

[Slide 14.25: JavaScript guidelines](#)[Slide 15.1: AJAX introduction](#)[Home](#)

# JavaScript Objects

JavaScript is an object oriented programming language, which includes the following two features:

- Properties are the values associated with an object.
- Methods are the actions that can be performed on objects.

The code creates an instance of an object and adds two properties and one method to it. Note that methods are just functions attached to objects. Then we will have to write the `createID` function, which creates an ID for the customer. JavaScript knows which person you're talking about by using [this](#). So, now you can use the method `user.createID`. The example creates an object by using a template. You may also use the [Object](#) type to create an object.

```
<html>
<head>
  <script type="text/javascript">
    function customer( name ) {
      this.name      = name;
      this.createID = createID;
    }
    function createID( ) {
      no = Math.random( ) * 1000;
      arr = String( no ).split( '.' );
      this.ID = arr[0];
    }
  </script>
</head>
<body>
  <script type="text/javascript">
    name = prompt( "Enter a name:" );
    user = new customer( name );
    user.createID( );
    document.write( user.name +
      "'s ID is " + user.ID );
  </script>
</body>
</html>
```

[Display the HTML](#)[Reset](#)

- The [new](#) operator creates an instance of a user-defined object type or of one of the built-in object types that has a constructor function.

- The method [random](#) of the object [Math](#) returns a pseudo-random number between 0 and 1.
- The [String](#) converts the specified object to a string. It is a top-level function and is not associated with any object.

## Demonstration

The following demonstration shows how the script of HTML and JavaScript is displayed on the Web.

[Display the HTML](#)[Reset](#)

```
<html>
<body>
  <script type="text/javascript">
    function person( firstname, lastname, age, eyecolor) {
      this.firstname = firstname;
      this.lastname  = lastname;
      this.age       = age;
      this.eyecolor  = eyecolor;
    }
    myFather = new person( "John", "Doe", 50, "blue" );
    document.write( myFather.firstname + " is " +
myFather.age + " years old." );
  </script>
</body>
</html>
```

[Slide 14.25: JavaScript guidelines](#)[Slide 15.1: AJAX introduction](#)[Home](#)