

# Day 5: Inheritance



## Objective

In this challenge, we practice implementing *inheritance* and use JavaScript *prototypes* to add a new method to an existing prototype. Check out the attached *Classes* tutorial to refresh what we've learned about these topics.

## Task

We provide the implementation for a *Rectangle* class in the editor. Perform the following tasks:

1. Add an *area* method to *Rectangle*'s prototype.
2. Create a *Square* class that satisfies the following:
  - It is a subclass of *Rectangle*.
  - It contains a constructor and no other methods.
  - It can use the *Rectangle* class' *area* method to print the area of a *Square* object.

Locked code in the editor tests the class and method implementations and prints the *area* values to STDOUT.