# #Exercise46-Egg Laying Exercise

Define an object called hen.  It should have three properties:

* name should be set to 'Helen'
* eggCount should be set to 0
* layAnEgg should be a method which increments the value of eggCount by 1 and returns the string "EGG".  You'll need to use this.

1. hen.name // "Helen"
2. hen.eggCount // 0
3. hen.layAnEgg() // "EGG"
4. hen.layAnEgg() // "EGG"
5. hen.eggCount // 2

1