**Objects in Real world**

Objects are **nouns** represent any real world entity like: Car, House, Student, College, Employee, Company, Point, Rectangle, Button, atom, world etc.

Objects have **attributes (properties)** and **behaviors (methods or functions).**

1. **Attributes** are nouns represent **properties** of an object like: color, model, speed, name, address, roll number, width, height etc.
2. **Behaviors** are verbs represent the **functionality (methods)** of an object. Behavior means what an object can do or what we can do to the object like: start, stop, accelerate, paint, getDistance, getArea etc.

**Note:** Behaviors are responsible for modifying attributes of an object.

**Example:**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Object | Car | House | Point | Rectangle |
| Attributes (properties) | Color, model, speed | Color, address, name | X, y | Width, height |
| Behaviors (functions or methods) | start(),  stop(),  accelerate() | paint(),  setName() | getDistance() | getArea() |

While solving any real world problem we:

1. Identify objects present in that problem.
2. Identify the attributes and behaviors of each object.
3. Convert the identified real world objects to software world objects using the language construct known as object.

**Note:** JavaScript objects help us to represent any real world object in our web world.

After knowing objects in real world, know we need to know [objects in web world](objects%20in%20JS%20language.docx)