

```
⇒ let animal = {  
  sleep : function () {  
    this.sleeping = true;  
  },  
  walk : function () {  
    if (!this.sleeping) {  
      console.log('animal working');  
    } else {  
      console.log('animal is sleeping');  
    }  
  }  
}
```

```
⇒ let rabbit = {  
  jump = true;  
  sleep : function () {  
    console.log("sleeping");  
  }  
};
```

```
⇒ rabbit = Object.create(animal);
```

```
⇒ animal.eat = true;
```

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

