

Your Object

In this small project, we will be creating an object that signifies you. It

1. Declare a new variable called `yourName` that stores an object literal that represents you!
It should have all of the following keys: `name`, `age`, `alive`, and `homeTown`. Give each of those keys an appropriate value.
2. Practice using dot notation to access each value on your object.

Reassigning & Adding

1. Go back to the object about you, and add a property of `currentLocation` to your object. Assign it to a string of any coffee shop location you (used to) frequent.
2. Now try re-assigning the `age` property to a different number.
3. 👉 Remember to call the object or the property on the last line of the file (or in the console), and run the code to verify the outcome!