**ES6(Ecma Script 6)**

1. **Classes**

Class is a type of function, but instead of using the keyword **function** to initiate we use **class** keyword, and the properties are assigned inside the **constructor()** method

**class Perosn{**

**constructor (name, age , position){**

**this.name = name;**

**this.age = age;**

**this.position = position;**

**}**

**//other own methods**

**getName(){**

**return this.name;**

**}**

**getAge(){**

**return this.age**

**}**

**greetTo(){**

**return `Namaste I am ${this.name} and I am ${this.age} years old`**

**}**

**}**

**const person1 = new Person (“Nishan”, 30);**

**console.log (person1.greetTo())**

\*\* Four main pillar of OOP

1. Encapsulation - The action of enclosing something in or as if in a capsule.
2. Abstraction - Handle complexity by hiding unnecessary details from the user.
3. Inheritance -
4. Polymorphism – Many forms