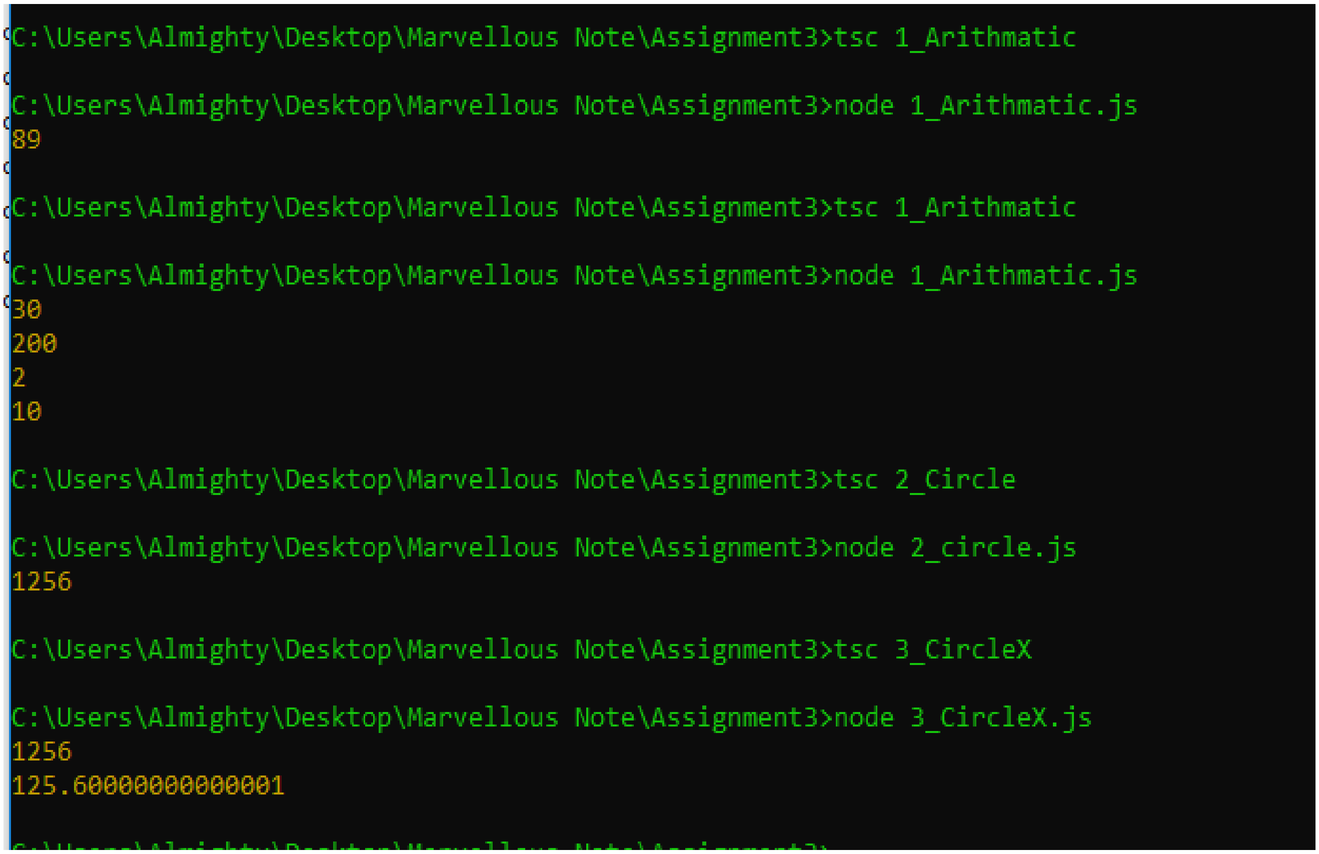

```
C:\Users\Almighty\Desktop\Marvellous Note\Assignment3>tsc 1_Arithmatic

C:\Users\Almighty\Desktop\Marvellous Note\Assignment3>node 1_Arithmatic.js
89

C:\Users\Almighty\Desktop\Marvellous Note\Assignment3>tsc 1_Arithmatic

C:\Users\Almighty\Desktop\Marvellous Note\Assignment3>node 1_Arithmatic.js
30
200
2
10

C:\Users\Almighty\Desktop\Marvellous Note\Assignment3>tsc 2_Circle

C:\Users\Almighty\Desktop\Marvellous Note\Assignment3>node 2_circle.js
1256

C:\Users\Almighty\Desktop\Marvellous Note\Assignment3>tsc 3_CircleX

C:\Users\Almighty\Desktop\Marvellous Note\Assignment3>node 3_CircleX.js
1256
125.60000000000001

C:\Users\Almighty\Desktop\Marvellous Note\Assignment3>
```

1.

```
class Arithmatic
{
  number1:number;
  number2:number;
  number3:number;

  constructor(value:number,value1:number)
  {
    this.number1=value;
    this.number2=value1;
  }
  Subs():number
  {
    this.number3=this.number1-this.number2;
    return this.number3;
  }
  Div():number
  {
    this.number3=this.number1/this.number2;
    return this.number3;
  }
  Multi():number
  {
    this.number3=this.number1*this.number2;
    return this.number3;
  }
  Add():number
  {
    this.number3=this.number1+this.number2;
    return this.number3;
  }
}

var obj1= new Arithmatic(20,10);
 console.log(obj1.Add()) ;
 console.log(obj1.Multi()) ;
 console.log(obj1.Div()) ;
 console.log(obj1.Subs()) ;
```

2.Question

```
class Circle
{
  Radius:number;
  PI:number=3.14;
  number3:number;

  constructor(value:number)
  {
    this.Radius=value;

  }



  Area():number
  {
    this.number3=this.PI*this.Radius*this.Radius
    return this.number3;
  }
}

var obj1= new Circle(20);
 console.log(obj1.Area()) ;
```

3.Question.

```
class Circle
{
  Radius:number;
  PI:number=3.14;
  number3:number;

  constructor(value:number)
  {
    this.Radius=value;

  }

  Area():number
  {
    this.number3=this.PI*this.Radius*this.Radius
    return this.number3;
  }


}

class CircleX extends Circle
{

  constructor(value:number) {
    super(value);
    }


    Circumference():number
    {
        return (2*this.PI*this.Radius);


    }



}


var obj1= new Circle(20);
 console.log(obj1.Area()) ;


 var obj2= new CircleX(20);
 console.log(obj2.Circumference());
```