LOOPS

- Loops are use to run the same code over and over again.

- To carry out repetitive task we use different kinds of loops.
    - for loop
    - while loop
    - do while loop
    - for of

- **Break -** Break is used to interrupt a loop
- **Continue** - Continue is used to skip a certain iteration

FUNCTIONS

- A function is a reusable block of code or programming statements designed to perform a certain task. A function is declared by a function key word followed by a name, followed by parentheses (). A parentheses can take a parameter. If a function take a parameter it will be called with argument. A function can also take a default parameter. To store a data to a function, a function has to return certain data types. To get the value we call or invoke a function. Function makes code:
  - clean and easy to read
  - reusable
  - easy to test

- **Fucntion can be created or declared in multiple ways**

  - Function Statment/Function Decleration
  - Function Expression
  - Anonymous Function

OBJECTS

- An object is a collection of related data and/or functionality. These usually consist of several variables and functions (which are called properties and methods when they are inside objects).

- **Creating an Object**

  - Using Curly Brackets : {}
  - Object.create()
  - new Object()

- **Getting values from an object:**

  - We can access values of object using two methods:
    - Using '.' followed by key name if the key-name is a one word.
    - Using square bracket and a quote.

OBJECT METHODS

- Object.assign({},obj) - To copy an object without modifying the original object
- Object.keys() - To get the keys or properties of an object as an array
- Object.values() - To get values of an object as an array
- hasOwnProperty() - To check if a specific key or property exist in an object