**OBJECTS**

* Objects in javascript is the most important datatypes and forms the building blocks for modern javascript . These objects are quite different from javascript’s primitive datatypes such as number, string, Boolean, null, undefined and symbol which these are stored as a single value each.
* Objects are more complex and each object may contain any of these primitive datatypes or all the combination of these primitive datatypes.
* In other case objects can be define as the collection of unordered list of combination of any datatypes.
* It is a reference datatype , in every object a variable is assigned as a reference value which points to the location in the memory where the objects is stored . i.e variables acts as the memory address of the value inside the objects.
* By dot operator (.) we can access keys of an objects.

i.e

objectName.keyName

* for example,

lets create an object named “bike” and the keys are brand,model,color

var bike ={

brand :’BMW’ ;

model :’s1000rr’;

color :’blue’;

}

* Here, the key can be accessed by dot operator like console.log(bike.color);
* An another important concept in object is **constructor ,**its an another way to create an object with using new keyword we can initialize new objects . i.e

var school =new object();

school.name =’G.R.D school’ ;

school.location =’coimbatore’ ;

school.name; // to get the value

* Creating object using constructor , a constructor is nothing but a fuction and with the help of new keyword it allows to create multiple object values in same catagery. i.e
* For example,

Function twowheeler(brand, model){

this.brand = brand;

this.model = model;

}

Let bike1 =new twowheeler(‘BMW’ , ‘S100rr’);

Let bike2 = new twowheeler(‘yamaha’ , ‘R1’);

Console.log(bike1.brand);

Output :

BMW