

Plain Old JS Object Lesson Learning Objectives

Below is a complete list of the terminal learning objectives for this lesson.

When you complete this lesson, you should be able to perform each of the following objectives. These objectives capture how you may be evaluated on the assessment for this lesson.

1. Label variables as either Primitive vs. Reference
2. Identify when to use `.` vs `[]` when accessing values of an object
3. Use the `obj[key] !== undefined` pattern to check if a given variable that contains a key exists in an object
4. Utilize `Object.keys` and `Object.values` in a function
5. Iterate through an object using a `for in` loop
6. Define a function that utilizes `...rest` syntax to accept an arbitrary number of arguments
7. Use `...spread` syntax for Object literals and Array literals
8. Destructure an array to reference specific elements
9. Destructure an object to reference specific values
10. Write a function that accepts a array as an argument and returns an object representing the count of each character in the array