Coding Challenge #2

Your tasks:

1. Re-create Challenge #1, but this time using an ES6 class (call it `'CarCl'`)
2. Add a getter called `'speedUS'` which returns the current speed in mi/h (divide by 1.6)
3. Add a setter called `'speedUS'` which sets the current speed in mi/h (but converts it to km/h before storing the value, by multiplying the input by 1.6)
4. Create a new car and experiment with the `'accelerate'` and `'brake'` methods, and with the getter and setter.

Test data:

- Data car 1: *'Ford'* going at 120 km/h

GOOD LUCK 😀

Coding Challenge #3

Your tasks:

1. Use a constructor function to implement an Electric Car (called `'EV'`) as a **child "class"** of `'Car'`. Besides a make and current speed, the `'EV'` also has the current battery charge in % (`'charge'` property)
2. Implement a `'chargeBattery'` method which takes an argument `'chargeTo'` and sets the battery charge to `'chargeTo'`
3. Implement an `'accelerate'` method that will increase the car's speed by 20, and decrease the charge by 1%. Then log a message like this: *'Tesla going at 140 km/h, with a charge of 22%'*
4. Create an electric car object and experiment with calling `'accelerate'`, `'brake'` and `'chargeBattery'` (charge to 90%). Notice what happens when you `'accelerate'`! **Hint:** Review the definiton of polymorphism 😉

Test data:

- Data car 1: *'Tesla'* going at 120 km/h, with a charge of 23%

GOOD LUCK 😀