class Shape{

constructor(Name, sides, sideLength) {

this.name = Name;

this.sides = sides;

this.sideLength = sideLength;

this.calcPerimeter = function() {

let peri = this.sides \* this.sideLength;

console.log(peri);

let tri = (this.sides \* this.sideLength) / 2

console.log(peri);

console.log(tri);

}

};

}

const square = new Shape("square", 4,5);

square.calcPerimeter();