

Core JavaScript Mastery Guide

Let's break down **JavaScript Object Properties** with detailed explanations and internal workings. I'll explain it conceptually and with examples so it's easier to visualize.

1 What is an Object Property?

An **object property** is a **key-value pair**:

js

```
const fruit = {  
    name: "Apple",  
    price: 100  
};
```

- `name` and `price` → **keys** (also called property names)
 - `"Apple"` and `100` → **values**
 - Keys **must be strings or symbols**; if you use another type (like a number), it gets **converted to string** automatically.
 - Values can be **anything**: string, number, array, object, function, etc.
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2 Accessing Object Properties

a) Dot Notation

js

```
fruit.name; // "Apple"  
fruit.price; // 100
```

- Simple and most common.
- Works only if the key is a **valid identifier**.

b) Square Bracket Notation

js

```
fruit["name"]; // "Apple"  
fruit["price"]; // 100
```

- Useful when key is **not a valid identifier** (like contains spaces, hyphens, numbers).

js

```
const obj = {  
  "fruit-name": "Mango"  
};  
console.log(obj["fruit-name"]); // Mango
```

c) Using Expressions

js

```
const num = {10: "ten", 20: "twenty"};  
const x = 10;  
console.log(num[x + 10]); // "twenty"
```

- The expression `x + 10` evaluates to `20`, so `num[20]` is accessed.

3 Nested Objects

Access **nested properties**:

js

```
const cars = {  
  audi: { model: "Q7", price: 10000000 },  
  bmw: { model: "S20D", price: 8000000 }  
};  
  
console.log(cars.audi.model); // Q7  
console.log(cars["bmw"]["price"]); // 8000000
```

4 Adding or Updating Properties

- Update existing property:

js

```
fruit.name = "Apple"; // dot notation  
fruit["price"] = 200; // bracket notation
```

- Add new property:

js

```
fruit.expiry = "5 days";
```

Resulting object:

js

```
{ name: "Apple", price: 200, expiry: "5 days" }
```

5 Deleting Properties

js

```
delete fruit.name;  
console.log(fruit); // { price: 200, expiry: "5 days" }
```

- Removes the key-value pair from the object.

6 Enumerating Properties

a) Using `for...in` loop

js

```
const table = { color: "brown", shape: "round", price: 10000 };  
  
for (let key in table) {  
  console.log(key + ": " + table[key]);  
}
```

Output:

less

```
color: brown  
shape: round  
price: 10000
```

b) Using `Object.keys()` or `Object.entries()`

js

```
Object.keys(table); // ["color", "shape", "price"]  
Object.values(table); // ["brown", "round", 10000]  
Object.entries(table); // [["color","brown"], ["shape","round"], ["price",10000]]
```

7 Property Attributes (Internal)

Every property has **four attributes**:

Attribute	Description
<code>value</code>	The actual value of the property
<code>writable</code>	<code>true</code> if value can be changed
<code>enumerable</code>	<code>true</code> if property shows up in loops like <code>for...in</code>
<code>configurable</code>	<code>true</code> if property can be deleted or changed via <code>defineProperty</code>

- By default, `writable`, `enumerable`, `configurable` are `true` for normal properties.
- To modify attributes (except `value`), use `Object.defineProperty()`:

js

```
Object.defineProperty(fruit, "price", {  
  writable: false, // cannot change  
  enumerable: false, // won't show in for...in
```

```
configurable: false // cannot delete  
});
```

8 Key Takeaways

1. Objects = collection of key-value pairs.
 2. Keys = strings or symbols. Values = anything.
 3. Access properties using **dot**, **bracket**, or **expression**.
 4. Nested objects follow the same rules.
 5. Can **add**, **update**, **delete**, and **enumerate** properties.
 6. Each property has **internal attributes** controlling its behavior.
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If you want, I can make a **diagram showing objects, properties, and attributes** along with **dot vs bracket access and nested objects**. It will make this very visual and easy to remember.

Do you want me to make that diagram?