

Klassen

Definition

```
class Auto { }
```

Vererbung

```
class Bus extends Auto { }
```

Basisaufrufe

```
super();
```

Konstruktor

```
constructor() { }
```

Private

```
let _farbe = Symbol('priv');
```

Setter

```
set Farbe(value) { this._farbe = value; }
```

Getter

```
get Farbe() { return this._farbe; }
```

Instanziierung

```
let porsche = new Auto();
```

Feldzuweisung

```
porsche.Farbe = 'rot';
```

Feldzuweisung

```
porsche["Farbe"] = 'rot';
```

Funktionen



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