



# Javascript

## Different Object methods



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# Object.create()

The `Object.create()` method is used to create a new object and link it to the prototype of an existing object. It returns a new object with the specified prototype object and properties.

```
let Student = {  
  name: "Sheera",  
  age: 23,  
  display() {  
    console.log("Name:", this.name);  
  }  
};
```

```
let std1 = Object.create(Student);
```

```
std1.name = "Mani";  
std1.display();
```

```
// Output: Name: Mani
```

Object Creation

With same properties



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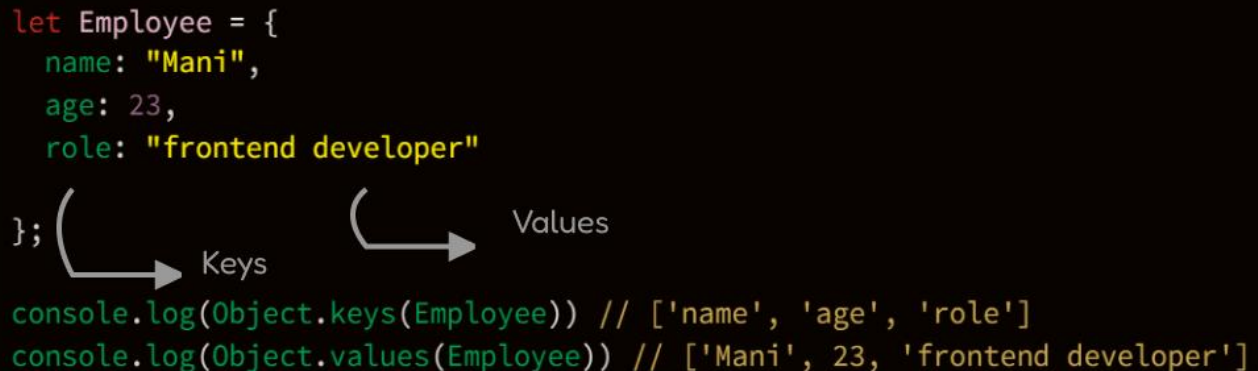
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# Object.keys() and Object.values()

Object.keys() creates an array containing the keys of an object.

Object.values() creates an array containing the values of an object.



```
let Employee = {  
  name: "Mani",  
  age: 23,  
  role: "frontend developer"  
};  
  
console.log(Object.keys(Employee)) // ['name', 'age', 'role']  
console.log(Object.values(Employee)) // ['Mani', 23, 'frontend developer']
```

Keys Values



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# Object.entries( ) & Object.fromEntries( )

- Object.entries() creates a nested array of the key/value pairs of an object.
- Object.fromEntries() does the exact opposite of Object.entries(). It takes an array of key value pairs and convert them into single object

```
let Employee = {  
  name: "Mani",  
  age: 23,  
  role: "frontend developer"  
};  
  
let EmployeeArray = [ ["name","Mani"],["age", 23 ], [ "role", "frontend  
developer"]]  
  
console.log(Object.entries(Employee))  
// [ ["name","Mani"],["age", 23 ], [ "role", "frontend developer"]]  
  
console.log(Object.fromEntries(EmployeeArray))  
//{name: 'Mani', age: 23, role: 'frontend developer'}
```

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# Object.seal() & Object.freeze()

## Common Points

- Both Object.freeze() and Object.seal() prevents a JavaScript object from being altered.

Once if it has been frozen or sealed:

- You can't add new properties .
- You can't remove existing properties.


*Then why do we need two methods ??* 🤔 Yes! you got it right.....There are differences as well...Lets see what they are

## Differences

- Object.seal() marks existing properties as non-configurable, which means their values can be changed as long as they are writable.

CONFUSED??

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	Create	Read	Update	Delete
<code>Object.freeze()</code>	No	Yes	No	No
<code>Object.seal()</code>	No	Yes	Yes	No



```
const frozen = Object.freeze({ username: 'Mani' });
const sealed = Object.seal({ username: 'Mani' });

//Adding new property
frozen.name = 'Serisha'; // frozen = { username: 'Mani' }
sealed.name = 'Serisha'; // sealed = { username: 'Mani' }

//removing an existing one
delete frozen.username; // frozen = { username: 'Mani' }
delete sealed.username; // sealed = { username: 'Mani' }

//updating the existing one
frozen.username = 'Serisha'; // frozen = { username: 'Mani' }
sealed.username = 'Serisha'; // sealed = { username: 'Serisha' }
```



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Notice the difference  
between freeze and  
seal for update

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## \*---Important Note---\*

Remember that both methods perform a **shallow freeze/seal** on the object. This means that nested objects and arrays are not frozen or sealed and can be changed.

To prevent this, you need the concept of **deep freezing** of objects which I will be discussing in upcoming posts.....

Also I have intentionally skipped the method **Object.assign()** to give indepth explanation on that.

So Stay Tuned !....😄



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