Objects are containers for multiple data points like arrays, except they are non-numerical and all data points are related to the object in some way. Within the object are keys which are assigned values. An example of an object might be a person’s name, containing keys such as name, age, and favorite color, which are assigned the appropriate values.

Properties are the characteristics or values assigned to an object.

A value within an object may be set to a function. When this is done, the function within the object is referred to as a method.

A for…in loop is used with objects because of their non-numerical nature. As such a standard for loop will not work for an object like it would with a numerically ordered array.

Dot and Bracket notation are two different ways of accessing the values associated with objects. Bracket notation requires a string or number within the brackets. They function similarly, but in some cases one may be more convenient than the other.