

```
class Animal{

    constructor(name){
        this.name = name;
    }

    eats(){
        console.log(this.name, "eat food")
    }
}

class Alligator extends Animal{

    eats(){
        console.log(this.name, "eat fishes")
    }
}

let murphy = new Alligator("Murphy");
murphy.eats()

OUTPUT : Murphy eats fishes
```

Inheritance

```
class Car {
    setName(name) {
        this.name = name;
    }

    startEngine() {
        console.log("Engine started For " + this.name);
    }
    stopEngine() {
        console.log("Engine stopped For " + this.name);
    }
}

class Toyota extends Car {

    topSpeed(speed) {
        console.log("Top Speed For " + this.name + " is " + speed);
    }
}
```