



# **UNIVERSIDAD DE LAS FUERZAS ARMADAS ESPE**

**CLASS NAME: OBJECT ORIENTED PROGRAMMING**

**TEACHER: EDISON LASCANO**


**NRC:14575**



## **HOME WORK # 13**

**TOPIC: Inheritance\_Other\_language**

**NAME: CARLOS ÑATO**

CodingNinjas\_ExJs-main > classes > item.js >  Item

```
1  class Item {
2      name;
3      price;
4      slotsRequired;
5
6      constructor(name, price, slotsRequired) {
7          this.name = name;
8          this.price = price;
9          this.slotsRequired = slotsRequired;
10     }
11
12     toJSON() {
13         return {
14             name: this.name,
15             price: this.price,
16             slotsRequired: this.slotsRequired,
17         };
18     }
19 }
20
21 export default Item;
22
```

```
1  import Item from "../item.js";
2
3  class Potion extends Item {
4      type;
5      duration;
6      level;
7      rarity;
8
9      constructor(name, type, duration, level, rarity, price, slotsRequired) {
10         super(name, price, slotsRequired);
11         this.type = type;
12         this.duration = duration;
13         this.level = level;
14         this.rarity = rarity;
15     }
16
17     toJSON() {
18         return {
19             ...super.toJSON(),
20             type: this.type,
21             duration: this.duration,
22             level: this.level,
23             rarity: this.rarity,
24         };
25     }
26 }
```

```
import Item from "../item.js";

class Weapon extends Item {
  type;
  dmg;

  constructor(name, type, dmgPoints, price, slotsRequired) {
    super(name, price, slotsRequired);
    this.type = type;
    this.dmg = dmgPoints;
  }

  toJSON() {
    return {
      ...super.toJSON(),
      type: this.type,
      dmg: this.dmg,
    };
  }
}

export default Weapon;
```