1. Create a function expression named `createBicyclePrototye` which returns an object literal with one property `speed` set to value 0 and two methods
   a. `applyBrake` that takes a parameter and decrement the current speed of the object by that given value.
   b. `speedup` that takes a parameter increment current speed by given value.
2. Create another function expression named `createMountainBikeProtoype` that take a prototype parameter and returns an object created using `Object.create (prototype)` with one additional property `gear` set to value 1 and one additional method `setGear` which takes a parameter and sets gear value for the object.
3. Write third function expression named `start` that first make `bicyclePrototype` object using first function and then `mountainBikePrototype` object using second function, passing `bicyclePrototype` as argument.
4. Now create some objects from both `bicyclePrototype` and `mountainBikePrototype` using `Object.create()` and play with it. (do some console.log)
5. Wrap all three functions in a module so that we have only one module variable in the global name space.
6. Make use of `'use strict'` at the top of your module.
7. Now, try to achieve above functionality, this time using ES6 class construct.
8. Finally, do it using constructor function.