1. Write a constructor for the class Movie, which takes a String representing the title of the movie, a String representing the studio, and a String representing the rating as its arguments, and sets the respective class properties to these values.

class Movie{

constructor (Title,studio,rating){

this.Title=Title;

this.studio=studio;

this.rating=rating;

}

}

var movie=new Movie("KGF","SK","Good");

console.log(movie.Title);

1. The constructor for the class Movie will set the class property rating to "PG" as default when no rating is provided.

class movie {

constructor(title, studio, rating){

this.title = title;

this.studio = studio;

this.rating = "PG";

}

c) Write a method getPG, which takes an array of base type Movie as its argument, and returns a new array of only those movies in the input array with a rating of "PG". You may assume the input array is full of Movie instances. The returned array need not be full.

public static Movie[] getPG(Movie[] mov) {

Movie[] pgMov = new Movie[mov.length];

int newArrayIndex = 0;

for (int i = 0; i < mov.length; i++) {

if (mov[i].rating.equals(“PG”)) {

pgMov[newArrayIndex] = mov[i];

newArrayIndex++;

}

}

return pgMov;

}

d) Write a piece of code that creates an instance of the class Movie with the title “Casino Royale”, the studio “Eon Productions”, and the rating “PG­13”

var movie = new Movie(“Casino Royale”,”Eon Productions”,”PG-13”);

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

var person1 = new Person();

person1.firstName = "Steve";

person1.lastName = "Jobs";

console.log(person1.firstName + " " + person1.lastName);

var person2 = new Person();

person2.firstName = "Bill";

person2.lastName = "Gates";

console.log(person2.firstName + " " + person2.lastName );