```javascript
let fps = {

jogo: "First Person Shooter - FPS",

nome: "Valorant",

plataforma: "Computador",

qtPlayers: 4,

};


let players = ["lelo, sleeper, enoki, Dodas"];

let pos = [1, 2, 3, 4];


const propriedade = () => {

for (let prop in fps) {

console.log(`${prop}: ${fps[prop]}`);

}

}


const nomePlayers = () => {

for (let nomePlayers of players) {

console.log(`nome dos players: ${nomePlayers}`);

}

}


propriedade();

nomePlayers();
```