```
= let animal = {
    slep: function () of
         this, sleeping strue;
    wolk: function () {
        if ( this . sleeping ) {
            console, log ('animal working');
        gelse s
           console, log l'animal is sleeping!).
  let rabbit = {
       jump = true;
       sleep : function () of
          consde, log (" 8 leeping");
=> rabbit = Object. create (animal) ;
= animal . last = true;
```

I will draw the diagram step by step. I use => with different colors for demo different object in the below diagram.

