

OOPS TASK

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.

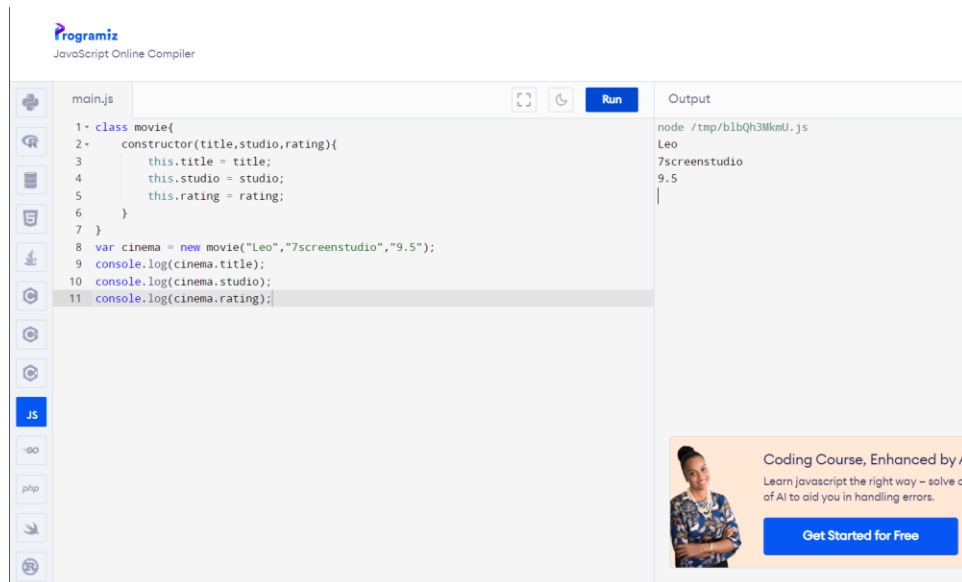
```
class movie{  
    constructor(title,studio,rating){  
        this.title = title;  
        this.studio = studio;  
        this.rating = rating;  
    }  
}  
  
var cinema = new movie("Leo","7screenstudio","9.5");  
console.log(cinema.title);  
console.log(cinema.studio);  
console.log(cinema.rating);
```

Output:-

Leo

7screenstudio

9.5



The screenshot shows the Programiz JavaScript Online Compiler interface. The code editor on the left contains the following JavaScript code:

```
1- class movie{
2-   constructor(title,studio,rating){
3-     this.title = title;
4-     this.studio = studio;
5-     this.rating = rating;
6-   }
7- }
8- var cinema = new movie("Leo","7screenstudio","9.5");
9- console.log(cinema.title);
10 console.log(cinema.studio);
11 console.log(cinema.rating);
```

The output panel on the right shows the results of the code execution:

```
node /tmp/b1bQh3MkmlU.js
Leo
7screenstudio
9.5
```

At the bottom right, there is a promotional banner for a coding course with the text: "Coding Course, Enhanced by AI. Learn javascript the right way - solve challenges of AI to aid you in handling errors. Get Started for Free".

2) 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 = "PG") {
    this.title = title;
    this.studio = studio;
    this.rating = rating;
  }

  getCineInfo() {
    return "Title: " + this.title + "\nStudio: " + this.studio + "\nRating: "
    + this.rating;
  }
}
```

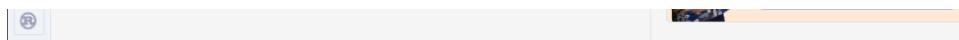
```
var cinema = new Movie("Casino Royale", "Eon Productions", "PG-13");  
console.log(cinema.getCineInfo());
```

Output:

Title: Casino Royale

Studio: Eon Productions

Rating: PG-13



3) 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.

```
class Movie {  
    constructor(title, studio, rating = "PG") {  
        this.title = title;  
        this.studio = studio;  
        this.rating = rating;  
    }  
  
    static getCineInfo(movies) {  
        return movies.filter(movie => movie.rating === "PG");  
    }  
}
```

```
var cinema1 = new Movie("cinema1", "Studio A", "PG");  
var cinema2 = new Movie("cinema2", "Studio B", "PG-13");  
var cinema3 = new Movie("cinema3", "Studio C", "PG");
```

```
var cinema4 = new Movie("cinema4", "Studio D", "R");

var movies = [cinema1, cinema2, cinema3, cinema4];

var pgMovies = Movie.getCineInfo(movies); // Use the correct method name

console.log(pgMovies);
```

Output:

```
[
  Movie { title: 'cinema1', studio: 'Studio A', rating: 'PG' },
  Movie { title: 'cinema3', studio: 'Studio C', rating: 'PG' }
]
```



4) 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 “PG-13”

```
class Movie {
  constructor(title, studio, rating) {
    this.title = title;
    this.studio = studio;
    this.rating = rating;
  }
}
```

```
var mov = new Movie("Casino Royale", "Eon Productions", "PG13");
```