

## Exercise 3: Calculate the Student's Total Marks

In this exercise, you have to calculate a student's total marks using the concept of prototypes in constructor functions.

### WE'LL COVER THE FOLLOWING ^

- Problem Statement
  - Sample Input
  - Sample Output

## Problem Statement #

A *constructor* function called `Student` is given with the following parameters:

- `marks1`
- `marks2`

**Important Note:** Both `marks1` and `marks2` should be assigned to **protected** variables, `_marks1` and `_marks2`, during initialization. The [lesson](#) on data encapsulation explains how to do so.

Next, you have to define the following methods such that they can be shared by all object instances created:

- `getMarks(markNumber)` : a method which should return `_marks1` if `markNumber` equals 1 and `_marks2` if `markNumber` equals 2.
- `calcTotal()` : the method should *return* the **sum** of `_marks1` and `_marks2`.

 Show Hint

## Sample Input #

```
var student = new Student(60,70)
```

## Sample Output #

```
getMarks(1) => 60  
getMarks(2) => 70  
calcTotal() => 130
```

**Note:** The solution to this exercise is available in the code widget below. However, it'll be good practice to solve this problem yourself first. Good luck!

```
function Student(marks1,marks2) {  
  
    //Define and initialize both private properties here  
  
    //Define the getMarks function on Student prototype here  
  
    //Define the calcTotal function on Student prototype here  
}
```

