**Cache**

In this question, you will have to build a cache module.

Cache has no memory limit and should support the following API:

* new Cache() constructor to create a new cache instance
* get(key) key is string. returns either whatever value was set for this key, or undefined if none was set.
* set(key, value) set value for key
* toObject() for testing purposes, returns all the cache elements as an object

Solve this after solving the first section:

* add a new argument to the Cache constructor - maxItems. If you try to add a new item to the cache, and it already has maxItems, it should delete the item which hasn't been used for the longest amount of time (used = single get or set).
* enhanced - make the solution work as O(1)