

## Objects, in JavaScript.

It's data-type and forms the building blocks for JavaScript.

An object, is a reference data type. Variables that are assigned a reference value are given a reference or a pointer to that value. That reference or pointer points to the location in memory where the object is stored. The variables don't actually store the value.

Objects may contain any combination of these primitive data-types as well as reference data-types.

### Creating Objects In JavaScript :

#### Create JavaScript Object with Object Literal

One of easiest way to create a javascript object is object literal, simply define the property and values inside curly braces as shown below

```
let bike = {name: 'SuperSport', maker:'Ducati', engine:'937cc'};
```

#### Create JavaScript Object with Constructor

Constructor is nothing but a function and with help of new keyword, constructor function allows to create multiple objects of same flavor as shown below

```
function Vehicle(name, maker) {  
  this.name = name;  
  this.maker = maker;  
}  
let car1 = new Vehicle('Fiesta', 'Ford');  
let car2 = new Vehicle('Santa Fe', 'Hyundai')  
console.log(car1.name); //Output: Fiesta  
console.log(car2.name); //Output: Santa Fe
```

#### Using the JavaScript Keyword new

The following example also creates a new JavaScript object with four properties:

Example

```
var person = new Object();  
person.firstName = "John";  
person.lastName = "Doe";
```

```
person.age = 50;  
person.eyeColor = "blue";
```

### Using the `Object.create` method

Objects can also be created using the [Object.create\(\)](#) method. This method can be very useful, because it allows you to choose the prototype object for the object you want to create, without having to define a constructor function.

```
// Animal properties and method encapsulation  
var Animal = {  
  type: 'Invertebrates', // Default value of properties  
  displayType: function() { // Method which will display type of Animal  
    console.log(this.type);  
  }  
};  
// Create new animal type called animal1  
var animal1 = Object.create(Animal);  
animal1.displayType(); // Output:Invertebrates  
// Create new animal type called Fishes  
var fish = Object.create(Animal);  
fish.type = 'Fishes';  
fish.displayType(); // Output:Fishes
```