

JavaScript Object Methods

Method	Description	Example
Object.keys()	Returns an array of a given object's property names	Object.keys({a:1, b:2}) // ['a', 'b']
Object.values()	Returns an array of a given object's values	Object.values({a:1, b:2}) // [1, 2]
Object.entries()	Returns an array of key/value pairs	Object.entries({a:1}) // [['a', 1]]
Object.assign()	Copies properties from source to target object	Object.assign({a:1}, {b:2}) // {a:1, b:2}
Object.create()	Creates a new object with a specified prototype	Object.create({a:1})
Object.freeze()	Freezes an object so properties can't be changed	Object.freeze({a:1})
Object.seal()	Seals an object; no new properties, but values can change	Object.seal({a:1})
Object.is()	Compares two values for strict equality	Object.is(1, 1) // true
Object.hasOwnProperty()	Checks if the object has the given property	Object.hasOwnProperty({a:1}, 'a') // true
Object.getPrototypeOf()	Returns all own property names (even non-enumerable)	Object.getPrototypeOf({a:1}) // Object.prototype
Object.getOwnPropertyNames()	Returns symbol properties	Object.getOwnPropertySymbols(obj)
Object.getOwnPropertyDescriptor()	Returns descriptor for a property	Object.getOwnPropertyDescriptor({a:1}, 'a')
Object.defineProperty()	Adds/modifies a property with descriptors	Object.defineProperty(obj, 'a', {value: 1})
Object.defineProperties()	Defines multiple properties	Object.defineProperties(obj, {a: {value: 1}})
Object.preventExtensions()	Prevents new properties from being added	Object.preventExtensions(obj)
Object.isExtensible()	Checks if properties can be added	Object.isExtensible(obj)
Object.isFrozen()	Checks if object is frozen	Object.isFrozen(obj)
Object.isSealed()	Checks if object is sealed	Object.isSealed(obj)
Object.prototype.hasOwnProperty()	Checks if the object has a specific property	obj.hasOwnProperty('a') // true
Object.prototype.toString()	Returns string representation of the object	({}).toString() // '[object Object]'