**Object Master (Optional)**

Lets use our new map and filter superpowers to get some data from this immutable pokémon array.

*const* pokémon = Object.freeze([

    { "id": 1, "name": "Bulbasaur", "types": ["poison", "grass"] },

    { "id": 5, "name": "Charmeleon", "types": ["fire"] },

    { "id": 9, "name": "Blastoise", "types": ["water"] },

    { "id": 12, "name": "Butterfree", "types": ["bug", "flying"] },

    { "id": 16, "name": "Pidgey", "types": ["normal", "flying"] },

    { "id": 23, "name": "Ekans", "types": ["poison"] },

    { "id": 24, "name": "Arbok", "types": ["poison"] },

    { "id": 25, "name": "Pikachu", "types": ["electric"] },

    { "id": 37, "name": "Vulpix", "types": ["fire"] },

    { "id": 52, "name": "Meowth", "types": ["normal"] },

    { "id": 63, "name": "Abra", "types": ["psychic"] },

    { "id": 67, "name": "Machamp", "types": ["fighting"] },

    { "id": 72, "name": "Tentacool", "types": ["water", "poison"] },

    { "id": 74, "name": "Geodude", "types": ["rock", "ground"] },

    { "id": 87, "name": "Dewgong", "types": ["water", "ice"] },

    { "id": 98, "name": "Krabby", "types": ["water"] },

    { "id": 115, "name": "Kangaskhan", "types": ["normal"] },

    { "id": 122, "name": "Mr. Mime", "types": ["psychic"] },

{ "id": 133, "name": "Eevee", "types": ["normal"] },

{ "id": 144, "name": "Articuno", "types": ["ice", "flying"] },

    { "id": 145, "name": "Zapdos", "types": ["electric", "flying"] },

    { "id": 146, "name": "Moltres", "types": ["fire", "flying"] },

{ "id": 148, "name": "Dragonair", "types": ["dragon"] }

]);

Using the above pokémon array, find the following:

* Top of Form
* an array of pokémon objects where the id is evenly divisible by 3
* an array of pokémon objects that are "fire" type
* an array of pokémon objects that have more than one type
* an array with just the names of the pokémon
* an array with just the names of pokémon with an id greater than 99
* an array with just the names of the pokémon whose only type is poison
* an array containing just the first type of all the pokémon whose second type is "flying"
* a count of the number of pokémon that are "normal" type

Bottom of Form