**Object Enhancements Exercise**

In this exercise, you’ll refactor some ES5 code into ES2015. Write your code in the sections with a comment to “Write an ES2015 Version”.

**Same keys and values**

**function** createInstructor(firstName, lastName){

**return** {

firstName: firstName,

lastName: lastName

}

}

**Same keys and values ES2015**

*/\* Write an ES2015 Version \*/*

**function createInstructor(firstName, lastName){**

**return{**

**firstName,**

**lastName**

**}**

**}**

**Computed Property Names**

**var** favoriteNumber = 42;

**var** instructor = {

firstName: "Colt"

}

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

**Computed Property Names ES2015**

*/\* Write an ES2015 Version \*/*

**let favoriteNumber = 42;**

**let instructor = {**

**firstName: “Colt”,**

**[favoriteNumber = “That is my favorite!”**

**}**

**Object Methods**

**var** instructor = {

firstName: "Colt",

sayHi: **function**(){

**return** "Hi!";

},

sayBye: **function**(){

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

}

}

**Object Methods ES2015**

*/\* Write an ES2015 Version \*/*

***const instructor = {***

***firstName: “Colt”,***

***sayHi(){***

***return “Hi!”;***

***}***

***sayBye(){***

***return this.firstName + “ says bye!”;***

***}***

***}***

**createAnimal function**

Write a function which generates an animal object. The function should accepts 3 arguments:

* *species: the species of animal (‘cat’, ‘dog’)*
* *verb: a string used to name a function (‘bark’, ‘bleet’)*
* *noise: a string to be printed when above function is called (‘woof’, ‘baaa’)*

Use one or more of the object enhancements we’ve covered.

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

*// {species: "dog", bark: ƒ}*

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

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

*// {species: "sheep", bleet: ƒ}*

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

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

**return{**

**species, [verb](){**

**return noise;**

**}**

**}**

**}**