**Blog about objects and its internal representation in Javascript**

JavaScript is an object-oriented programming language that uses objects as its fundamental building blocks. In JavaScript, objects are collections of properties, where each property has a name and a value. These properties can contain any type of value, including other objects or functions.

JavaScript objects can be created in different ways. One way is by using the object literal notation, which is the most common and straightforward way. For example, the following code creates an object with two properties:

const person = {

name: "John",

age: 25

};

Internally, JavaScript represents objects using a special data structure called a hash table. A hash table is a data structure that maps keys to values, where the keys are unique identifiers and the values can be any type of data. In JavaScript, objects are implemented as hash tables, where the property names are used as keys, and the property values are used as values.

When an object is created in JavaScript, a new hash table is created, and the object's properties are added to the hash table as key-value pairs. Each property is assigned a unique identifier, which is used as the key in the hash table. When a property is accessed, JavaScript looks up the identifier in the hash table and returns the corresponding value.