JavaScript Objects

ITP 301 Spring 2021

Arrays

Great for storing simple, closely related data:

Not great for complex, varied data:

```
0 1 2 3

person = Tommy Trojan terojan@usc.edu 123-456-7890
```

```
var courses = ['itp104', 'itp301', 'itp300', 'itp460'];
```

var favoriteNums = [1, 2, 3, 5, 8];

var person = ['Tommy', 'Trojan', 'ttrojan@usc.edu', '123-456-7890'];

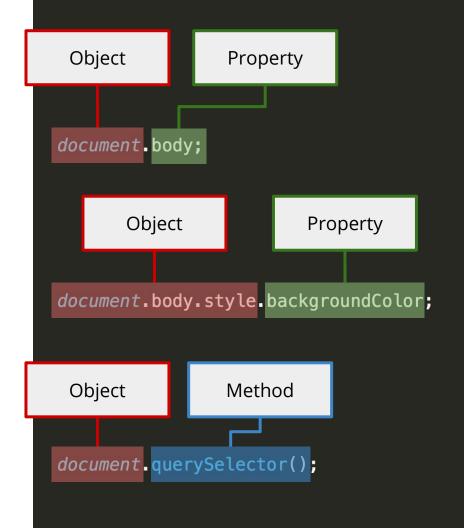
JavaScript Objects

JavaScript is an Object-Oriented Programming (OOP) Language.

Object – collection of closely related variables (**properties**) and functions (**methods**).

Why OOP?

- Modeled after the real world,
- Each object keeps track of its own behavior and state,
- They help break down complex problems into independent entities.



Two ways to create objects:

- 1. Literal Syntax
- 2. Class Declaration Syntax

Rectangle		
width	10	
height	20	
getArea()	function(){}	

```
var rectangle = {
  width: 10,
  height: 20,
  getArea: function() {
    return (this.width * this.height);
class Rectangle {
  width;
  height;
  constructor(nWidth, nHeight) {
    this.width = nWidth;
    this.height = nHeight;
  getArea() {
    return (this.width * this.height);
var rectangle = new Rectangle(10, 20);
```

Accessing Objects

Rectangle		
width	10	
height	20	
getArea()	function(){}	

rectangle.width;

Accessing Objects

Rectangle		
width	10	
height	20	
getArea()	function(){}	

rectangle.width;

rectangle.height;

Accessing Objects

Rectangle		
width	10	
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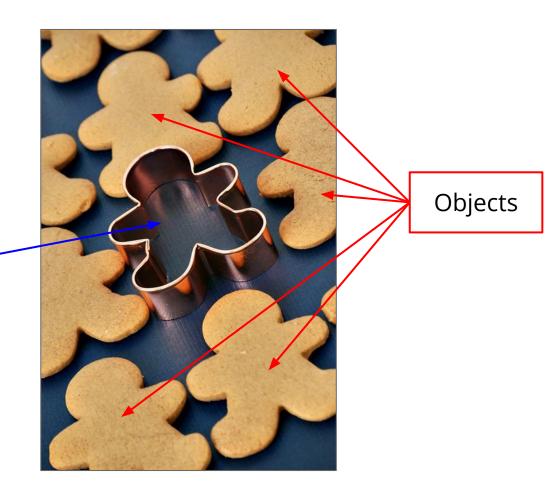
```
rectangle.width;
rectangle.height;
rectangle.getArea();
```

Classes vs. Objects

Class is a **template** for objects.

Objects are **instances** of a class.

Class



Classes vs. Objects

Class is a **template** for objects.

Objects are **instances** of a class.

Class



Person		
firstName	Tommy	
lastName	Trojan	
contact	email ttrojan@usc.edu phone 123-123-1234	
hobbies	Web Dev Bruin Hunting	
intro	function(){}	

```
var person = {
 firstName: 'Tommy',
  lastName: 'Trojan',
 contact: {
   email: 'ttrojan@usc.edu',
   phone: '123-123-1234'
 hobbies: ['Web Dev', 'Bruin Hunting'],
 intro: function(){
   return 'Hello! My name is ' + this.firstName + ' ' + this.lastName;
class Person {
 firstName;
  lastName;
 contact = {};
 hobbies;
 constructor(fname, lname, nEmail, nPhone, hobbiesArray){
    this.firstName = fname;
   this.lastName = lname;
   this.contact = {
     email: nEmail,
     phone: nPhone
   this.hobbies = hobbiesArray;
 intro(){
    return 'Hello! My name is ' + this.firstName + ' ' + this.lastName;
var person = new Person('Tommy', 'Trojan', 'ttrojan@usc.edu', '123-123-1234',
  ['Web Dev', 'Bruin Hunting']);
```

Person		
firstName	Tommy	
lastName	Trojan	
contact	email ttrojan@usc.edu phone 123-123-1234	
hobbies	Web Dev Bruin Hunting	
intro	function(){}	

person.firstName;

Person		
firstName	Tommy	
lastName	Trojan	
contact	email ttrojan@usc.edu phone 123-123-1234	
hobbies	Web Dev Bruin Hunting	
intro	function(){}	

```
person.firstName;
person.contact;
```

Person		
firstName	Tommy	
lastName	Trojan	
contact	email ttrojan@usc.edu phone 123-123-1234	ı
hobbies	Web Dev Bruin Hunting	
intro	function(){}	

```
person.firstName;
person.contact;
person.contact.email;
```

Person		
firstName	Tommy	
lastName	Trojan	
contact	email ttrojan@usc.edu phone 123-123-1234	
hobbies	Web Dev Bruin Hunting	
intro	function(){}	

```
person.firstName;
person.contact;
person.contact.email;
person.hobbies;
```

Person		
firstName	Tommy	
lastName	Trojan	
contact	email ttrojan@usc.edu phone 123-123-1234	
hobbies	Web Dev Bruin Hunting	
intro	function() {}	

```
person.firstName;
person.contact;
person.contact.email;
person.hobbies;
person.hobbies[1];
```

Person		
firstName	Tommy	
lastName	Trojan	
contact	email phone	ttrojan@usc.edu
hobbies	Web Dev	Bruin Hunting
intro	function(){}	

```
person.firstName;
person.contact;
person.contact.email;
person.hobbies;
person.hobbies[1];
person.intro();
```

Class Example

Example contains an array of objects.

