JavaScript Object

1. General Methods

2. Property Management Methods

3. Object Protection Methods

1. General Methods :-

// Copies properties from a source object to a target object

Object. assign (target, source)

// creates an object from an existing object

Object.create (object)

// Returns an array of the key/value pairs of an object

Object.entries (object)

// creates an object from a list of keys/values

Object.fromEntries ()

// Returns an array of the keys of an object

Object.keys (object)

// Returns an array of the property values of an object

Object.values (object)

// Groups object elements according to a function

Object.groupBy (object, call back)

1. Property Management Methods :-

//Adding or changing an object property  
Object.defineProperty (object, property, descriptor)  
  
// Adding or changing object properties  
Object.defineProperties (object, descriptors)  
  
// Accessing a Property  
Object.getOwnPropertyDescriptor (object, property)  
  
// Accessing Properties  
Object.getOwnPropertyDescriptors (object)  
  
// Returns all properties as an array  
Object.getOwnPropertyNames (object)

// accessing the prototype  
Object.getPrototypeOf (object)

## Object Protection Methods :-

// Prevents re-assignment  
const car = {type: “Fiat", model:"500", colour: “white"};  
  
// Prevents adding object properties  
Object.preventExtensions(object)  
  
// Returns true if properties can be added to an object  
Object.isExtensible(object)  
  
// Prevents adding and deleting object properties  
Object.seal(object)  
  
// Returns true if object is sealed  
Object.isSealed(object)  
  
// Prevents any changes to an object  
Object.freeze(object)  
  
// Returns true if object is frozen  
Object.isFrozen(object)