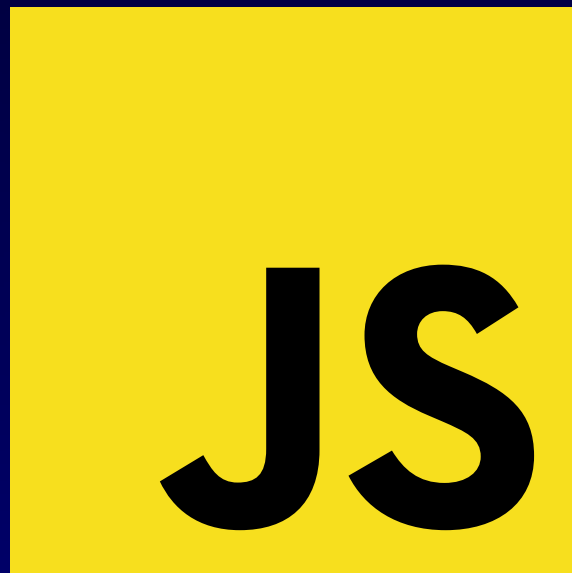


Using `object.freeze()` in JavaScript.



Palak Mishra

When you **declare a variable** using `const`, you **can't reassign** the variable. An Example of it's shown

```
const aValue = 1;  
aValue = 2;
```

Returns --> Uncaught
TypeError: Assignment to
constant variable at
<anonymous>:1:3

Next, we try to **reassign the value 2** to the variable and a **TypeError** is thrown.

```
const ourObject = {  
  animalOne: "Cat",  
  animalTwo: "Dog",  
  animalThree: "Goat"  
};  
ourObject = {}
```

VM178:1 Uncaught
TypeError:
Assignment to
constant variable at
<anonymous>:1:4

We try to do this again but this time using an **object** called **ourObject** and we hit the **same error**.



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Mutable means something that **can be changed**.

Objects in JavaScript which are assigned to a variable using **const** are **mutable**

Using **const** only **stops** the **variable name** from being reassigned **not the object** itself. If we want to change **animalOne property** to be **dinasour** itself, do this.

```
const ourObject = {  
  animalOne: "Cat",  
  animalTwo: "Dog",  
  animalThree: "Goat"  
};  
ourObject.animalOne = "Cow";  
console.log(ourObject);
```

Output:

```
{animalOne: 'Cow',animalTwo: 'Dog',  
  animalThree: 'Goat'}
```



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And this **wouldn't work** with one of the primitive data types such as strings (which are immutable)

```
const ourObject = "Hi";  
ourString[1] = "o";  
console.log(ourString);
```

Output:

Hi

In a nutshell, you **can change/mutate** the object itself but you **cannot change** the identifier of the **variable** in which **object** is stored.

How do we stop mutating objects?

Let's understand this in next slide.



Palak Mishra

You can use a method provided by JS called **freeze**. Once you have **used this function** you **will not** be able to **change the object**.

If you're running your in **strict mode**, error will be thrown.

Syntax for this given below:

```
Object.freeze(objectname);
```

Let's try this

```
const ourArray = [1,2,3];  
Object.freeze(ourArray);  
  
//Returns --> [1,2,3]  
  
ourArray[0] = 100;  
console.log(ourArray);  
  
//Returns --> [1,2,3]
```



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