JAVASCRIPT

Object. Number. Math

OBJECT

- Object is a non-primitive data type in JavaScript.
- Object is most important data-type and forms the building blocks.
- Properties can hold values of primitive data types and methods are functions.
- Can be created in two ways: Object literal & Object constructor.
- The values are written as **name:value** pairs (name and value separated by a colon).

MAIN METHODS

- **Object.keys()** creates an array containing the keys of an object.
- **Object.values()** creates an array containing the values of an object.
- **Object.entries()** creates a nested array of the key/value pairs of an object.
- **Object.assign()** is used to copy values from one object to another.
- **Object.freeze()** prevents modification to properties and values of an object, and prevents properties from being added or removed from an object.
- **Delete** operator to delete a property.

Object → Array

JS

object

```
const zoo = {
  lion: '🦁',
  panda: '🐼',
}
```

KEYS

```
Object.keys(zoo)
// ['lion', 'panda']
```

VALUES

```
Object.values(zoo)
// ['🦁', '🐼']
```

KEYS & VALUES

```
Object.entries(zoo)
// [ ['lion', '🦁'], ['panda', '🐼'] ]
```

MATH

- **Math** object allows you to perform mathematical tasks on numbers.
- **Math.min()** and **Math.max()** can be used to find the lowest or highest value in a list of arguments:
- **Math.random()** returns a random number between 0 and 1.
- **Math.round(x)** returns the value of x rounded to its nearest integer.
- **Math.ceil(x)** returns the value of x rounded up to its nearest integer.
- **Math.floor(x)** returns the value of x rounded down to its nearest integer.
- **Math.round(x)** returns the value of x rounded to its nearest integer.
- **Math.sqrt(x)** returns the square root of x.
- **Math.abs(x)** returns the absolute (positive) value of x.