✕

CONFIGURABLE

MAIN.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: 500,
configurable: false
```

```
...igurable: false

sole.log("After");

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


// This will not work
// Once defined non configurable we cannot change property
descriptors
// Comment this and try again
Object.defineProperty( obj1 , 'a', {
value: 1000,
enumerable: true,
writable: true,
configurable: true
});


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