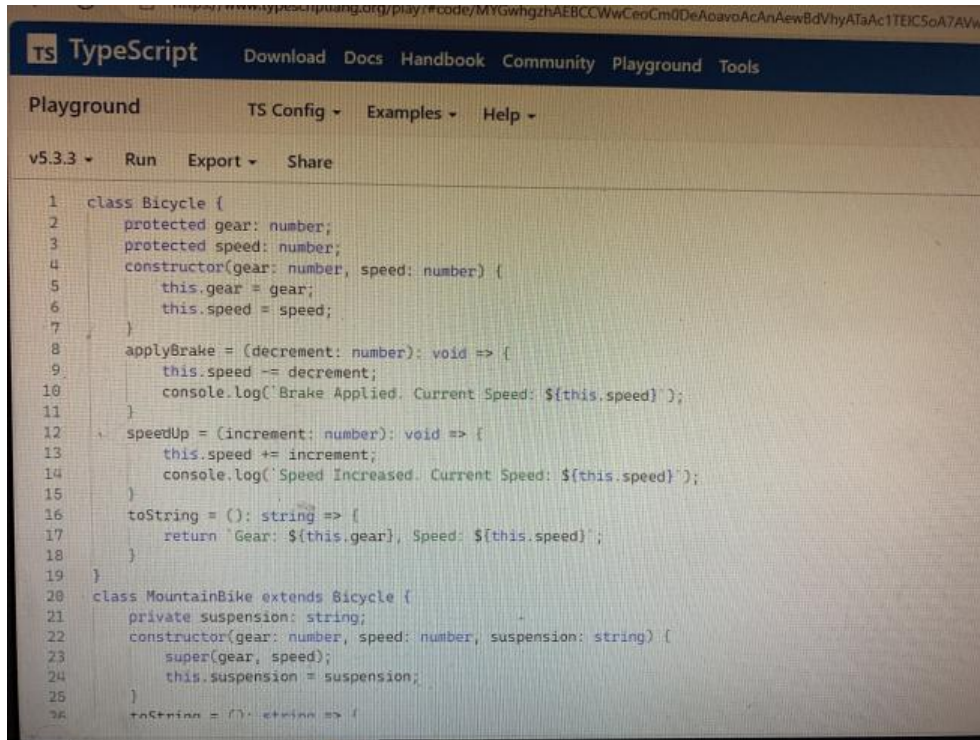


ASSIGNMENT 4.

Aim : To study inheritance and method overloading in typescript.

Code and Output :



```
1 class Bicycle {
2   protected gear: number;
3   protected speed: number;
4   constructor(gear: number, speed: number) {
5     this.gear = gear;
6     this.speed = speed;
7   }
8   applyBrake = (decrement: number): void => {
9     this.speed -= decrement;
10    console.log('Brake Applied. Current Speed: ${this.speed}');
11  }
12  speedUp = (increment: number): void => {
13    this.speed += increment;
14    console.log('Speed Increased. Current Speed: ${this.speed}');
15  }
16  toString = (): string => {
17    return `Gear: ${this.gear}, Speed: ${this.speed}`;
18  }
19 }
20 class MountainBike extends Bicycle {
21   private suspension: string;
22   constructor(gear: number, speed: number, suspension: string) {
23     super(gear, speed);
24     this.suspension = suspension;
25   }
26   toString = (): string => {
```

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```
19
20 class MountainBike extends Bicycle {
21   private suspension: string;
22   constructor(gear: number, speed: number, suspension: string) {
23     super(gear, speed);
24     this.suspension = suspension;
25   }
26   toString = (): string => {
27     return `Gear: ${this.gear}, Speed: ${this.speed}, Suspension: ${this.suspension}`;
28   }
29 }
30 const bicycle = new Bicycle(3, 20);
31 console.log("Bicycle:");
32 console.log(bicycle.toString());
33 bicycle.speedUp(5);
34 bicycle.applyBrake(2);
35 console.log("-----");
36 const mountainBike = new MountainBike(4, 25, "Front Suspension");
37 console.log("Mountain Bike:");
38 console.log(mountainBike.toString());
39 mountainBike.speedUp(8);
40 mountainBike.applyBrake(3);
41
```

Type here to search

