

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();
```

```
objectName = {  
    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** .