```
class ACat {
string name;
public ACat(n){
 this.name=n;
 }
}
ACat mycat= new ACat("Barsik");
```

```
class ACat {
  constructor(n) {
    this.name = n;   //property
  }
}
mycat = new ACat("Barsik");
```

```
Say() {
  return "meou";
}
```

```
s =
"My cat says <b>"
 +
 myCat.Say()+
"</b> !"
```

```
<script>
class APet {
    Say() {
        alert("No");
    }
}
class ACat extends APet {
    Say() {
        return "Miou";
    }
}
var myPet =
 new ACat("Barsik");

 S = "My pet says  <b>"
      + myPet.Say()+
      "</b> !"
</script>
```

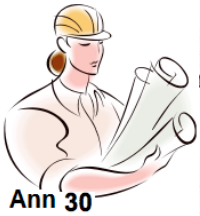
class **Women** — **To describe a Woman: name, age, job**

can do: eat, drink, sleep, walk, …

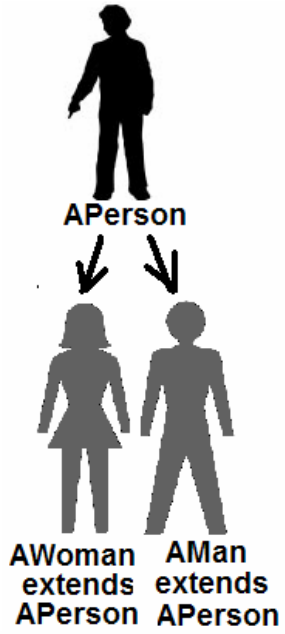
Real world objects

object — **Jane 19 Student**

object — **Emma 45 Doctor**



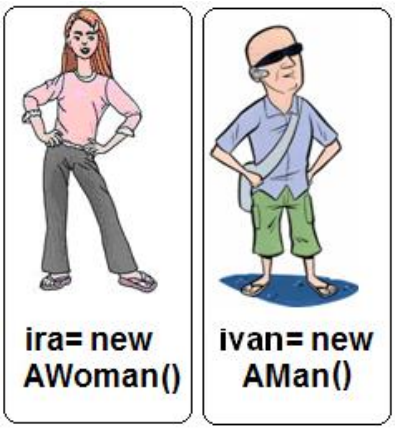
object — **Ann 30 Engineer**



function **WashDishes()**

Men's version
wipe dry

Female version
wet with water




```
class AMan {
  WashDishes() {
    return 'wipe dry';
  }
}
```

```
class AWomen {
  WashDishes() {
    return 'wet';
  }
}
```

```
var family = [new AWomen(), new AMan()];
for(i=0;i<2;i++){ alert(" "+ family[i].WashDishes());}  //dry wet
```

```
women = new AWomen();  man = new AMan();  var family = [women,man];
```