PROGRAMMING CHALLENGES

Try out these challenges to practice working with objects.

#1: SCOREKEEPER

Imagine you're playing a game with some friends and you want to keep track of the score. Create an object called scores. The keys will be the names of your friends, and the values will be the scores (which will all start at 0). As the players earn points, you must increase their scores. How would you increase a player's score in the scores object?

#2: DIGGING INTO OBJECTS AND ARRAYS

Say you had the following object:

```
var myCrazyObject = {
  "name": "A ridiculous object",
  "some array": [7, 9, { purpose: "confusion", number: 123 }, 3.3],
  "random animal": "Banana Shark"
};
```

How would you get the number 123 out of this object using one line of JavaScript? Try it out in the console to see if you're right.