



## Lesson 7.2 - Class Definition and Inheritance

Let's discuss how to define classes, and how ES2015 introduces class inheritance shall we?

### Class Definition

Defining a class is a very simple thing to do. It can be simple as:

```
class Vehicle {}
```

Of course, this class doesn't do much, and we can't initialize it with anything useful. Let's add a constructor:

```
class Vehicle {  
  constructor(make, model, year) {  
    Object.assign(this, { make, model, year });  
  }  
}
```

Ok cool, so what we've done here is simply set the variable names that are passed in when creating an instance of the class on this. You can create an instance of this class by using the new keyword:

```
var car = new Vehicle('Toyota', 'Corolla', 2016)
```

That's great, but it's still not very useful. One thing we can do is add a method to the class that make it a bit more useful:

```
class Vehicle {  
  constructor(make, model, year) {  
    Object.assign(this, { make, model, year });  
  }  
  
  print() {  
    return `${this.year} ${this.make} ${this.model}`  
  }  
}
```

We made this class a bit more useful by adding a function that can be accessed from the instance of the class:

```
> var car = new Vehicle('Toyota', 'Corolla', 2016)
> car.print()
-> 2016 Toyota Corolla
```

## Inheritance

ES2015 introduced class inheritance along with the `class` keyword. With inheritance, you can make a class extend another class, and thus inheriting all of its properties. Let's take a look:

```
class Truck extends Vehicle {
  constructor(make, model, year, drive) {
    super(make, model, year)
    this.drive = drive
  }
}
```

What you see here is that we've created a new class called `Truck` that inherits from `Vehicle`. The `Vehicle` class here is known as the base class. It is called a base class because it does not inherit from any other class. Conversely, when referring to the `Vehicle` class from the perspective of the `Truck` class, it is known as the superclass. It is the prototype of the `Truck` class. Let's look at this in the REPL:

```
> Object.getPrototypeOf(Truck)
-> Vehicle
```

You can see here that the prototype of the `Truck` class is the `Vehicle` class. `Vehicle` is the superclass of `Truck`. The `Truck` class will act in the same way as a `Vehicle` class, but requires one extra parameter during initialization.

```
> var truck = new Truck('Dodge', 'Ram', 2016, '4WD')
> truck.print()
-> 2016 Dodge Ram
```

You'll notice that in the constructor of the `Truck` class I used the `super` keyword. What this does is invoke the parent class' constructor method with the variables you pass into it.

Now that we know how to create a class, let's convert all the code we have been writing for our tax calculator and receipt printer over to a class based module. Let's open up the `calculator.js` file and replace the whole thing with our brand new class:

```
import { strip } from './strings'

export default class Calculator {
  constructor(items = [], taxRate = 8) {
```

```

    Object.assign(this, { items, taxRate });
  }

  calculateTax({ isTaxable, price }) {
    if (!isTaxable) return 0
    return price * this.taxRate / 100
  }

  calculate() {
    return this.items.reduce((prev, curr) => {
      prev.total += curr.price;
      prev.totalTax += this.calculateTax(curr);
      return prev;
    }, {
      total: 0,
      totalTax: 0
    });
  }

  printReceipt() {
    let {total, totalTax} = this.calculate()

    return strip`
      ${this.items.map(item => item.price).join('\n')}
      ${'-'}.repeat(30)}
      Sub-Total: ${total}
      ${'='}.repeat(30)}
      Tax: ${totalTax}
      ${'='}.repeat(30)}
      Total: ${total + totalTax}
    `
  }
}

```

Cool! Now we can do this:

```

> var { items } = require('./calculator')
> var Calculator = require('./calculator').default
> var calculator = new Calculator(items)
> calculator.calculate()
-> { total: 45.45, totalTax: 1.876 }
> calculator.printReceipt()
->
10
22
13.45
-----

```

**Sub-Total:** 45.45

=====

**Tax:** 1.876

=====

**Total:** 47.326

Cool! We've wrapped up all of that functionality into a class.