ALL

MAIN.JS

```js
var obj1 = {
a:10,
b:20,
c:30
}

console.log("Before");
console.log("a = " + obj1.a);
console.log("b = " + obj1.b);
console.log("c = " + obj1.c);

obj1.a = 100;
obj1.b = 200;
obj1.c = 300;

console.log("a = " + obj1.a);
console.log("b = " + obj1.b);
console.log("c = " + obj1.c);

Object.defineProperty( obj1 , 'a', {
    value: 3,
    enumerable: false,
```

```
  enumerable: false,
  writable: false,
  configurable: false
});


// This is Equivalent to enumerable: false, writable: false,
configurable: false
// Object.defineProperty( obj1, 'a', { value: 3 });


console.log("After");
// It will not work for a
obj1.a = 1000;
obj1.b = 2000;
obj1.c = 3000;

console.log("a = " + obj1.a);
console.log("b = " + obj1.b);
console.log("c = " + obj1.c);

// a will not be enumerable
console.log("Looping")
for(let key in obj1)
{
console.log(key + " = " + obj1[key]);
}

// This will not work
// Try to comment this and Run Again
Object.defineProperty( obj1 , 'a', {
value: 89,
enumerable: false,
writable: false,
configurable: false
});


console.log(Object.getOwnPropertyDescriptor( obj1 , 'a' ));
console.log(Object.getOwnPropertyDescriptor( obj1 , 'b' ));
console.log(Object.getOwnPropertyDescriptor( obj1 , 'c' ));
```