GUVI Assignment Day 8

1. To get radius :

class Circle {

constructor(radius,color) {

this.radius = radius;

this.color = color;

}

}

let s1 = new Circle(1.0,"red");

console.log(s1.radius);

1. To get Color :

class Circle {

constructor(radius,color) {

this.radius = radius;

this.color = color;

}

}

let s1 = new Circle(1.0,"red");

console.log(s1.color);

1. To get Area :

class Circle {

constructor(radius,color) {

this.radius = radius;

this.color = color;

}

getArea() {

return 3.14\*this.radius\*this.radius;

}

}

let s1 = new Circle(1.0,"red");

console.log(s1.getArea());

1. To get Circumference :

class Circle {

constructor(radius,color) {

this.radius = radius;

this.color = color;

}

getCircum() {

return 2\*3.14\*this.radius;

}

}

let s1 = new Circle(1.0,"red");

console.log(s1.getCircum());

1. Write a ‘person’ class to hold all the details.

class Person {

constructor(name,age,work,weight,height) {

this.name = name;

this.age = age;

this.work = work;

this.weight = weight;

this.height = height;

}

}

var details = new Person(“Peter”,24, “Engineer”, 55, 175);

console.log(details.name);

1. Write a class to calculate uber price.

class Uber {

constructor(name,price) {

this.name = name;

this.price = price;

}

getUberprice () {

return this.price;

}

}

let calc = new Uber(“Mike”, 250);

console.log(calc.getUberprice());