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A proxy object sits between a real object and the calling code. The calling code interacts with the proxy instead of the real object. To create a proxy:

- use the `new Proxy()` constructor
  - pass the object being proxied as the first item
  - the second object is a handler object
- the handler object is made up of 1 of 13 different "traps"
- a trap is a function that will intercept calls to properties let you run code
- if a trap is not defined, the default behavior is sent to the target object

Proxies are a powerful new way to create and manage the interactions between objects.