1. Write a class named **Car**  with properties color, owner, year, model.
2. Write the code to create a constructor with color, owner, year, model.
3. Create a car object with the following properties.

Color =black, owner=xyz, year=1997, model=camry.

1. Create a method named **changeOwner**. This method should accept the newOwner Name as a parameter and change the owner.