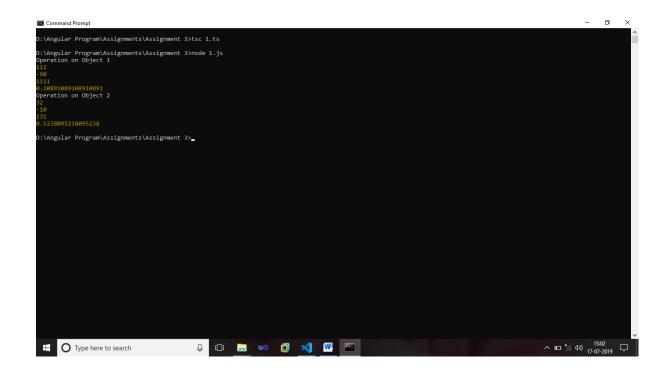
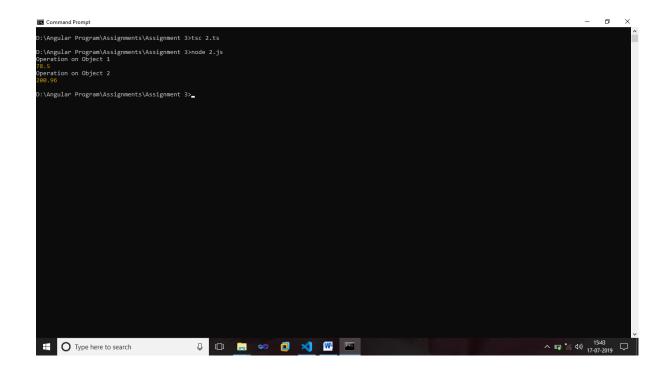
```
//1.ts
class Arithmetic
  no1:number;
  no2:number;
  Arithmetic(number1:number,number2:number)
     this.no1=number1;
     this.no2=number2;
  Addition():void
     console.log(this.no1+this.no2);
  Subtraction():void
     console.log(this.no1-this.no2);
  Multiplication():void
     console.log(this.no1*this.no2);
  Division():void
     console.log(this.no1/this.no2);
var obj1=new Arithmetic();
console.log("Operation on Object 1");
obj1.Arithmetic(11,101);
obj1.Addition();
obj1.Subtraction();
obj1.Multiplication();
obj1.Division();
var obj2=new Arithmetic();
console.log("Operation on Object 2");
obj2.Arithmetic(11,21);
obj2.Addition();
obj2.Subtraction();
obj2.Multiplication();
obj2.Division();
```



```
class Circle
    rad:number;
    pi:number;
    Circle(radius: number, pi?:number)
        this.rad=radius;
        if(pi==undefined)
            this.pi=3.14;
    Area():number
        var area:number;
        area=this.pi*this.rad*this.rad;
        return area;
var obj3=new Circle();
console.log("Operation on Object 1");
var iret1:number;
obj3.Circle(5);
iret1=obj3.Area();
console.log(iret1);
var obj4=new Circle();
console.log("Operation on Object 2");
var iret2:number;
obj4.Circle(8);
iret2=obj4.Area();
console.log(iret2);
```



```
//3.ts
class Circle
    rad:number;
    pi:number;
    Circle(radius: number, pi?:number)
        this.rad=radius;
        if(pi==undefined)
            this.pi=3.14;
    Area():number
        var area:number;
        area=this.pi*this.rad*this.rad;
        return area;
class CircleX extends Circle
    Circumference():number
     var areac:number;
      areac=2*this.pi*this.rad;
      return areac;
var obj5=new CircleX();
console.log("Operation on Object 1");
obj5.Circle(5);
console.log(obj5.Area());
console.log(obj5.Circumference());
var obj6=new CircleX();
console.log("Operation on Object 2");
obj6.Circle(8);
console.log(obj6.Area());
console.log(obj6.Circumference());
```

