

JavaScript OOP Exercise (ES6 Day2)

1. Create a Shape class that includes the following:

- A private property called color of type string.
- Use a getter and setter to access and update the color property using Color as the property name.
- Define a method called DrawShape that prints the current color.

2. Create a Rectangle class that inherits from Shape and includes:

- Two properties: width and height.
- A method called getArea that returns the area (width * height) and calls the DrawShape method.

3. Create a Square class that inherits from Rectangle:

- It should take one property side and pass it as both width and height to the parent class.

4. Create a Circle class that inherits from Shape and includes:

- Properties: radius, x, and y.
- A getArea method that calculates the area of the circle ($\pi * \text{radius}^2$) and calls the DrawShape method.

5. At the end of the file, create multiple shape objects (Rectangle, Square, Circle) and call the getArea method for each one, printing the result.