

ES6 & Beyond Lab3

1) Using ES6 new Syntax & features:

- **Write a script to create different shapes (rectangle, square, circle, triangle) make all of them inherits from polygon.**
- **Display the area and each object parameter in your console by overriding toString()**
- **Draw your created shapes to a canvas element.**

2) Create a function that accepts only 2 parameters and throw if number of parameters either less than or exceeds 2 parameters

3) Proxy

create a dynamic object using Proxy such that it has only the following properties

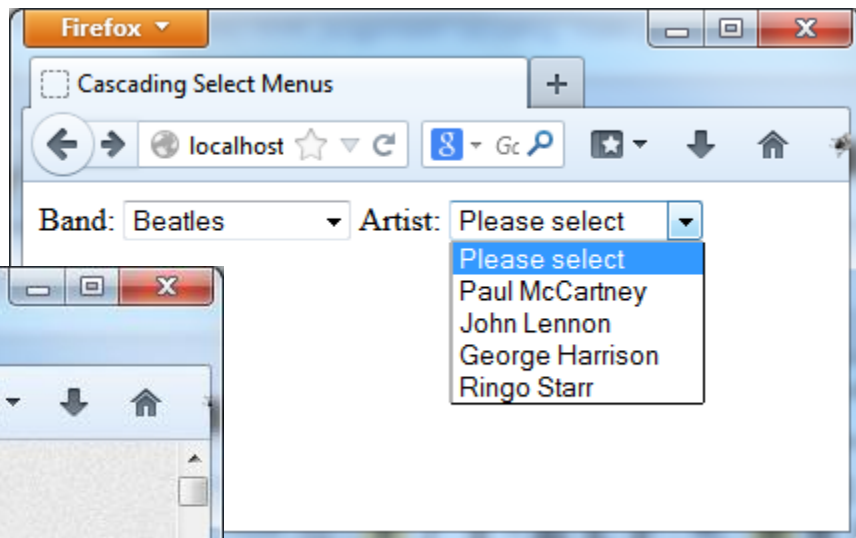
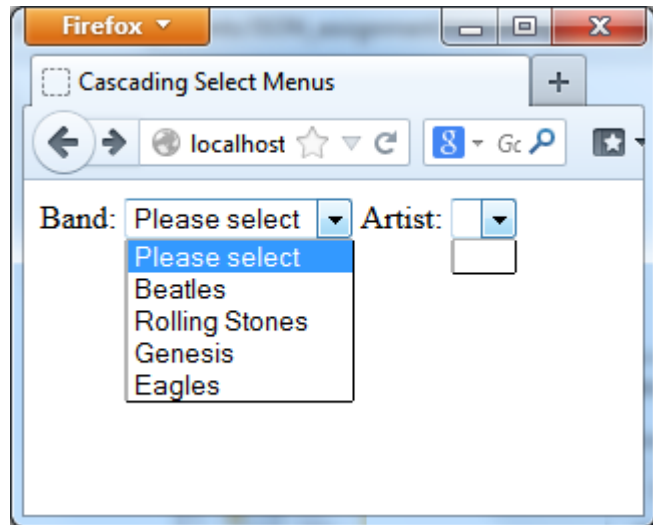
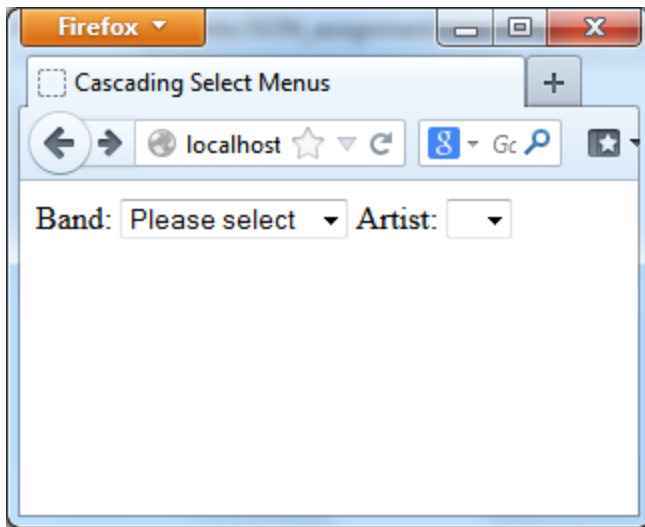
- **name property that accepts only string of 7 characters**
- **address property that accepts only string value**
- **age property that accepts numerical value between 25 and 60**

4) Self study: Reflect API

5) JSON task

find out the rockbands.json file to make a page with 2 dropdown lists, the 1st one is filled with the band and the 2nd one is filled with the artist after selecting a band from its dropdown list.

Once the user selects an artist of the band; open his link



6) Promise

Use promise to make ajax request to std.json file. Let the fulfill display the content of the file in a proper format, while failure display a custom error message.