**Ninja**

Example Outputs

*const ninja1 = new Ninja("Hyabusa");*

*ninja1.sayName();*

*ninja1.showStats();*

* Top of Form
* Create a Ninja class
* add an attribute: name
* add an attribute: health
* add a attribute: speed - give a default value of 3
* add a attribute: strength - give a default value of 3
* add a method: sayName() - This should log that Ninja's name to the console
* add a method: showStats() - This should show the Ninja's name, strength, speed, and health.
* add a method: drinkSake() - This should add +10 Health to the Ninja

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