### **[With classes](https://developer.mozilla.org/en-US/docs/Web/JavaScript/Inheritance_and_the_prototype_chain" \l "with_classes)**

1 class Polygon {

1. constructor(height, width) {
2. this.height = height;
3. this.width = width;
4. }
5. }
6. class Square extends Polygon {
7. constructor(sideLength) {
8. super(sideLength, sideLength);
9. }
10. get area() {
11. return this.height \* this.width;
12. }
13. set sideLength(newLength) {
14. this.height = newLength;
15. this.width = newLength;
16. }
17. }
18. const square = new Square(2);
19. // square ---> Square.prototype ---> Polygon.prototype ---> Object.prototype ---> null