GD PY 2

Let's review the fundamentals before moving on. This is a Prove Yourself (PY). It allows you to showcase all of the topics that you have learned so far. You can use any of the previous projects (website and curriculum) that you have completed to help complete this PY.

The Sensei can give hints and minimal help because the goal of a PY is to have the student showcase their own unique solution to the problem. **GD 6 is a good reference point.**

JS 1, Class Definition. Look for the green banner and put the code below it

```
/* ================================
* Class Definition
*
* ================================ */
```

1. Create a class definition for **SpaceShip.** Write a **constructor** with the following input parameters
    1.1. xPos
    1.2. costumeId
    1.3. color
    1.4. width
    1.5. height
    1.6. speed

2. **Inside the constructor**, create 5 private variables. Private means using `this.`
    2.1. sXPos
    2.2. sCostumeId
    2.3. sColor
    2.4. sWidth
    2.5. sHeight
    2.6. sSpeed

3. Create the private function named `update_costume_id()` with a single parameter named `newCId`. The body of this function will load `newCId` into the private variable `sCostumeId`

4. Create the private function named `update_speed()` with a single parameter named `newSpeed`. The body of this function will load `newSpeed` into the private variable `sSpeed`

5. Create the private function named `fly_left()`. The body of this function will add the private variable `sXPos` by `sSpeed`

JS 2, Creating Objects. Look for the green banner and put the code below it

```
/* ================================
* Create Objects
*
* ================================ */
```

1. Use the "`new`" operator to create 4 different clones of class `SpaceShip()`
2. After every creation of a new object, "`.push()`" it into the array `sShipArr`.

When done, click on the "**RUN**" button and you will see the space ships start on the right and fly to the left.