

## Day 4: Classes ★

Problem

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Editorial by AvmnuSng

We can use a prototype method to define the perimeter method:

```
class Polygon {
  constructor(sides) {
    this.s = sides;
  }
}

Polygon.prototype.perimeter = function() {
  var peri = 0;

  for (let e of this.s) {
    peri += e;
  }

  return peri;
}
```

We can also define the perimeter method in the class itself:

```
class Polygon {
  constructor(sides) {
    this.s = sides;
  }

  perimeter() {
    var peri = 0;

    for (let e of this.s) {
      peri += e;
    }

    return peri;
  }
}
```



Tested by AllisonP

Problem Tester's code:

```
class Polygon {
  constructor(sides) {
    this.sides = sides;
  }
}
```

## STATISTICS

Difficulty: Easy

Time Complexity:

Publish Date: May 30 2016

This is a Practice Challenge

## NEED HELP?

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```
perimeter() {  
    return this.sides.reduce( (a, b) => a + b );  
}
```

## Feedback

Was this editorial helpful?

**Yes**

**No**

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