**Write a constructor for the class Movie, which takes a String representing the title of the movie, a String representing the studio, and a String representing the rating as its arguments, and sets the respective class properties to these values.**

class Movie

{

constructor(title,studio,rating)

{

this.title = title;

this.studio = studio;

this.rating = rating;

}

}

**The constructor for the class Movie will set the class property rating to "PG" as default when no rating is provided.**

class Movie

{

constructor(title,studio,rating)

{

this.title = title;

this.studio = studio;

this.rating = "PG";

}

}

**c) Write a method getPG, which takes an array of base type Movie as its argument, and returns a new array of only those movies in the input array with a rating of "PG". You may assume the input array is full of Movie instances. The returned array need not be full.**

getPG(movie)

{

var Movielist=[]

for(i=0;i<movie.length;i++)

{

if(moive[i]==="PG")

Movielist.push(moive[i])

}

return Movielist

}

**Write a piece of code that creates an instance of the class Movie with the title “Casino Royale”, the studio “Eon Productions”, and the rating “PG­13”**

var mov = new Movie('Casino Royale','Eon Productions','PG-13');

**https://github.com/rvsp/typescript-oops/blob/master/Practice/class-circle.md**

class Circle

{

constructor(radius,color)

{

this.radius = radius;

this.color = color;

}

getRadius()

{

console.log(`radius${this.radius}`)

}

getColor()

{

console.log(`radius${this.radius}`)

}

getArea()

{

const pi=3.14

console.log(`area of circle:${pi\*(this.radius\*this.radius)}`)

}

getCircumference()

{

const pi=3.14

console.log(`area of circle:${2\*pi\*(this.radius\*this.radius)}`)

}

}

var mov = new Circle(1.0,'red');

**Write a “person” class to hold all the details.**

class Person {

constructor(firstname, lastname, age) {

this.firstname = firstname;

this.lastname = lastname;

this.age = age

}

}

var person\_details = new Person("anu", "priya", 20)

console.log(`firstname:${person\_details.firstname} lastname:${person\_details.lastname} age:${person\_details.age}`)

**write a class to calculate uber price**

class Uberprice{

constructor(distance)

{

this.ratePerkgmeter=10;

this.distance=distance

}

totalprice()

{

var amount=this.distance\*this.ratePerkgmeter

return amount

}

}

var up=new Uberprice(2)

console.log(up.totalprice())