## 2.Construction Crew

Write a program that **receives** a worker **object** as a **parameter** and modifies its properties. Workers have the following structure:

{

weight: Number,

experience: Number,

levelOfHydrated: Number,

dizziness: Boolean

}

**Weight** is expressed in **kilograms**, **experience** in **years** and **levelOfHydrated** is in **milliliters**. If you receive a worker whose **dizziness** property is set to **true** it means he needs to intake some **water** to be able to work correctly. The required amount is 0.1ml per **kilogram** per year of **experience**. The required amount must be **added** to the **existing amount (to the levelOfHydrated)**. Once the water is administered, change the **dizziness** property to **false**.

Workers who **do not have dizziness** should **not** be modified in any way. Return them as they were.

### Input

Your function will receive a valid **object** as a **parameter**.

### Output

Return the **same object** that was passed in, **modified** as necessary.

### Examples

|  |  |
| --- | --- |
| Input | Output |
| { weight: 80,  experience: 1,  levelOfHydrated: 0,  dizziness: true } | { weight: 80,  experience: 1,  levelOfHydrated: 8,  dizziness: false } |
| { weight: 120,  experience: 20,  levelOfHydrated: 200,  dizziness: true } | { weight: 120,  experience: 20,  levelOfHydrated: 440,  dizziness: false } |
| { weight: 95,  experience: 3,  levelOfHydrated: 0,  dizziness: false } | { weight: 95,  experience: 3,  levelOfHydrated: 0,  dizziness: false } |