

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: firstNam
e, lastName: lastName } }
```

Same keys and values ES2015

```
/* Write an ES2015 Version */
```

Computed Property Names

```
var favoriteNumber = 42; var instructor = { firstName: "Colt" } instructor[fa
voriteNumber] = "That is my favorite!"
```

Computed Property Names ES2015

```
/* Write an ES2015 Version */
```

Object Methods

```
var instructor = { firstName: "Colt", sayHi: function(){ return "Hi!"; }, say
Bye: function(){ return this.firstName + " says bye!"; } }
```

Object Methods ES2015

```
/* Write an ES2015 Version */
```

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"
```

