Let's create a simple survey application!

A survey has a question, a set of options that users can choose from, and an array with the number of responses for each option. This data is stored in the **survey** object, which you can see below.

1. Create a method called **logNewAnswer** for the **survey** object. The method should perform 2 functions:

1. Display a *prompt* window so that the user can enter the number of the selected option. The text in the *prompt* should look like this:

*What programming language would you like to learn?*

*0: JavaScript*

*1: Python*

*2: Ruby*

*3: Java*

*4: C#*

*(Enter option number)*

1. Update the **answers** property based on the number entered. For example, if option 2 is selected, increase the value in the second element of the array **answers** by 1. Make sure that you entered a number and that it makes sense (for example, the answer 23 does not make sense, right?)

2. Call this method when users click the **Take Survey** button. Create this button in the *index.html* file as we created the **Purchase Airplane** button earlier.

3. Create a **printResults** method that prints the survey results to the console. The method takes as input a string (the **type** parameter), which can be either “string” or “array”. If the type is “array”, just display the **answers** array as it is using *console.log()*. This should be the default. If the type is “string”, display a string like this: *“Survey results: 7, 5, 3, 2, 6.”*

4. Метод **printResults** должен запускаться для каждого вызова метода **logNewAnswer**

5. Use the **printResults** method to display 2 arrays from test data. Use both "string" and "array" options. Don't put arrays in the **survey** object! So what should *this* keyword look like in this situation?

Test Data:

1. [7, 1, 4]
2. [3, 6, 9, 2, 5, 4, 4]

const survey = {

question: 'What programming language would you like to learn?',

options: ['0: JavaScript', '1: Python', '2: Ruby', '3: Java', '4: C#'],

answers: new Array(5).fill(0),

};