```
// Functions, objects, and events
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// Dog objects
const dog1 = {
    heading: "Bucket Case",
    image: "images/black-dog.jpg",
    caption: "Just hanging out waiting for water",
    altTag: "Black dog in bucket."

};

function chooseDog(dog) {
    if (dog == 1) {
        loadMe(dog1, 1) // don't put dog1 in quotes or it will pass a string not the object

    }

}


function loadMe(dog, dogNum) {
    document.getElementById("heading" + dogNum).innerHTML = dog.heading;
    document.getElementById("img" + dogNum).src = dog.image;
    document.getElementById("img" + dogNum).style.display = "block";
    document.getElementById("p" + dogNum).innerHTML = dog.caption;
    document.getElementById("img" + dogNum).setAttribute('alt', dog.altTag);
}
```