## Quiz

A short quiz to test your understanding of Classes in the ES6 version of JavaScript.

The constructor is used to initialize the properties of the class.

The class declaration creates a function as an end result.

What is the error in the following code?

```
class Shape{
  constructor(name, sides, length) {
    this.name = name,
    this.sides = sides,
    this.length = length
  }
```

```
displayName() {
  return this.name

},
  displaySides(){
  return this.sides
  }
}
var shape1 = new Shape('Square',4,10)
```

Methods defined inside the class are assigned to the prototype of the class.

Methods inside the class that are assigned to the **prototype** of the class are known as static methods.

Static methods cannot be inherited by the objects of the class.

What is the error in the following code?

```
class Shape{
  constructor(name, sides, length) {
    this.name = name,
    this.sides = sides,
    this.length = length
  }
  static displayName() {
  return this.name
  }
}
var shape1 = new Shape('Square', 4, 10)
shape1.displayName()
```

