console.log("----------Hamza Arif Khan---35---------");

//  Mehtods of the objects are those actions which apply on the object

*let* Student1 = {

  id: 35,

  name: "Hamza Khan",

  courses: ["JavaScript", "Html", "Node"],

};

// ------------Static Methods------------

// --------------Object.assign()-----------   1

//Copies the values of all enumerable own properties from one or more source objects

//  to a target object.

//                               it is used for th shallow copy

// let Student2 = Object.assign({}, Student1);

// --------------Object.create()-----------   2

//  Creates a new object with the specified prototype object and properties.

// let student2 = new Object();

// --------------Object.defineProperties()-----------   3

// Adds the named properties described by the given descriptors to an object.

// console.log(Student1.defineProperties);

// --------------Object.entries()-----------   4

// Returns an array containing all of the [key, value] pairs of a given object's own enumerable string properties.

// console.log(Student1.entries);

// --------------Object.freeze()-----------   5

// Freezes an object. Other code cannot delete or change its properties.

// --------------Object.preventExtentions()-----------   6

// restrict an object. Other code cannot delete or change its properties.

// --------------Object.seal()-----------  7

// seal an object. Other code cannot delete or change its properties.

// -------------Object.isExtensible()-----------   8

// Determines if extending of an object is allowed.

// --------------Object.isFrozen()-----------   9

// Determines if an object was frozen.

// --------------Object.isSealed()-----------   1o

// Determines if an object is sealed.