

Public field (similar to property, available on created object)

Private fields (not accessible outside of class)

Static public field (available only on class)

Call to parent (super) class (necessary with extend). Needs to happen before accessing this

Instance property (available on created object)

Redefining private field

Public method

Referencing private field and method

Private method (⚠ Might not yet work in your browser. "Fake" alternative: \_ instead of #)

Getter method

Setter method (use \_ to set property with same name as method, and also add getter)

Static method (available only on class. Can not access instance properties nor methods, only static ones)

Creating new object with new operator

```
class Student extends Person {
  university = 'University of Lisbon';
  #studyHours = 0;
  #course;
  static numSubjects = 18;

  constructor(fullName, birthYear, startYear, course) {
    super(fullName, birthYear);

    this.startYear = startYear;
    this.#course = course;
  }

  introduce() {
    console.log(`I study ${this.#course} at ${this.university}`);
  }

  study(h) {
    this.#makeCoffe();
    this.#studyHours += h;
  }

  #makeCoffe() {
    return 'Here is a coffe for you ☺';
  }

  get testScore() {
    return this._testScore;
  }

  set testScore(score) {
    this._testScore = score ≤ 20 ? score : 0;
  }

  static printCurriculum() {
    console.log(`There are ${this.numSubjects} subjects`);
  }
}

const student = new Student('Jonas', 2020, 2037, 'Medicine');
```

Parent class

Inheritance between classes, automatically sets prototype

Child class

Constructor method, called by new operator. Mandatory in regular class, might be omitted in a child class

☞ Classes are just "syntactic sugar" over constructor functions

☞ Classes are **not** hoisted

☞ Classes are **first-class** citizens

☞ Class body is always executed in **strict mode**