Coding Challenge #2: Modeling a Dog

In this exercise, you will create a Dog object and implement some of its methods which are given below. Try to solve it on your own and if you get stuck anywhere, you can always refer to the solution.

> **We'll cover the following** ∧
>
> - Problem Statement
> - Coding Exercise

Problem Statement

Create a `Dog` object with following properties:

- name
- species
- size
- `bark()` - returns "Woof!"

Coding Exercise

```
1   var dog;
```