1. fruits[1];
2. groceries.fruits[1];
3. not sure
4. for (var fruit in fruits) {

if (fruits == fruit) {

break;

}

1. FALSE
2. Not sure immediately
3. Not sure immediately
4. Not sure immediately
5. Pokemon
   1. Properties
      1. Type
      2. Base stats
      3. Level
      4. Status Affliction (poison, sleep, etc.)
      5. PokeDex Number
   2. Methods
      1. Attack
      2. Switch
6. Apple
   1. Properties
   2. Methods
7. Not sure immediately
8. doSomeStuff