Java Script Objects

An object in Java Script is a collection of properties which contain key value pairs.

Methods

Object.assign() – copies all properties of one or more objects into a single object

Object.create() – creates a new object with its properties

Object.defineProperty() – Adds a named property to an Object

Object.freeze() – freezes an object in the sense that it cannot be edited

Object.getOwnPropertyDescriptor() – returns a property descriptor for an Object

Object.getOwnPropertyDescriptors() – returns an object that contains all property descriptors of an Object

Object.getOwnPropertyNames() – returns an Object that contains an Array and its enumerable and non enumerable properties

Object.getOwnPropertySymbols() – returns an Array of symbols for all given Objects

Object.getPrototypeOf() – returns the prototype of an Object

Object.is() – Compares if two key value pairs are the same

Object.isExtensible() – determines if an object is extensible

Object.isFrozen() – determines if an object is frozen

Object.isSealed() – determines if an object is sealed

Object.keys() – returns an Array containing all the objects properties

Object.preventExtensions() – prevents an object from having extensions

Object.seal() – Prevents from deleting an Object

Object.setPrototypeOf() – Sets the prototype property of the object

Object Prototype

Object.prototype.hasOwnProperty() – returns a boolean if the object contains a specific property

Object.prototype.isPrototypeOf() – returns a Boolean whether or not the specified object is in the prototype chain of an object

Object.prototype.propertyIsEnumerable – returns a Boolean if the internal ECMA script manual is set

Object.prototype.toLocaleString() – Calls the toString() method

Object.prototype.toString() – returns a string representation of the Object

Object.prototype.valueOf() – returns the primitive value of a specified object