LEVEL III – JS:

JavaScript Basics - Problems on Classes

1. Define a car object using plain literal object.

define 2 properties (brand, speed) and 3 methods (accelerate, brake, describe)

Sample Input:

```
// Try methods

console.log(car.status());
car.accelerate(50);
console.log(car.status());
car.accelerate(100);
console.log(car.status());
car.brake(25);
console.log(car.status());
```

Sample Output:

```
Ford running at 0 km/h
Ford running at 50 km/h
Ford running at 150 km/h
Ford running at 125 km/h
Ferrari running at 200 km/h
Ferrari running at 100 km/h
>
```

2. Redefine the previous problem statement with classes and add the given attributes and methods.

Attributes:

Brand, speed , motion

Methods:

Accelerate , brake , status , check_motion , emergency_brake

Check_motion method : to check whether the vehicle is moving or not

Emergency_brake method: to change the speed to 0.

Sample Input:

```
console.log(car.status());
car.accelerate(50);
console.log(car.status());
car.accelerate(100);
console.log(car.status());
car.brake(20);
console.log(car.status());
car.brake(200);
console.log(car.status());
```

Sample Output:

```
Ford Fiesta running at 0 km/h; status check: The car is not moving (initial condition)
Ford Fiesta running at 50 km/h; status check: The car is moving
Ford Fiesta running at 150 km/h; status check: The car is moving
Ford Fiesta running at 130 km/h; status check: The car is moving
Ford Fiesta running at 0 km/h; status check: The car has stopped
Ferrari Whatever Model running at 0 km/h; status check: The car is not moving (initial condition)
Ferrari Whatever Model running at 200 km/h; status check: The car is moving
Ferrari Whatever Model running at 100 km/h; status check: The car is moving
Ferrari Whatever Model running at 0 km/h; status check: The car has stopped
```