Assignment 1

Welcome   TS 01_Arithmetic.ts ✕

TS 01_Arithmetic.ts > ...

```typescript
class Arithmetic{
    constructor(no1:number,no2:number){
    }

    Addition(){
        return this.number1+this.number2;
    }
    Subtraction(){
        return this.number1-this.number2;
    }
    Multiplication(){
        return this.number1*this.number2;
    }
    Division(){
        return this.number1/this.number2;
    }
}

var obj1= new Arithmetic(20,10);
var obj2 = new Arithmetic(44,22);

console.log("First Object output - ");
console.log(obj1.Addition());
console.log(obj1.Subtraction());
console.log(obj1.Multiplication());
console.log(obj1.Division());

console.log("Second Object output - ");
console.log(obj2.Addition());
console.log(obj2.Subtraction());
console.log(obj2.Multiplication());
console.log(obj2.Division());
```

```
C:\WINDOWS\system32\cmd.   ×    +    ∨

Microsoft Windows [Version 10.0.22631.4317]
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A:\PiyushSirClasses\Angular\Coding\Typescript\01_Homeworks\01_19thOctober\Typescript Assignment 3>tsc 01_Arithmetic.ts

A:\PiyushSirClasses\Angular\Coding\Typescript\01_Homeworks\01_19thOctober\Typescript Assignment 3>node 01_Arithmetic.js
First Object output -
30
10
200
2
Second Object output -
66
22
968
2

A:\PiyushSirClasses\Angular\Coding\Typescript\01_Homeworks\01_19thOctober\Typescript Assignment 3>
```

Assignment 2-

```typescript
class Circle{
    radius:number;
    PI:number = 3.14;

    constructor(radius:number){
        this.radius = radius;
    }

    area(){
        return this.PI*this.radius*this.radius;
    }
}

var circle1 = new Circle(20);
var circle2 = new Circle(30);

console.log("Area of Circle 1 with radius 20 is "+circle1.area())
console.log("Area of Circle 2 with radius 30 is "+circle2.area())
```

```
A:\PiyushSirClasses\Angular\Coding\Typescript\01_Homeworks\01_19thOctober\Typescript Assignment 3>tsc 0

A:\PiyushSirClasses\Angular\Coding\Typescript\01_Homeworks\01_19thOctober\Typescript Assignment 3>node
Area of Circle 1 with radius 20 is 1256
Area of Circle 2 with radius 30 is 2826

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```

Assignment 3 -

Welcome   TS 01_Arithmetic.ts   TS 02_CircleArea.ts 5   TS 03_Inheritance.ts 7 ✕

TS 03_Inheritance.ts > ⅔ CircleX

```typescript
class Circle{
    radius:number;
    PI:number = 3.14;

    constructor(radius:number){
        this.radius = radius;
    }

    area(){
        return this.PI*this.radius*this.radius;
    }
}

class CircleX extends Circle{
    circumference(){
        return 2*this.PI*this.radius;
    }
}


var circle1 = new CircleX(20);
var circle2 = new CircleX(30);

console.log("Area of Circle 1 with radius 20 is "+circle1.area())
console.log("Circumference of Circle 1 with radius 20 is "+circle1.circumference())

console.log("Area of Circle 2 with radius 30 is "+circle2.area())
console.log("Circumference of Circle 2 with radius 30 is "+circle2.circumference())
```

```
A:\PiyushSirClasses\Angular\Coding\Typescript\01_Homeworks\01_19thOctober\Typescript Assignment 3>tsc 03_Inheritance.ts

A:\PiyushSirClasses\Angular\Coding\Typescript\01_Homeworks\01_19thOctober\Typescript Assignment 3>node 03_Inheritance.js
Area of Circle 1 with radius 20 is 1256
Circumference of Circle 1 with radius 20 is 125.60000000000001
Area of Circle 2 with radius 30 is 2826
Circumference of Circle 2 with radius 30 is 188.4

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```