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# Dot vs. Bracket notation when accessing a JavaScript object

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We can access the property of an object by:

- Dot notation
- Bracket notation

#### Dot notation

**Dot notation** makes code more readable. It is the most popular way to access the property of an object.

Syntax: obj.property\_name

```
1 var user = {name : "Mark"};
2 user.name ; // "Mark"
```

#### When not to use dot notation

Consider that we have a property named 123:

```
var obj = {
  '123' : 123
};
```

In the above case, we cannot access this using obj.123; because an identifier that begins with a number is not a valid dot notation identifier.

```
obj.123;
```

So, if the property name is not a valid identifier, we cannot access its value using . notation.

In this case, we can use bracket notation:

```
var obj = {
  '123' : 123
};
obj['123']; // 123
```

In JavaScript, \$ and \_ are valid identifiers. Therefore, we can access them properties using . notation.

```
var obj = {
    $ : 10,
    _ : 20
}
obj.$; // 10
obj._; // 20
```

## **Bracket notation**

**Bracket notation** is used when the property name is an <u>invalid dot notation</u> identifier.

Syntax: obj[property\_name]

```
var obj = {
  test-123 : "test"
```

```
}
// in this case we cannot use dot notation
obj['test-123']; // "test"
```

If the property name is a whole number, then we don't need to wrap the name inside single/double quotes. If the property name is a double, then we need to wrap the property name inside single/double quotes.

## Example 1: Whole number

```
var obj = {
  123456 : 10
}
obj[123456]; // 10
```

#### **Example 2: Double**

```
var obj = {
  123.456 : 10
}
obj[123.456]; // undefined
obj['123.456']; // 10
```

## Example 3: Using an invalid number

```
var obj = {
   '123.123.123' : 10
};
obj['123.123.123']; // 10
```

# Example 4: Using special symbols

```
var obj = {
   '123-test' : "test"
```

```
}
obj[123-test]; // error (test is not defined)
obj['123-test']; // "test"
```

## Using a variable as the property name

If the object's key value is only known at runtime, then we need to use bracket notation.

#### Example:

```
var obj = {
  name : "Mark",
  age : 20
}
var name = "age";
obj[name]; // 20
obj["name"]; // Mark
```

We can also use an object as the property name, but that will be converted into [object Object].

```
var a = {};
var b = {};
var c = {};
c[a] = 10;
c ; // {[object Object]: 10}
c[b] = 20; // this will replace old [object Object] value
c; // {[object Object]: 20}
```

We can also have an empty string as the property name.

```
var obj= {};
var emptyString = "";
obj[emptyString] = "10";
obj[emptyString]; // "10"
```



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#### CONTRIBUTOR

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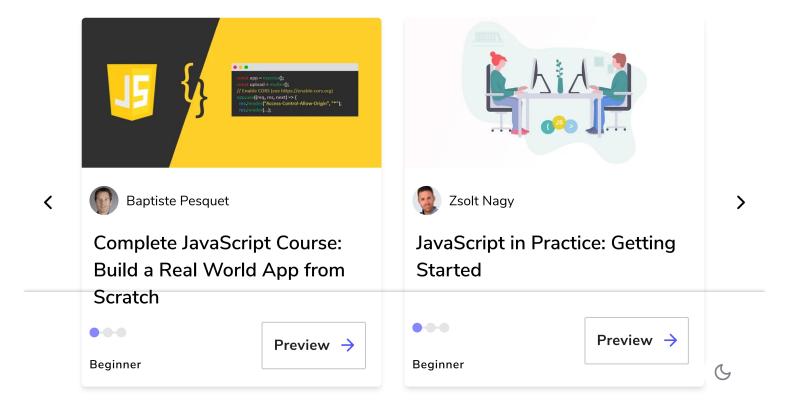








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