**You will be placing all your code into the scripts.js file.**

**Animal User Model**

This object will be the model of a single animal user. Extra points if you get the pun in the last sentence.

**Object**

An object to hold our data model...

* Create a variable, name it animal, and assign it an object literal.

With Dot Notation…

* Add a property called username and assign it a value.
* Ensure that your username property exists in animal by inspecting it in the console.

With Bracket Notation…

* Add a property called tagline and give it a value.
* Check that your property exists in the animal object by inspecting it in the console.
* Create a variable called noises and assign it an empty array []
* Add the noises array to your object.
* Inspect your handiwork! Your object should look something like this:

{ username: 'DaffyDuck', tagline: 'Yippeee!', noises: [] }

**Loops**

* Loop through the properties of your animal object.
* Count everytime it loops to keep track of the number of properties on your object.
* Write an if/else statement in your loop:
  + If the key is username, console.log('Hi my name is ' + \_\_\_) //fill in with object's username value.
  + If the key is tagline, console.log('I like to say ' + \_\_\_) //fill in with object's tagline value.
* What happens if you return 'Hi my name is ' + \_\_\_ instead of using console.log() inside the loop?

**Review**

Let's go over some concepts:

* What are the different ways you can add properties and values to objects?
* Which of these methods would you use if you wanted to add a property to an object that had a weird symbol (think '&')?
* What about if the property is a variable, how does that change the syntax?