1. https://github.com/rvsp/typescript-oops/blob/master/Practice/Movie.md

class Movie {

constructor(title, studio, rating = "PG") {

this.title = title

this.studio = studio

this.rating = rating

}

getPG(obj, rating = "PG") {

return obj.filter(i => i.rating.includes(rating))

}

}

let movie = new Movie("Casino Royale", "Eon Productions", "PG13")

console.log(movie.title)

console.log(movie.studio)

console.log(movie.rating)

let obj\_check = [

a = {

title: "The Dark Knight",

studio: "DC",

rating: "PG13"

},

b = {

title: "Tenet",

studio: "Warner Bros",

rating: "R"

}]

let pgMovies = movie.getPG(obj\_check)

console.log(pgMovies)

2. https://github.com/rvsp/typescript-oops/blob/master/Practice/class-circle.md

class Circle {

setRadius(radius){

this.radius=radius;

}

getRadius(){

return this.radius

}

setColor(colour){

this.colour=colour;

}

getColor(){

return this.colour

}

toString(){

return `Radius: ${this.radius}, Colour: ${this.colour}`

}

getArea(){

return (this.radius\*\*2)\*Math.PI

}

getCircumference(){

return 2\*Math.PI\*this.radius

}

}

let circle1= new Circle()

circle1.setRadius(1)

circle1.setColor("red")

console.log(circle1.getRadius())

console.log(circle1.getColor())

console.log(circle1.toString())

console.log(circle1.getArea())

console.log(circle1.getCircumference())

3. Write a “person” class to hold all the details.

class person {

constructor(name,age,sex,height,weight,location){

this.name=name;

this.age=age

this.sex=sex

this.height=height

this.weight=weight

this.location=location

}

getDetails()

{

return `

Name: ${this.name}

age: ${this.age}

sex: ${this.sex}

height: ${this.height}

weight: ${this.weight}

location: ${this.location}

`

}

}

4. write a class to calculate uber price.

class uber {

constructor(Distance,fare) {

this.Distance = Distance;

this.fare = fare;

}

getTotal() {

let base\_fare=100;

return `Total Price: ${base\_fare+(this.Distance\*this.fare)}`

}

}