# JavaScript Class\_Practice08 | Prototypes & Classes

## TASK-PART-1

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*1. Create a class called Author*

*2. Create a constructor which takes firstName, lastName, country, array of books*

*3. Create a function called as getFullName() for Author object that will return {firstName lastName}*

*4. Create a function called as getBooks() for Author object that will return all the books*

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## TASK-PART-2

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*1. Create a class called Book*

*2. Create a constructor which takes title, genre, page*

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## TASK-PART-3

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*We will write our actual program that we define an author and the books*

*In this program we will write the biography of George R. R. Martin, an American novelist.*

*Create 3 books object with the below information:*

*BookName Genre TotalPage*

*A Game of Thrones Epic Fantasy 694*

*A Clash of Kings Epic Fantasy 768*

*A Storm of Swords Epic Fantasy 973*

*Create an Author object with the below information:*

*First name: George R. R.*

*Last name: Martin*

*Country: United States*

*Books: are given above*

*1. Get and print Author's full name*

*2. Get and print Author's books iterated with a loop*

*EXPECTED OUTPUT:*

*George R. R. Martin*

*Book { title: 'A Game of Thrones', genre: 'Epic Fantasy', page: 694 }*

*Book { title: 'A Clash of Kings', genre: 'Epic Fantasy', page: 768 }*

*Book { title: 'A Storm of Swords', genre: 'Epic Fantasy', page: 973 }*

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## TASK-PART-4

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*Now, solve this using prototypes instead of ES6 classes*

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