

# JavaScript OOP Task – Day 1 (Classes, Mixins, Set, Map, Proxy)

In this task, you will combine multiple JavaScript concepts from Day 1 into one practical exercise.

You are required to use:

- Class
- Mixin
- Set
- Map
- Proxy

## Step 1 — Create a Class

Create a class called Course.

The class should have:

- A constructor that takes name
- A property called name

## Step 2 — Create a Mixin

Create a mixin object called canStart that contains a method startCourse().

This method should print:

"Course [course name] has started"

Then, attach this mixin to the Course class.

## Step 3 — Use Proxy

You must prevent changing the course name after the object is created.

If someone tries to change name, print:

"You are not allowed to change the course name"

## Step 4 — Store Courses in a Set

Create a Set called coursesSet.

Add at least 3 courses to this set.

## Step 5 — Create a Map

Create a Map called courseInstructorMap.

Store:

- key → course object
- value → instructor name

Add instructors for the 3 courses.

## Step 6 — Test Your Code

You must test the following:

- 1) Start a course using `startCourse()`
- 2) Try to change the course name (should be blocked)
- 3) Print all courses from the Set
- 4) Print instructor name using the Map

Expected Console Output (example)

```
Course JavaScript has started  
You are not allowed to change the course name  
Instructor: Ahmed
```