let user1 = {

name:'Ramya',

age:22,

login(){

console.log('You are logged in')

},

logout(){

console.log('You are logged out')

}

}

let user2 = {

name:'Vasanth',

age:24,

login(){

console.log('Hi',this.name)

console.log('You are logged in')

},

logout(){

console.log('You are logged out')

}

}

let user3 = {

name:'John',

age:21,

login(){

console.log('Hi',this.name)

console.log('You are logged in')

},

logout(){

console.log('You are logged out')

}

}

user2.login()

user3.login()

//Class is a template of properties

// and methods

//static - common variables/methods for class

// - accessed with className

//ES6

class User{ // base class, parent class, super class

static numberOfUsers = 0;

constructor(name,age){

//instance variables

this.name = name;

this.age = age;

User.numberOfUsers++;

}

login(){

console.log('Hi',this.name)

console.log('You are logged in')

}

logout(){

console.log('You are logged out')

}

static displayTotalUsers(){

console.log('Total number of Users is '+User.numberOfUsers++)

}

}

let userOne = new User('Vidya',21)

let userTwo = new User('Ramesh',33)

let userThree = new User('Mano',32)

userOne.login()

userTwo.logout()

//console.log('Number of Users',User.numberOfUsers)

User.displayTotalUsers()

let movie = 'PS1'

let music = new String('ARR')

//inheritance - acquiring properties of

// - a base class

//derived class, child class, sub class

class Paiduser extends User{

constructor(name,age){

super(name,age);

this.storage = 100;

}

message(){

console.log('You have 100GB free storage')

}

//overriding

login(){

console.log('Thank you for your support')

return this

}

}

let paidUser1 = new Paiduser('Dhana',22)

paidUser1.login()

paidUser1.message()

//method chaining

paidUser1.login().message()

function User(name,age){

this.name = name;

this.age = age;

}

User.prototype.login = function(){

console.log('hi',this.name)

console.log("You are logged in")

}

let user1 = new User('Abdul',34)

user1.login()

//get and set

class Temperature{

constructor(temp){

this.\_temp = temp

}

get temp(){

return `${this.\_temp} deg celcius`

}

set temp(temp){

if(temp>100)

temp = 100

this.\_temp = temp

}

}

let temp1 = new Temperature(25)

temp1.temp = 150

console.log(temp1.temp)

Js modules

//script.js

import C,{fillGas as fill,repair} from './car.js'

let car1 = new C()

car1.drive()

fill()

//car.js

//ES6 - modules

export default class Car{

drive(){

console.log("Driving")

}

}

export function fillGas(){

console.log('Filling Gas')

}

export function repair(){

console.log('Repairing')

}

// export default Car

// export {fillGas,repair}