# Lab: Prototypes and Inheritance

Problems for exercises and homework for the ["JavaScript Applications" course @ SoftUni](https://softuni.bg/courses/js-applications). Submit your solutions in the SoftUni Judge system at <https://judge.softuni.bg/Contests/Practice/Index/1676#0>

## Person and Teacher

Write a **class** Person **and a class** Teacher **which extends** Person**.**

* The Person class should have a name and an email
* The Teacher class should have a name, an email, and a subject

### Input \ Output

There will be **NO** input. Your function should return an object containing the classes Person and Teacher.

### Hints:

|  |
| --- |
| template.js |
| **function** *personAndTeacher*() {  *//* ***TODO:* return** {  ***Person***,  ***Teacher*** } } |

## Inheriting and Replacing ToString

Extend the Person and Teacher from the previous task and add a class Student inheriting from Person. Add toString() functions to all classes, the formats should be as follows:

* Person - returns "Person (name: {name}, email: {email})"
* Student - returns "Student (name: {name}, email: {email}, course: {course})"
* Teacher - returns "Teacher (name: {name}, email:{email}, subject:{subject})"

Try to reuse code by using the toString() function of the base class.

### Input / Output

There will be **NO** input. Your function should return an object containing the classes Person, Teacher and Student.

### Hints:

|  |
| --- |
| template.js |
| **function** *toStringExtension*() {  *//* ***TODO:* return** {  ***Person***,  ***Teacher,***  ***Student*** } } |

## Extend Prototype

Write a **function which receives a class and attaches to it a property** species **and a function** toSpeciesString(). When called, the function returns a string with format:

"I am a <species>. <toString()>"

The function toString() is called from the current instance (call using this).

### Input / Output

Your function will receive a **class** whose prototype it should extend. There is **NO** output, your function should only attach the properties to the given class’ prototype.

|  |
| --- |
| template.js |
| **function** *extendProrotype*(classToExtend) {  *//* ***TODO:*** } |

## Class Hierarchy

Write a function that returns **3** classes - Figure, Circle and Rectangle.

Figure:

* Should have property units ("**m**", "**cm**", "**mm**") with default value "**cm**"
* Has method **changeUnits** that sets different units for that figure

Circle:

* Extends Figure
* Has a property radius
* Overrides area getter to return the area of the Circle (PI \* r \* r)
* toString() - should return a string representation of the figure in the format

**"Figures units: {type} Area: {area} -** radius: {radius}"

Rectangle:

* Extends Figure
* Has properties width and height
* Overrides area getter to return the area of the Rectangle (width \* height)
* toString() - should return a string representation of the figure in the format

**"Figures units: {type} Area: {area} - width: {width}, height: {height}"**

### Note: All Parameters Passed in the Constructors Are in Centimeters ("cm")

### Input / Output

There will be **no** input. Your function should return an object containing the Figure, Circle and Rectangle classes.

### Examples

This code demonstrates how your classes should behave:

|  |
| --- |
| Sample Code |
| let c = new Circle(5);  console.log(c.area); // 78.53981633974483  console.log(c.toString()); // Figures units: cm Area: 78.53981633974483 - radius: 5  let r = new Rectangle(3, 4, 'mm');  console.log(r.area); // 1200  console.log(r.toString()); //Figures units: mm Area: 1200 - width: 30, height: 40  r.changeUnits('cm');  console.log(r.area); // 12  console.log(r.toString()); // Figures units: cm Area: 12 - width: 3, height: 4  c.changeUnits('mm');  console.log(c.area); // 7853.981633974483  console.log(c.toString()) // Figures units: mm Area: 7853.981633974483 - radius: 50 |