

◆ JavaScript OOP Tasks

1. Class & Object

- Create a Car class with properties brand, model, and year.
- Add a method getDetails() that returns "Brand Model (Year)".
- Create two car objects and call their methods.

2. Inheritance

- Create a Person class with properties name and age.
- Create a Student class that inherits from Person and adds grade.
- Override a method to include both person and student info.

3. Encapsulation

- Create a BankAccount class with:
 - Private property #balance
 - Methods deposit(amount) and withdraw(amount)
 - A method getBalance()
- Test by depositing, withdrawing, and checking balance.

4. Polymorphism

- Create a Shape class with a getArea() method.
- Extend it to Circle and Rectangle, overriding getArea().
- Create objects and call their getArea() methods.

5. Basic Promise

- Create a function fetchData(success) that returns a promise:
 - If success is true, resolve with "Data fetched successfully!"
 - Else, reject with "Error fetching data!"
- Test with .then() and .catch().

