

# Exercise: Mutable Nested Fields

In this exercise, we will mutate the field of a nested record.

## WE'LL COVER THE FOLLOWING ^

- Problem Statement
- Sample Input
- Sample Output
- Coding Challenge

## Problem Statement #

You are given the `winterfell` record from the [Record Mutation](#) lesson. Your goal is to make the `population` field mutable and set its value to `100000`.

## Sample Input #

```
population: 500000
```

## Sample Output #

```
population: 100000
```

## Coding Challenge #

The original records are available below. Try to recall what command could be used to make something mutable. Think carefully before making any changes to the records or record types.

If you feel like you're stuck, refer to the solution review for help.

Good luck!

```
/* Modify this class */
```



```
type placeDetails = {  
  house: string,  
  population: int  
};  
  
let placeDetails = {  
  house: "Stark",  
  population: 500000  
};  
  
type place = {  
  name: string,  
  placeDetails: placeDetails  
};  
  
let winterfell = {  
  name: "Winterfell",  
  placeDetails  
};
```

