

Lab 6

Create 2 Classes **Car** and **Engine** (Using ES6)

Engine Class

1- Has a private property called *image* which contains the *html image* that describes the engine.

Class constructor will set this property.

2- Has a private static *count* property to find how many object created in memory

(don't forget to make a getter for this static property)

3- User can't create object from Engine class

Car Class (inherits from Engine)

Class constructor will take position and (image source value)

Class methods:

1- *moveLeft (value)*-> to move the car left on page

2- *moveRight(value)*-> to move the ball right on page

3- *ChangeStyle*-> method that take css style object as input to apply it on car .

For example: carObject.changeStyle({width:20px, height:40px})

4- Create *moveCar(direction)* that take the direction (left or right) of moving car on screen and the car will start moving until it reaches the page boundaries left or right depending on the direction.

5- calling *count* property will show the number of car objects in memory

6- override *toString* to show car position and image source

Now create your cars and let's play 😊