

Day 4: Classes



Objective

In this challenge, we practice using JavaScript classes. Check the attached tutorial for more details.

Task

Create a *Polygon* class that has the following properties:

- A *constructor* that takes an array of integer values describing the lengths of the polygon's sides.
- A *perimeter()* method that returns the polygon's perimeter.

Locked code in the editor tests the *Polygon* constructor and the *perimeter* method.

Note: The *perimeter* method must be lowercase and spelled correctly.

Input Format

There is no input for this challenge.

Output Format

The *perimeter* method must return the polygon's perimeter using the side length array passed to the constructor.

Explanation

Consider the following code:

```
// Create a polygon with side lengths 3, 4, and 5
let triangle = new Polygon([3, 4, 5]);

// Print the perimeter
console.log(triangle.perimeter());
```

When executed with a properly implemented *Polygon* class, this code should print the result of $3 + 4 + 5 = 12$.