Exercise 3: Calculate the Student's Total Marks

In this exercise, you have to calculate a student's total marks using the concept of prototypes in constructor functions.

> **WE'LL COVER THE FOLLOWING** ∧
>
> - Problem Statement
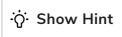>   - Sample Input
>   - Sample Output

Problem Statement

A *constructor* function called `Student` is given with the following parameters:

- `marks1`
- `marks2`

> **Important Note**: Both `marks1` and `marks2` should be assigned to **protected** variables, `_marks1` and `_marks2`, during initialization. The lesson on data encapsulation explains how to do so.

Next, you have to define the following methods such that they can be shared by all object instances created:

- `getMarks(markNumber)` : a method which should return `_marks1` if `markNumber` equals **1** and `_marks2` if `markNumber` equals **2**.

- `calcTotal()` : the method should *return* the **sum** of `_marks1` and `_marks2`.

💡 Show Hint

Sample Input

```
var student = new Student(60,70)
```

Sample Output

```
getMarks(1)  => 60
getMarks(2)  => 70
calcTotal() => 130
```

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 luck!

```
function Student(marks1,marks2) {

  //Define and initialize both private properties here

  //Define the getMarks function on Student prototype here

  //Define the calcTotal function on Student prototype here
}
```