Exercise 3: Inheritance with Cars

In this exercise, you need to implement inheritance between two classes, Vehicle and Car.

WE'LL COVER THE FOLLOWING

Problem Statement

In this exercise, you have to implement inheritance in between classes in the ES6 version of JavaScript.

Task 1

The base class `Vehicle` is declared below. You have to define its `constructor`. The `constructor` should contain:

- **Protected** values `_speed` and `_model`.
- Methods `getModel` and `getSpeed` which return the **protected** speed and model values.

Task 2

The child class `Car` is also declared. You have to:

- Modify its declaration such that it extends the `Vehicle` class.
- Define and initialize its `constructor`.
- Implement a function `getDetails(name)` which takes a string `name` and

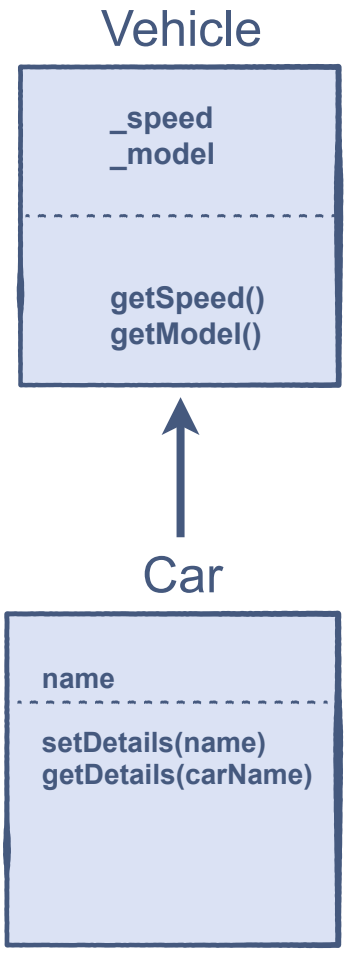
- Implement a function `setDetails(name)` which takes a string `name` and sets it as the name of the `Car`.
- Implement a function `getDetails(carName)` which takes a string `carName` and appends it with the model, name, and speed of the car. It should store the final result in a variable and return it.

Sample Input

```
getDetails(X)
getDetails(S)
getDetails(Roadster)
```

Sample Output

```
X, Tesla, 100
S, Tesla, 100
Roadster, Tesla, 100
```



Parent and Child Classes Structure

> **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

However, it'll be good practice to solve this problem yourself first. Good luck!

```
// Base Class
class Vehicle {}

// Derived Class
class Car {}
```