1 CT TO BE A STATE OF THE PARTY
+ AL. 1
Objects -
An object is a reference data type, which contains any combination of primitive as well as reference data types.
combination of primitive as well as reference data types.
a reference value are given a reference or
That value that pointer points to the upcation (1)
where the object is gloved.
objects in is may be defined as an unordined collection of
ture of primitive or betorance times in the form of
and and collections These keys can be variables or functions
"key: value" pairs. These keys can be variables or functions and are called properties and methods repectively.
The property names or keys can be string or number. Numbers property name is accessed using "bracket notation":
properly runn & accessed wing "bracket notation":
const person = {
naml: "Ajay", O: "Ottoman"
sid the reduce which the second second
person-name;
person [O];
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