

## # Objects -

An object is a reference data type, which contains any combination of primitive as well as reference data types.

Variables assigned a reference value are given a reference or pointer to that value. That pointer points to the location in memory where the object is stored.

Objects in JS may be defined as an unordered collection of related data, of primitive or reference types, in the form of "key: value" pairs. These keys can be variables or functions and are called properties and methods respectively.

The property names or keys can be string or number. Numbers property name is accessed using "bracket notation":

```
const person = {  
  name: "Ajay",  
  0: "Ottoman"  
}
```

```
person.name;  
person[0];
```