

JS TASK3:

1. Define a car object using plain literal object. define 2 properties (brand, speed) and 3 methods (accelerate, brake, describe)

```
let car = {
  brand: 'Ford',
  brand2: 'Ferrari',
  speed: 0,
  speed2: 0,
  status: function() {
    console.log(this.brand + " is running at " + this.speed + "km/h");
  },
  status2: function() {
    console.log(this.brand2 + " is running at " + this.speed2 + "km/h");
  },
  accelerate: function(x) {
    this.speed = this.speed + x;
  },

  brake: function(x) {
    this.speed = this.speed - x;
  },
  accelerate2: function(y) {
    this.speed2 = this.speed2 + y;
  },

  brake2: function(y) {
    this.speed2 = this.speed2 - y;
  }
}

car.status()
car.accelerate(50);
car.status()
car.accelerate(100);
car.status()
car.brake(25)
car.status()
car.accelerate2(200)
car.status2()
car.brake2(100)
car.status2()
```

2. Redefine the previous problem statement with classes and add the given attributes and methods. Attributes: Brand, speed , motion Methods: Accelerate , brake , status , check_motion , emergency_brake Check_motion method : to check whether the vehicle is moving or not Emergency_brake method: to change the speed to 0.

```
class Car {

    constructor(brand, speed, motion) {
        this.brand = brand;
        this.speed = speed;
        this.motion = motion;
    }
    accelerate(a) {
        this.speed = this.speed + a;
    }
    brake(val) {
        this.speed = this.speed - val;
    }

    status() {
        if (this.speed == 0) {
            console.log(this.brand + "running at " + this.speed + " km/h ");
            console.log("The Car is not moving..");
        } else if (this.speed < 0) {
            console.log(this.brand + "running at 0 km/hr ");
            console.log("The car has stopped");
            //emergency_brake();
        } else {
            console.log(this.brand + " running at " + this.speed + " km/hr ");
            console.log("The car is moving.....");
        }
    }
}

let ob = new Car("Ford", 0, 0)
ob.status();
ob.accelerate(50);
ob.status();
ob.accelerate(100);
ob.status();
ob.brake(20);
ob.status();
ob.brake(200);
ob.status();
```

