Create a class named 'QuitGameWithFade' for managing the game quitting process with a fade effect.

Inside the class:

- Declare a public variable 'fader' for inspector assignment, representing a reference to the fader in the Inspector.

Define a method called 'QuitGame':

- Start the coroutine to fade the screen and quit the game when the quit button is clicked.

Define a coroutine called 'QuitWithFade':

- Trigger the fade-out effect by calling the 'FadeOut' method on the 'fader'.

- Wait for the fade-out duration using 'yield return new WaitForSeconds(fader.fadeDuration)'.

- Implement conditional statements:

- If in the Unity Editor, set 'UnityEditor.EditorApplication.isPlaying' to false.

- Else, quit the game using 'Application.Quit()'.

End of the 'QuitGameWithFade' class.