## 7.Class Vehicle

Create a class with the name **Vehicle** that has the following properties:

* **type** – a string
* **model** – a string
* **parts** – an object that contains:
* **engine** – number (quality of the engine)
* **power** – number
* **quality** – engine \* power
* **fuel** – a number
* **drive** – a function that receives fuel loss and decreases the fuel of the vehicle by that number

The **constructor** should receive the **type**, the **model**, the **parts** as an **object,** and the **fuel**

In judge post your **class** (**Note: all names should be as described**)

### Example

Test your Vehicle class.

|  |  |
| --- | --- |
| **Input** | **Output** |
| let parts = { engine: 6, power: 100 };  let vehicle = new Vehicle('a', 'b', parts, 200);  vehicle.drive(100);  console.log(vehicle.fuel);  console.log(vehicle.parts.quality); | 100  600 |
| let parts = {engine: 9, power: 500};  let vehicle = new Vehicle('l', 'k', parts, 840);  vehicle.drive(20);  console.log(vehicle.fuel); | 820 |