## Class Laptop

Create a **class Laptop** that has the following properties:

* **info** – object that contains:
* **producer** – string
* **age** – number
* **brand** – string
* **isOn** – boolean (false by default)
* **turnOn** – a function that **sets the isOn** variable to **true**
* **turnOff** – a function that **sets the isOn** variable to **false**
* **showInfo** – a function that returns the **producer, age, and brand as JSON**
* **quality** – number (every time the laptop **is turned on/off the quality decreases by 1**)
* **getter price** – number (**800 – {age \* 2} + (quality \* 0.5)**)

The **constructor** should receive the **info as an object and the quality.**

### Examples

Test your class.

|  |  |
| --- | --- |
| **Input** | **Output** |
| let info = {producer: "Dell", age: 2, brand: "XPS"}  let laptop = new Laptop(info, 10)  laptop.turnOn()  console.log(laptop.showInfo())  laptop.turnOff()  console.log(laptop.quality)  laptop.turnOn()  console.log(laptop.isOn)  console.log(laptop.price) | {"producer":"Dell","age":2,"brand":"XPS"}  8  true  799.5 |
| let info = {producer: "Lenovo", age: 1, brand: "Legion"}  let laptop = new Laptop(info, 10)  laptop.turnOn()  console.log(laptop.showInfo())  laptop.turnOff()  laptop.turnOn()  laptop.turnOff()  console.log(laptop.isOn) | {"producer":"Lenovo","age":1,"brand":"Legion"}  false |