**Object Enhancements Exercise**

***Same keys and values and ES2015 Version***

*//Same keys and Values*

*function createInstructor(firstName, lastName){*

*return {*

*firstName: firstName,*

*lastName: lastName*

*}*

*}*

*// //Same keys and Values ES2015 Version*

*function createInstructor(firstName, lastName){*

*return {*

*firstName,*

*lastName*

*}*

*}*

***Computed Property Names with ES2015 Version***

*//Computed Property Names*

var favoriteNumber = 42;

var instructor = {

firstName: "Colt"

}

instructor[favoriteNumber] = "That is my favorite!"

*//Computed Property Names ES2015 Version*

const favoriteNumber = 42;

const instructor = {

firstName: "Colt",

[favoriteNumber]: "That is my favorite!"

}

***Object Methods with ES2015 Version***

***//Object Methods***

***var instructor = {***

***firstName: "Colt",***

***sayHi: function(){***

***return "Hi!";***

***},***

***sayBye: function(){***

***return this.firstName + " says bye!";***

***}***

***}***

***//Object Methods ES2015 Version***

***const instructor = {***

***firstName: "Colt",***

***sayHi:(){***

***return "Hi!";***

***},***

***sayBye:(){***

***return this.firstName + " says bye!";***

***}***

***}***

***Create an Animal Function***

***//This code defines a function createAnimal***

***//that takes three arguments: species, verb, and noise.***

***//It returns an object with two properties:***

***//species and a method with the name specified by the verb argument.***

***//The method returns the value of the noise argument.***

***function createAnimal(species, verb, noise) {***

***return {***

***species,***

***[verb]() {***

***return noise;***

***}***

***}***

***}***

***const d = createAnimal("dog", "bark", "Woooof!")***

***console.log(d.bark()) //"Woooof!"***

***const s = createAnimal("sheep", "bleet", "BAAAAaaaa")***

***console.log(s.bleet()) //"BAAAAaaaa"***