

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

```
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

```
let favoriteNumber = 42;

const 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

```
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: f}
d.bark() //Woooof!"

const s = createAnimal("sheep", "bleet", "BAAAAaaaa")
// {species: "sheep", bleet: f}
s.bleet() //"BAAAAaaaa"

function createAnimal(species, verb, noise){
  return {
    species,
    [verb]() {
      return noise;
    }
  }
}
```