1. **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

}

}

1. **Computed Property Names**

**var** favoriteNumber = 42;

**var** instructor = {

firstName: "Scotlin"

}

instructor[favoriteNumber] = "That is my favorite!"

**Computed Property Names ES2015**

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

let favoriteNumber = 42;

const instructor = {

firstName: “Scotlin”,

[favoriteNumber]: “That is my favorite!”

}

1. **Object Methods**

**var** instructor = {

firstName: "Scotlin",

sayHi: **function**(){

**return** "Hi!";

},

sayBye: **function**(){

**return** **this**.firstName + " says bye!";

}

}

**Object Methods ES2015**

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

const instructor = {

firstName: “Scotlin”,

sayHi() {

return “HI!”;

}

sayBye() {

return this.firstName + “ says bye!”;

}

}

1. **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: ƒ}*

d.bark() *//"Woooof!"*

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

*// {species: "sheep", bleet: ƒ}*

s.bleet() *//"BAAAAaaaa"*

function createAnimal(species, verb, noise) {

return {

species, [verb]() {

return noise;

}

}

}