**Objects and it’s representation in JavaScript**

Objects are the most basic building block in a JavaScript Program.

Going by the traditional definition, object is an unordered collection of relative data, of primitive (string, number, Boolean) or reference data types and functions under a class.

Sample- If your object is a student, then

* StudID, StudName, StusClass are the properties (variables)
* CreateStudData(), EditStudData, DeteleRec() are all methods (functions) of the object under a class

Memory allocation- Memory is allocated under the object name and the variables (primitive, reference, variables of functions) are given a reference values and are given a ref/ pointer to the actual value

Syntax-

New object declaration -> var objName = new Object()

Variable key : value pair -> objName.var1 = ‘Stringdata’ ; objName.var2 = 12