Product

Instruction:

- Write the class **Product** according to the following specifications

Constructor

• constructor(name, description, price, quantity): To set the values of properties name: product name, description: product description, price: product price, and quantity: product quantity, based on the given values.

Properties

- name: Product name, type string.
- **description**: Product description, type string.
- **price**: Product price, type decimal number.
- quantity: Product quantity, type number.

Methods

- getTotalPrice(): Retrieves the total price of the product by returning the value from price (product price) * quantity (product quantity). If either value is negative or zero, return undefined.
- **sell(quantity)**: Sells the product in the specified **quantity**, which must not exceed the **quantity** property of the product and must be a positive integer. If the conditions are not met, **return undefined**. If conditions are met, deduct from the **quantity** (product quantity) and **return an object as follows:** { **name: product name, quantity: product quantity** }.
- restock(quantity): Adds more quantity. If quantity is less than or equal to 0, the
 method returns undefined to indicate an invalid operation. Otherwise, it adds
 quantity to the current quantity of the product and returns the new total
 quantity.
- **isInStock()**: Checks if the product is available in stock. Returns **true** if the product's **quantity** is greater than 0. Returns **false** if the product's **quantity** is 0 or less.
- **comparePrice(otherProduct)**: Compares the price of this product with another product. Returns a **positive number** if this product is more expensive, a **negative number** if it is cheaper, and **0** if the prices are the same.

Initiate code:

// Insert your code here

let product1 = new Product("Apple iPhone 15 pro max 1 tb", "Latest model of iPhone with advanced features", 1000, 50);

let product2 = new Product("Samsung Galaxy S24 Ultra 1 tb", "High-end Android smartphone", 800, 75);

let product3 = new Product("Sony Headphones", "Noise-cancelling over-ear headphones", 200, 150);

let product4 = new Product("Asus Gaming Laptop", "High-performance gaming laptop with latest GPU", 2000, 30);

// Insert your code about using object product by all Methods here