# JavaScript Homework #6

# Object-Oriented Programming

Problem 1:

1. Create a class called shape that has the property type and a getType() method.
2. Define a Triangle() class who is a subclass of shape. Triangle() class should have three own properties—a, b, and c, representing the lengths of the sides of a triangle.
3. Add a new method to its prototype called getPerimeter() to get a triangle's perimeter.
4. Test your implementation with the following code:

> var t = new Triangle(1, 2, 3);

> t.constructor === Triangle;

**true**

> shape.isPrototypeOf(t);

**true**

> t.getPerimeter();

**6**

> t.getType();

**"triangle"**

1. Loop over t showing only own properties and methods (none of the prototype's).

Problem 2:

Make the following code work:

> [1, 2, 3, 4, 5, 6, 7, 8, 9].shuffle();

**[2, 4, 1, 8, 9, 6, 5, 3, 7]**