



**INNOMATICS**  
RESEARCH LABS

# Javascript

## Objects



# Objects

1. JavaScript Objects are just as real world objects
2. E.g :- A car is an object which has some property :
  - One Engine
  - 4 Tiers
  - 4 Doors
  - Color
3. We just have to express this in a syntactical way :

```
const car = {  
  engine: 1,  
  tiers: 4,  
  doors: 4,  
  color: 'red'  
}
```



# Why to use Objects ?

1. Objects are non-primitive data types which means they are not meant to store a single data, rather it is meant to store more complex entities.
2. We can store multiple data-types inside an object like number, string, array, and functions

```
const car = {  
  engine: 1,  
  color: ['red', 'yellow', 'green'],  
  speed : function(){  
    return 200;  
  },  
}  
  
console.log(car.speed()) //Output: 200
```

# How to create Object ?

- Simple declaration

```
var sampleObj = {  
    key: value,           // we can give any name to key & value can be  
}                        // number, string, boolean, array, object, function
```

- Using **new** operator

```
var sampleObj = new Object();  
  
sampleObj.name = "Innomatics";  
sampleObj.batches = 200;  
  
console.log(sampleObj);    //try and check what you get in console
```



## Fetch Data from Objects

1. There are two ways of retrieving data from an object :
  - Dot Notation
  - Bracket Notation
2. Dot Notation
  - a. `objectName.key`
3. Bracket Notation
  - a. `objectName['key']`



eg

```
var sampleObj = {  
  name: 'Innomatics',  
  batches: ['FSD', 'Data Science'],  
  location: 'Hyderabad',  
}  
  
console.log(sampleObj.name)           //output: Innomatics  
  
console.log(sampleObj['name'])        // output: Innomatics
```

Thank You!!

