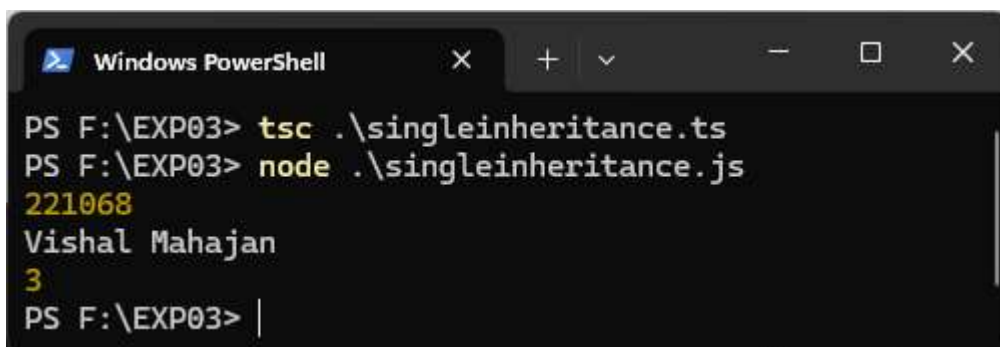
Access Modifier	Accessible within class	Accessible in subclass	Accessible externally via class instance
<b>Public</b>	Yes	Yes	Yes
<b>Protected</b>	Yes	Yes	No
<b>Private</b>	Yes	No	No

## B. Attach Screenshot

### 1. Single Inheritance

```
class SFIT {
    PID: number;
    constructor(PID:number){
        this.PID = PID
    }
}
class Student_details extends SFIT{
    stud_name: string;
    year: number;
    constructor(PID:number,stud_name: string, year: number) {
        super(PID);
        this.stud_name = stud_name;
        this.year = year
    }
    display():void{
        console.log(this.PID)
        console.log(this.stud_name)
        console.log(this.year)
    }
}

let SFITobj = new Student_details(221068,"Vishal Mahajan", 3)
SFITobj.display()
```



```
Windows PowerShell
PS F:\EXP03> tsc .\singleinheritance.ts
PS F:\EXP03> node .\singleinheritance.js
221068
Vishal Mahajan
3
PS F:\EXP03> |
```

## 2. Multiple Inheritance

```
interface sfit{
    ID: number
}

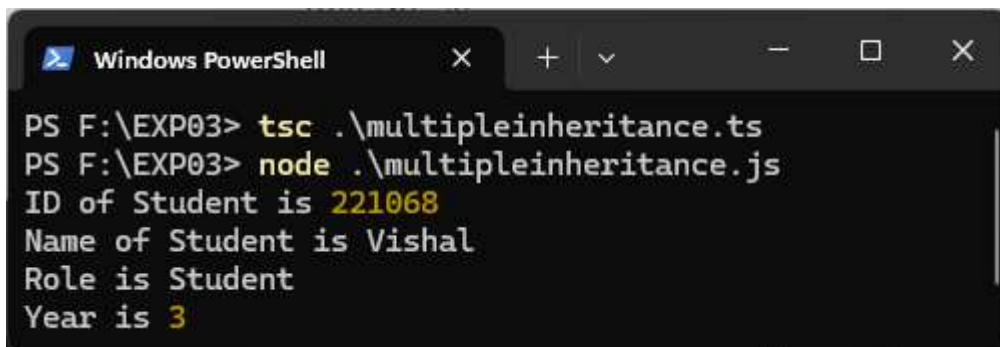
interface details{
    name: string
    role: string
}

interface student extends sfit, details{
    year: number
}

let studobj = <student>{}

studobj.ID = 221068
studobj.name = "Vishal"
studobj.role = "Student"
studobj.year = 3

console.log("ID of Student is",studobj.ID)
console.log("Name of Student is", studobj.name)
console.log("Role is", studobj.role)
console.log("Year is",studobj.year)
```

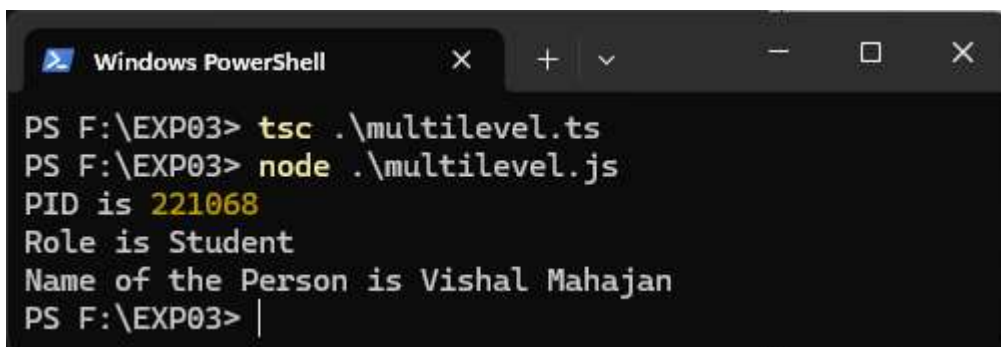


```
Windows PowerShell
PS F:\EXP03> tsc .\multipleinheritance.ts
PS F:\EXP03> node .\multipleinheritance.js
ID of Student is 221068
Name of Student is Vishal
Role is Student
Year is 3
```

### 3. Multilevel Inheritance

```
class Sfit {
  PID: number;
  constructor(PID: number) {
    this.PID = PID;
  }
}
class details extends Sfit {
  role: string;
  constructor(PID: number, role: string) {
    super(PID);
    this.role = role;
  }
}
class person extends details {
  name: string;
  constructor(PID: number, role: string, name: string) {
    super(PID, role);
    this.name = name;
  }
  display(): void {
    console.log("PID is", this.PID);
    console.log("Role is", this.role);
    console.log("Name of the Person is", this.name);
  }
}

const multilevel = new person(221068, "Student", "Vishal Mahajan");
multilevel.display();
```



```
Windows PowerShell
PS F:\EXP03> tsc .\multilevel.ts
PS F:\EXP03> node .\multilevel.js
PID is 221068
Role is Student
Name of the Person is Vishal Mahajan
PS F:\EXP03> |
```

## 4.Interface

```
interface sfit_college {
    PID: number;
    first_name: string;
    last_name: string;
    year: number;
    GetPID(): number;
    GetName(): string;
    GetYear(): number;
}

class student implements sfit_college {
    PID: number;
    first_name: string;
    last_name: string;
    year: number;
    GetPID(): number {
        return this.PID;
    }
    GetName(): string {
        return this.first_name + " " + this.last_name;
    }
    GetYear(): number {
        return this.year;
    }

    constructor(
        PID: number,
        first_name: string,
        last_name: string,
        year: number
    ) {
        this.PID = PID;
        this.first_name = first_name;
        this.last_name = last_name;
        this.year = year;
    }
}

let student_obj = new student(22106, "Vishal", "Mahajan", 4);
console.log("PID of Student is", student_obj.GetPID());
```

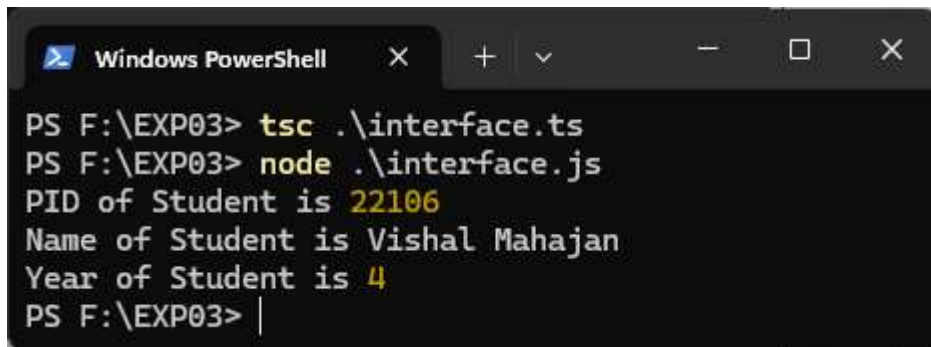
Name: Vishal Rajesh Mahajan

Web Lab EXP 03

Class: TE IT A

Roll No: 56

```
console.log("Name of Student is", student_obj.GetName());  
console.log("Year of Student is", student_obj.GetYear());
```



```
Windows PowerShell  
PS F:\EXP03> tsc .\interface.ts  
PS F:\EXP03> node .\interface.js  
PID of Student is 22106  
Name of Student is Vishal Mahajan  
Year of Student is 4  
PS F:\EXP03> |
```