

# Switch JS

## Functions, Context, this

Create a function NamedOne which takes first & last names as parameters and returns an object with firstName, lastName and fullName ( = firstName + a space + lastName ) properties which should be all accessible.

If, for example, we've got a "NamedOne" like this :

```
var namedOne = new NamedOne("Naomi","Wang")
namedOne.firstName // -> "Naomi"
namedOne.lastName  // -> "Wang"
namedOne.fullName  // -> "Naomi Wang"
...properties may be changed :
```

```
namedOne.firstName = "John"
namedOne.firstName // -> "John"
namedOne.lastName  = "Doe"
namedOne.lastName  // -> "Doe"
...but all properties are not updated !
```

```
namedOne.fullName // -> "Naomi Wang"
//-- wrong - we want fullName == "John Doe" now !
```

So the purpose of this task is to create an object with accessible and updatable properties.

If .firstName or .lastName are changed, then .fullName should also be changed  
If .fullName is changed, then .firstName and .lastName should also be changed.  
Note : "input format" to .fullName will be firstName + space+ lastName. If given fullName isn't valid then no property is changed.

Examples:

```
var namedOne = new NamedOne("Naomi","Wang")
```

```
namedOne.firstName = "John"  
namedOne.lastName = "Doe"  
// ...then...  
namedOne.fullName // -> "John Doe"
```

```
// -- And :  
namedOne.fullName = "Bill Smith"  
// ...then...  
namedOne.firstName // -> "Bill"  
namedOne.lastName // -> "Smith"
```

```
// -- But :  
namedOne.fullName = "Tom" // -> no : lastName missing  
namedOne.fullName = "TomDonnovan" // -> no : no space between first & last names  
namedOne.fullName // -> "Bill Smith" (unchanged)  
Change the function to create such a NamedOne object
```