

# Object Enhancements Exercise

In this exercise, you'll refactor some ES5 code into ES2015. Write your code in the sections with a comment to "Write an ES2015 Version".

## 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  
  }  
}
```

## Computed Property Names

```
var favoriteNumber = 42;
```

```
var instructor = {  
  firstName: "Colt"  
}
```

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

## Computed Property Names ES2015

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

```
var favoriteNumber = 42;  
  
var instructor = {  
  firstName: "Colt",
```

```
[favoriteNumber]: "That is my favorite!",  
};
```

## Object Methods

```
var instructor = {  
  firstName: "Colt",  
  sayHi: function() {  
    return "Hi!";  
  },  
  sayBye: function() {  
    return this.firstName + " says bye!";  
  }  
}
```

## Object Methods ES2015

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

```
var instructor = {  
  firstName: "Colt",  
  sayHi() {  
    return "Hi!";  
  },  
  sayBye() {  
    return this.firstName + " says bye!";  
  },  
};
```

## createAnimal function

Write a function which generates an animal object. The function should accept 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: f}  
d.bark() // "Woooof!"
```

```
const s = createAnimal("sheep", "bleet", "BAAAAaaaa")
// {species: "sheep", bleet: f}
s.bleet() //"BAAAAaaaa"

const createAnimal = (species, verb, noise) => {
  return {
    species: species,
    [verb]: noise,
    [verb]() {
      console.log(noise);
    },
  };
};

const d = createAnimal("dog", "bark", "Wooooof!");
// {species: "dog", bark: f}
d.bark(); //"Wooooof!"
const s = createAnimal("sheep", "bleet", "BAAAAaaaa");
// {species: "sheep", bleet: f}
s.bleet(); //"BAAAAaaaa"
```

## Solution

See [Our solution](#).