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()

1. 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();