

Day 23, Today's Topic

# Classes Part 2

DAILY  
JS



```
/* ===== */  
/* ===== Daily JS - Day 23 ===== */  
/* ===== */
```

## # Day 23: Classes in JS - Inheritance

Yesterday we started discussing about the concept of classes in JS, and we also discussed a little about prototypes.

Today's topic is inheritance. As I told you yesterday, a `class` in JS is just a syntactic sugar over the prototype-based inheritance.

Also, The concept of proptotypes was a little difficult to understand, especially for the developers who came from some other Object Oriented Language.

And today you will see that the syntax of `class` made it much more easier for developers coming from different languages to work in JS.

Let's see the syntax first and then we will look at an example..

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## ## Syntax

We use the `extends` keyword for inheritance

```
```js
class MySuperClass {
  constructor ({ parentData }) {
    this.parentData = parentData;
  }

  parentFunction () {
    console.log ("This is from super class!");
  }
}

class MySubClass {
  constructor ({ childData }) {
    this.childData = childData;
  }

  childFunction () {
    console.log ("This is from child class");
  }
}

const subInstant = new MySubClass ({ parentData: "Super", childData: "Sub" });
subInstant.childData ();
subInstant.parentData ();
```

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```

## ## Example

Let's extend the yesterday's example too see how we can implement inheritance in JS Classes.

**\*\*Make a class "Person" with a greet method, Make another class "Student" that extends the "Person" class\*\***

First we will see the solution using the old school prototype method.

Then we will see the solution using Class Syntax.

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## Solution using prototype

```js
// Constructor function - pre ES6
function Person ({ name, age, occupation }) {
  this.name = name;
  this.age = age;
  this.occupation = occupation;
}

// Adding methods to "Person"
Person.prototype.greet = function () {
  return `Hi! I am ${this.name}.
    I am of ${this.age} years old.
    I am a ${this.occupation}`;
}

function Student (options) {
  Person.call (this, options);
  this.marks = options.marks;
}

Student.prototype = Object.create (Person.prototype);
Student.prototype.constructor = Student;

Student.prototype.grades = function () {
  if (this.marks > 90) return 'A';
  else if (this.marks > 80) return 'B';
  else if (this.marks > 70) return 'C';
  else if (this.marks > 60) return 'D';
  else if (this.marks > 50) return 'E';
  else return 'F';
}

const john = new Student ({
  name: 'John',
  age: 20,
  occupation: 'Student',
  marks: 95
});

console.log (john);
console.log (john.greet ());
console.log ("Grade - ", john.grades ());
```

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```

### ## Solution using Class Syntax

Now let's see the solution using the class syntax. Now you might understand that how easy it is to read the code using the `class` syntax (especially if you are new to JS and coming from some other object oriented language)

```
```js
class Person {
  constructor ({ name, age, occupation }) {
    this.name = name;
    this.age = age;
    this.occupation = occupation;
  }

  greet () {
    return `Hi! I am ${this.name}.
      I am of ${this.age} years old.
      I am a ${this.occupation}`;
  }
}

class Student extends Person {
  constructor (options) {
    super (options);
    this.marks = options.marks;
  }

  grades () {
    if (this.marks > 90) return 'A';
    else if (this.marks > 80) return 'B';
    else if (this.marks > 70) return 'C';
    else if (this.marks > 60) return 'D';
    else if (this.marks > 50) return 'E';
    else return 'F';
  }
}

const john = new Student ({
  name: 'John',
  age: 20,
  occupation: 'Student',
  marks: 95
});

console.log (john);
console.log (john.greet ());
console.log ("Grade - ", john.grades ());
```
```

That's it for today, see you tomorrow.

```
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```



# Thank you!

**Feel free to reach out...**

Email: [theleanprogrammer@gmail.com](mailto:theleanprogrammer@gmail.com)

Web: [madhavbahl.tech/](http://madhavbahl.tech/)

Github: [github.com/MadhavBahlMD](https://github.com/MadhavBahlMD)

LinkedIn: [linkedin.com/in/madhavbahl/](https://linkedin.com/in/madhavbahl/)

Insta: [instagram.com/theleanprogrammer/](https://instagram.com/theleanprogrammer/)

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