1. Create a new file called motorvehicle.js.
2. Inside this file create a class, MotorVehicle
3. Add a constructor that takes the following arguments:
   1. make;
   2. model;
   3. wheels;
   4. engineSize.
4. Inside the constructor, set the values of each - use the 'private' notation.
   1. Add a \_speed property set to 0.
5. Add a 'getter' for each of the 5 properties.
6. Add an accelerate method that takes an argument of time and sets the speed to:

this.\_speed = this.\_speed + ((0.25 \* this.\_engineSize/this.\_wheels) \* time);

1. Add a brake method that takes and argument of time and sets the speed if it is greater than
2. Create an instance of MotorVehicle using myMake, myModel, 4, and 2000 as constructor arguments:

const myVehicle = new MotorVehicle("myMake", "myModel", 4, 2000);

1. Log out myVehicle and then it's speed.
2. Make the vehicle accelerate for 10:

myVehicle.accelerate(10);

1. Log out its speed again.
2. brake for 5 and log out the speed
3. brake again for 5 and log out the speed again