```javascript
const PointTag = Symbol('Point')
const Point = (x, y) => {
    if (typeof x !== 'number') throw TypeError('x must be a Number')
    if (typeof y !== 'number') throw TypeError('y must be a Number')
    return { x, y, tag: PointTag }
}

const CircleTag = Symbol('Circle')
const RectangleTag = Symbol('Rectangle')
const Shape = {
    Circle: (center, radius) => {
        if (center.tag !== PointTag) throw TypeError('center must be a Point')
        if (typeof radius !== 'number') throw TypeError('radius must be a Number')
        return { center, radius, tag: CircleTag }
    },
    Rectangle: (corner1, corner2) => {
        if (corner1.tag !== PointTag) throw TypeError('corner1 must be a Point')
        if (corner2.tag !== PointTag) throw TypeError('corner2 must be a Point')
        return { corner1, corner2, tag: RectangleTag }
    }
}
```

Full Sum Type in Javascript

https://medium.com/fullstack-academy/better-js-cases-with-sum-types-92876e48fd9f