

'Fiddo'

! Buddy !





'play dead'

#=>['no1lover','playdead'](shared value)

Hmm...

```
d = Dog( 'Fido' )  
e = Dog( 'Buddy' )  
d.add_trick( 'roll over' )  
e.add_trick( 'play dead' )  
d.tricks    # => ['roll over', 'play dead'] (shared value)
```


Solution