

Object Enhancements Exercise

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Reference:

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 */*

```
function 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 */*

```
function favoriteNum(name,num){
  return instructor ={
    name,
    [num]: "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 brandNewInstructor = {
  firstName,
  sayHi(){
    return " HI";
  },
  sayBye(){
    return this.firstName + " says bye";
  }
}
return brandNewInstructor;
```

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", "Wooooof!")  
// {species: "dog", bark: f} d.bark() // "Wooooof!" const s = createAnimal("sheep",  
"bleet", "BAAAAaaaa")  
// {species: "sheep", bleet: f} s.bleet() // "BAAAAaaaa"
```

```
function createAnimal(animal, action, sound){  
  const newAnimal = {  
    animal,  
    [action]() {  
      return sound;  
    }  
  }  
  return newAnimal;  
}
```