

Lesson:

Object methods

List of content:

1. Object methods
2. Types and examples

Object Methods:

Actions on objects are carried out using methods. An object Property that includes a function declaration is known as an object method.

Types of object methods:

- Object.keys()
- Object.values()
- Object.entries()
- Object.assign()
- Object.freeze()
- Object.seal()

Object.keys():

It is a method that returns an array of an object's own property names.

```
var emp = {  
  name: 'Alex',  
  age: 27,  
  salary:10000  
};
```

```
var keys = Object.keys(emp);  
console.log(keys);
```

Output:

Object.values():

Object.values() is a method that returns an array of an object's own property values.

```
var emp = {  
  name: 'Alex',  
  age: 27,  
  salary: 10000  
};  
  
var rec = Object.values(emp);  
console.log(rec);
```

Output:

Object.entries()

This method is used to return an array of enumerable property [key, value] pairs of the object passed as the parameter.

```
var emp = {  
  name: 'Alex',  
  age: 27,  
  salary: 10000  
};  
console.log(Object.entries(emp)[1]);
```

Output:

Object.assign():

The values and properties of one or more source objects are copied to a destination object using the `Object.assign()` function.

```
var emp = {  
  name: 'Alex',  
  age: 27,  
  salary: 10000  
};  
const emp_obj = Object.assign({}, emp)  
console.log(emp_obj);
```

Output:

Object.freeze():

An object is frozen using this method.

Changing a frozen object is impossible. It prevents the addition and deletion of properties. Additionally, it prevents changes to property values from occurring unless an object is involved.

```
var emp = {  
  name: 'Alex',  
  age: 27,  
  salary: 10000  
};
```

```
Object.freeze(emp);  
console.log(Object.isFrozen(emp));
```

Output:

Object.seal():

It is a method identical to `Object.freeze()`. You cannot add or remove an object's properties, but you can edit the value of an existing property.

```
var emp = {  
  name: 'Alex',  
  age: 27,  
  salary: 10000  
};  
  
Object.seal(emp);  
console.log(Object.isSealed(emp));
```

Output: