### 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 #

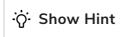
A *constructor* function called **Student** is given with the following parameters:

- 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.



# 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
}
```