Exercise: Intro to Object oriented Javascript
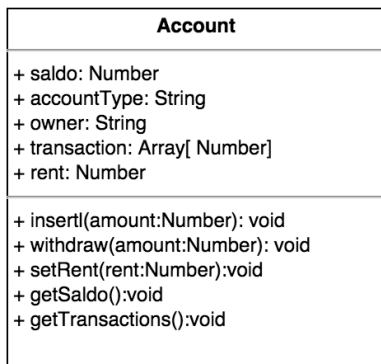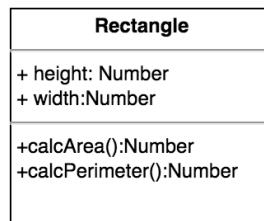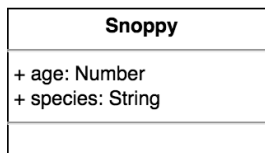
Make a file Account.js where you implement a javascript based Account Class
That has the properties and methods that is defined in the following Account UML class
diagram.
Use the **test program 1 scenario** to show that the implementation is valid.

UML class diagram

Snoppy
+ age: Number + species: String

Rectangle
+ height: Number + width:Number
+calcArea():Number +calcPerimeter():Number

Account
+ saldo: Number + accountType: String + owner: String + transaction: Array[Number] + rent: Number
+ insertl(amount:Number): void + withdraw(amount:Number): void + setRent(rent:Number):void + getSaldo():void + getTransactions():void

Test program 1 scenario

```
var hansJ = new Account("lønkonto","Hans Jensen");

hansJ.insert(100);
hansJ.getSaldo(); // saldo = 100 kr
hansJ.insert(150);
hansJ.withdraw(50):
hansJ.getSaldo(); // saldo = 200 kr
getTransactions();
// Konto info: lønkonto, Hans Jensen
// Transactions: 100,150, -50
```