

Assignment 6

Description:

1. Assume that you have the following JavaScript code:

Code - 1

```
Class Animal {
    constructor(legs) {
        this.legs = legs;
    }
    walk() {
        console.log('walking on ' + this.legs + '
legs');
    }
    static helloWorld() {
        console.log('Hello World');
    }
}

class Bird extends Animal {
    fly() {
        console.log('flying');
    }
}

Bird.helloWorld();

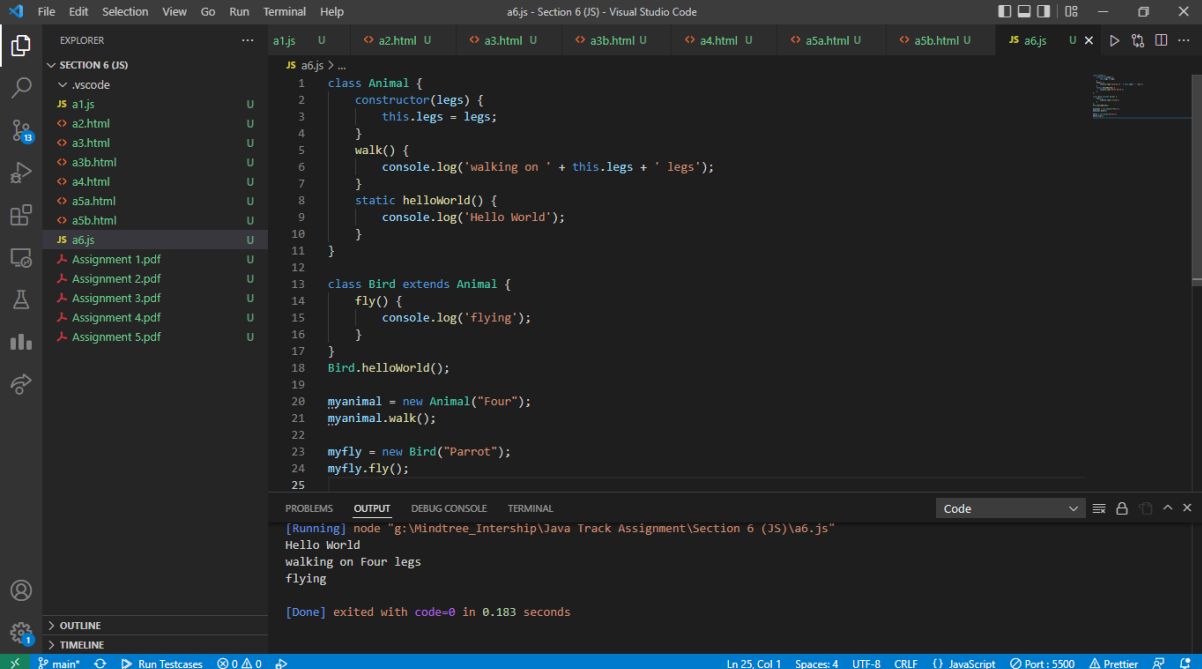
myanimal = Animal("Four");
myanimal.walk();

myfly = new Bird("Parrot");
myfly.fly
```

Show the output.

2. Get the console log output for all called function.
3. If expected output is not getting find out the correct code and fixed it.

Output:



```
1 class Animal {
2   constructor(legs) {
3     this.legs = legs;
4   }
5   walk() {
6     console.log('walking on ' + this.legs + ' legs');
7   }
8   static helloWorld() {
9     console.log('Hello World');
10  }
11 }
12
13 class Bird extends Animal {
14   fly() {
15     console.log('flying');
16   }
17 }
18 Bird.helloWorld();
19
20 myanimal = new Animal("Four");
21 myanimal.walk();
22
23 myfly = new Bird("Parrot");
24 myfly.fly();
25
```

[Running] node "g:\Windtree_Internship\Java Track Assignment\Section 6 (JS)\a6.js"

Hello World
walking on Four legs
flying

[Done] exited with code=0 in 0.183 seconds

Performance Outcomes:

Upon successful completion of the assignment, the participant is well versed in

- A. User are able to create class and used them as per required.
- B. Knowledge to use this and constructor creation and object creation using javascript for OOP mechanism.
- C. Able to know how can assign and get variable value using calling class method and function.