**Class**

class Animal {

constructor(name)

{

this.name = name;

}

// get name

get getName()

{

return this.name;

}

speak()

{

console.log(this.name + ' ahahahha');

}

}

// extends

class Dog extends Animal {

speak()

{

//call super

//super.speak();

console.log(this.name + ' gauauau');

}

// static method

static height()

{

return 1.3;

}

}

var d = new Dog('Kyyy'); // call constructor of parent

d.speak(); // call speak self

console.log(Dog.height()); // 1.3