Section 1 - Inheritance:

- Create a class called Vehicle with properties make, model, year, color, and a method drive().
- The drive() method should log "Driving {make} {model}." to the console.
- Create a subclass called Car that extends Vehicle and adds a property numSeats.
- Create a subclass called RideShareCar that extends Car and adds a property isAvailable.

Section 2 - Polymorphism:

Create a class called Shape with a method calculateArea(). Then, create three subclasses called Rectangle, Triangle, and Circle, each of which extends Shape.

Each subclass should override the calculateArea() method as follows:

- Rectangle should accept width and height parameters and calculate the area as width * height.
- Triangle should accept base and height parameters and calculate the area as (base * height) / 2.
- Circle should accept radius parameter and calculate the area as Math.PI * radius * radius.

Finally, create instances of each subclass and call the calculateArea() method on each instance, logging the result to the console.

Section 3 – Abstraction and encpasulation:

Create a class called BankAccount with properties accountNumber, balance, and accountHolderName. Then, create two subclasses called CheckingAccount and SavingsAccount, each of which extends BankAccount.

Make the accountNumber, balance, and accountHolderName properties private by using the # symbol before their names.

Implement the deposit() and withdraw() methods in the CheckingAccount and SavingsAccount subclasses. These methods should accept a amount parameter and update the balance property accordingly.

However, for the SavingsAccount subclass, if the balance drops below zero after a withdrawal, the withdrawal should fail and the balance should not be updated.

Implement the getBalance() method in both the CheckingAccount and SavingsAccount subclasses. This method should return the balance property.

Finally, create instances of each subclass and call the ${\tt deposit()}$, withdraw(), and ${\tt getBalance()}$ methods on each instance, logging the result to the console.