CODE:

```
class Object {
   constructor(name, position) {
      this.name = name;
      this.position = position;
   }
}

class Room {
   constructor(length, width, height) {
      this.length = length;
      this.width = width;
      this.height = height;
      this.objects = [];
   }

   addObject(obj) {
      this.objects.push(obj);
   }

   moveObject(objName, newPosition) {
      const obj = this.objects.find(o => o.name === objName);
      if (obj) {
         obj.position = newPosition;
         console.log("{objName} moved to {newPosition}");
      } else {
         console.log("Object '{objName}' not found in the room.");
      }
   }
}

const room = new Room(100, 100, 100);
const obj1 = new Object("Chair", [10, 10, 0]);
const obj2 = new Object("Table", [50, 50, 0]);
room.addObject(obj1);
room.addObject(obj2);

function main() {
   while (true) {
      console.log("\nCurrent objects in the room:");
      room.objects.forEach(obj => console.log("{obj.name} at position {obj.position}"));

      const objName = prompt("Enter the name of the object you want to move (or type 'exit' to quit): ");
      if (objName.toLowerCase() === "exit") {
         break;
      }

      const newX = parseInt(prompt("Enter the new x-coordinate: "));
      const newY = parseInt(prompt("Enter the new y-coordinate: "));
      const newZ = parseInt(prompt("Enter the new z-coordinate: "));
      const newPosition = [newX, newY, newZ];

      room.moveObject(objName, newPosition);
   }
}

main();
```

OUTPUT:

Current objects in the room:
{obj.name} at position {obj.position}
{obj.name} at position {obj.position}
Enter the name of the object you want to move (or type 'exit' to quit): Chair
Enter the new x-coordinate: 10
Enter the new y-coordinate: 10
Enter the new z-coordinate: 0
{objName} moved to {newPosition}

Current objects in the room:
{obj.name} at position {obj.position}
{obj.name} at position {obj.position}
Enter the name of the object you want to move (or type 'exit' to quit): Table
Enter the new x-coordinate: 50
Enter the new y-coordinate: 50
Enter the new z-coordinate: 0
{objName} moved to {newPosition}