**Super Ninja**

Sensei Class

Extend the Ninja class and create the Sensei class. A Sensei should have 200 Health, 10 speed, and 10 strength by default. In addition, a Sensei should have a new attribute called wisdom, and the default should be 10. Finally, add the speakWisdom() method. speakWisdom() should call the drinkSake() method from the Ninja class, before console.logging a wise message.

*// example output*

*const superSensei = new Sensei("Master Splinter");*

*superSensei.speakWisdom();*

*// -> "What one programmer can do in one month, two programmers can do in two months."*

*superSensei.showStats();*

*// -> "Name: Master Splinter, Health: 210, Speed: 10, Strength: 10"*

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  + create a class Sensei that inherits from the Ninja class
  + add an attribute: wisdom - default to 10
  + create a method: speakWisdom()
  + create a method: drinkSake()

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