1. Create your own object that contains a list of numerical sequence, with the following details:

- Your constructor takes 3 parameters to define start, end of list and step
- The list should be private and filled with private method
- You can create getter and setter for the list if needed

Allow the user to apply the following functionality to his created Sequence :

o Append or prepend a new value (you have to ensure that you are pushing sequential value otherwise through exception)

o Dequeue or pop a value,

o display all its content

2. Display the area and perimeter of an object created from using Rectangle Constructor that has width and height properties and 2 extended methods (using prototype property) for calculating area, perimeter.
Override .toString() function to display a message declaring the width, height, area and perimeter of the created object.
Create Class Property that counts numbers of created objects and Class method to retrieve it.

3. Make proper updates in your previous code of generating Rectangle object that should inherit from Shape Constructor, and create your Square constructor that inherits from Rectangle.

Prevent creating any object from shape, allow creation of only rectangles and square

Bonus: allow creation of only one square and one rectangle