**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**

*/\* Write an ES2015 Version \*/*

const 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**

*/\* Write an ES2015 Version \*/*

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**

*/\* Write an ES2015 Version \*/*

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!")

const s = createAnimal("sheep", "bleet", "BAAAAaaaa");

function createAnimal(*species*, *verb*, *noise*) {

*return* {

       species,

       [verb](){

*return* *noise*;

       }

    }

}