**9/6/2020**

**Review questions for lesson 3: Objects**

**1. In what sense is an object like a cabinet of files?**

**2. How are primitives different from objects?**

**3. Give an example of creating an object using an object literal?**

**4. What does it mean that object properties can be dynamically created and deleted?**

**5. What are dot and square bracket notations for objects? Which of these allow for computed**

**properties? Give an example.**

**6. How can you check for the existence of a property using ===? Why will that fail if undefined is**

**assigned as the value of a property? What do JS programmers normally assign to a variable with**

**no value?**

**7. How does for .. in differ from for .. of ?**

**8. What does it mean for an object to be stored and copied by reference? How does that differ**

**from primitives?**

**9. Are objects always equal if they have the same properties and same values for their properties?**

**Explain.**

**10. Can const variables be changed after assignment? Can const objects be changed after**

**assignment?**

**11. What is garbage collection in JavaScript and what is the concept of “reachability”?**

**12. What is the mark and sweep algorithm?**

**13. What is a method? How is it related to a function?**

**14. Give an example of a method in an object literal using the long syntax and the short syntax.**

**15. What is ‘this’ in an object? When is it used?**

**16. What is the value of this if called in a function that is not a method?**

**17. What is a constructor function? How does it relate to an object literal?**

**18. What does the operator ‘new’ do when called with a constructor function?**

**19. What happens if you forget to use ‘new’ when calling a constructor function?**

**20. Why are constructor functions capitalized? What happens if they are not capitalized?**