Objects and its internal representation in JavaScript

An object is a reference data type. Variables that are assigned a reference value are given a reference or a pointer to that value.

Each object may contain any combination of primitive data-types (int,Boolean,float,double) as well as reference data-types.

Syntax:

let objectName = new Object();

{

    propertyName1 : value,

    propertyName2 : value,

};

Example:

let employee = new Object();

In the above example

1. let -> keyword used for creating variable.
2. employee ->name of the object.
3. new -> keyword used for creating new instance.
4. Object() -> constructor used for creating object.

To access an object .

    objectName.propertyName

    or

    objectName["propertyName"]

Sample program

```
let employee= new Object();
employee ={
    name : 'xxxxxx',
    age : '22'
    };
console.log(employee.name);
```

The output of the above program will be xxxxxx .