class Movie {

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

this.title = title;

this.studio = studio;

this.rating = rating;

}

getPG = function (arr) {

return arr.filter((m) => {

return m.rating === "PG";

});

};

}

let movie1 = new Movie("Casino Royale", "Eon Productions", "PG13");

let movie2 = new Movie("Avengers", "Disney", "PG15");

let movie3 = new Movie("Fight Club", "Dalmount", "PG18");

let movie4 = new Movie("Avengers End Game", "Disney");

let movie5 = new Movie("Lion King", "Disney");

const arr = [movie1, movie2, movie3, movie4, movie5];

let a = movie1.getPG(arr);

console.log(arr); //returns the array of movies

console.log(a); // return movies with PG rating

class Circle {

constructor(radius, color) {

this.radius = radius;

this.color = color;

}

getCircumference() {

let res = 2 \* Math.PI \* this.radius;

return res;

}

getArea() {

return Math.PI \* Math.pow(this.radius, 2);

}

}

let circle1 = new Circle(2, "red");

let circle2 = new Circle(5, "yellow");

let circle3 = new Circle(10, "black");

console.log(circle3.getCircumference());

console.log(circle1.radius);

console.log(circle2.getArea());