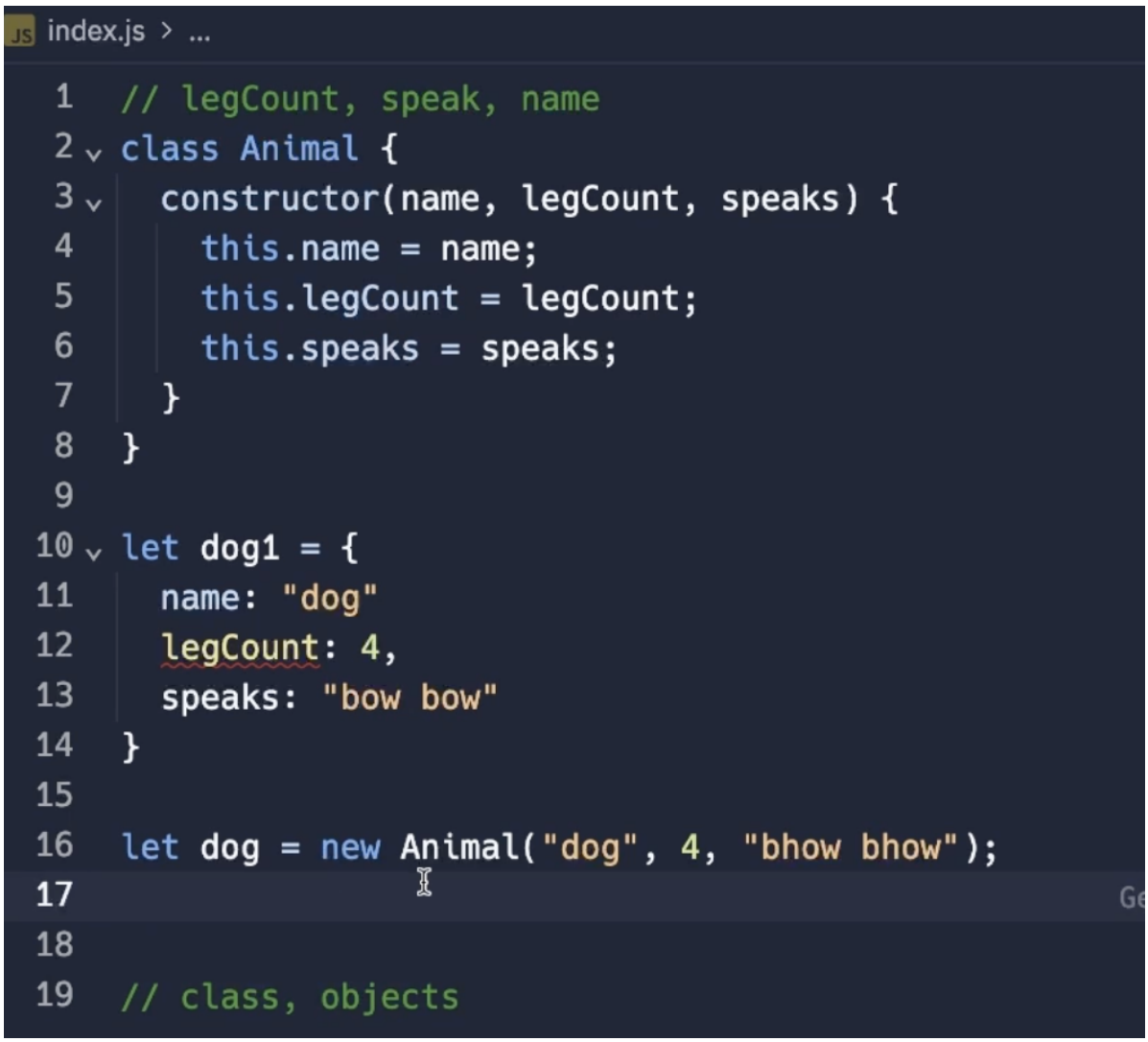
Day 3 - Assignment Probs

1. Classes - JAVA concept
   They let you put a certain type of properties together
2. Creating a class:



3. Creating a blueprint rather than writing separate functions each time.

```
class Animal{
  constructor(name, legCount, speaks){
    this.name = name;
    this.legCount = legCount;
    this.speaks = speaks;
}
speaks() {
  console.log("Hi there "+ this.speaks);
}
}

let dog = new Animal("doggie", 4 , "bhow bhow");
let cat = new Animal("catty", 4 , "meow");
cat.speaks();

RESULT: this speaks meow
```

4. name , legCount, speaks are the attributes of this blueprint.
5. Date is a global class that JS gives you.
6. **getYear** is different: gives you the result = year -1903.
   Instead use **getFullYear.**
7. **getTime** shows you the time elapsed in miliseconds since 1970.
8. Calculate the time using the **getTime** calendar method.

```
function calculateSum(){
  let a = 0;
  //shouldn't be a constant, only
choose let to define.
  for(let i = 0; i<10000000; i++){
    a = a + i
  }
  return a;
}

const beforeDate = new Date();
const beforeTimeInMs =
beforeDate.getTime();

calculateSum();

const afterDate = new Date();
const afterTimeInMs =
afterDate.getTime();

console.log(afterDate - beforeDate);
//that is the time that the fn took to
execute.
```

9. JSON
   It is used to parse the string into objects.
   Interchange b/w strings and objects using the JSON class.
10. Object has keys and values:
    keys : “values”