

## TASK 1

For a random array of structs of type { id, value }, return a new struct, with a unique id and a value such as the next positive integer, which isn't present in the existing structure list and with at least one smaller integer appearing at least twice in the same list.

For example:

```
a = [{id:1, value:3}, {id:2, value:7}, {id:3, value:3}, {id:4, value:1}, {id:5, value:4}]
```

value: 1 - appears 1  
time

value 3 - appears 2  
times

value 4 - appear 1  
time

value 7 - appears 1  
time

Solution:

```
{id: 6, value: 5}
```

## TASK 2

Write a function that takes a object and a string, which represents an object lookup path, for example "property1.property2". The function should return the value on the specific path. Take care of error handling. Example:

```
function lookup(obj, path){....}  
object = { property1: { property2: "Apple", property3:  
'Orange' } }  
path = 'property1.property2'  
lookup(object, path))
```

Result:

'Apple'