

ASSESSMENT 2

Task: Create a Car class. Then create an instance and call various methods to alter the object.

Submit: Zip up only the `car.js` file and submit the zip file.

Build Specifications:

- Create a file called `car.js`, which will contain all of your code.
- Declare a class named `Car` with a constructor that accepts one parameter named `fuelLevel`. Give the parameter `fuelLevel` a default value of `100` if no argument is supplied.
 - Properties
 1. `speed` - initialized to the value of `0`
 2. `engineOn` - initialized to the value of `false`
 3. `fuelLevel` - initialized to the `fuelLevel` parameter
 - Methods
 1. `accelerate` - if `fuelLevel` is more than or equal to `1` then decrease `fuelLevel` by `1` and increase `speed` by `1`
 2. `brake` - decreases `speed` by `1`. `speed` cannot go below `0`.
 3. `turnCarOn` - sets `engineOn` to `true`
 4. `turnCarOff` - sets `engineOn` to `false`
 5. `refillFuel` - sets `fuelLevel` to `100`
- Create an instance of `Car` called `myCar` with `60` as the argument for `fuelLevel`. Call the following methods in order. (You may also include any `console.log`'s you want.)
 - `refillFuel`
 - `turnCarOn`
 - `accelerate`
 - `accelerate`
 - `accelerate`
 - `brake`
 - `brake`
 - `brake`
 - `turnCarOff`

TESTS

Overview: This challenge contains 10 tests. The tests are used to check the accuracy of your assessment. This is a fully automated process. Below you will find a description of each test and what is being checked.



Test Cases:

- defaults fuelLevel to 100, defaults speed to 0, and defaults engineOn to false
- accepts an argument for fuelLevel
- increases speed by 1 when accelerate is called
- decreases fuelLevel by 1 when accelerate is called
- does not increase speed when fuelLevel is less than 1 and accelerate is called
- decreases speed by 1 when the brake method is called
- does not decrease speed when speed is equal to 0 and brake is called
- sets engineOn to true when turnCarOn is called AND sets engineOn to false when turnCarOff is called
- sets fuelLevel to 100 when refillFuel is called
- myCar has a final state of false for engineOn AND has a final state of 0 for speed

