function describe(vehicle) {
    var description = "";
    description = description + "Number of wheels (via property): " + vehicle.wheelCount;
    description = description + "\n    Number of wheels (via accessor): " + vehicle.getWheelCount();
    description = description + "\n    Curb Weight (via property): " + vehicle.curbWeightInPounds;
    description = description + "\n    Curb Weight (via accessor): " + vehicle.getCurbWeightInPounds();
    description = description + "\n    Refueling Method: " + vehicle.refuel();
    description = description + "\n    Main Tasks: " + vehicle.mainTasks();
    alert(description);
}

function createVehicle() {
    var vehicle = new Vehicle();
    describe(vehicle);
}

function createSportsCar() {
    var sportsCar = new SportsCar();
    createInheritance(new Vehicle(), sportsCar);
    sportsCar.setCurbWeightInPounds(3000);
    describe(sportsCar);
}

function createCementTruck() {
    var cementTruck = new CementTruck();
    createInheritance(new Vehicle(), cementTruck);
    cementTruck.setWheelCount(10);
    cementTruck.setCurbWeightInPounds(10000);
    describe(cementTruck);
}

</script>

<br/><br/>
<button onclick="createVehicle();">Create an instance of Vehicle</button>
<br/><br/>
<button onclick="createSportsCar();">Create an instance of SportsCar</button>
<br/><br/>
<button onclick="createCementTruck();">Create an instance of CementTruck</button>