Objects are different from primitive datatypes. Primitive datatypes all store a single value each, but objects are more complex, and each object may contain any combination of these primitive datatypes as well as reference data-types.

*Primitive Datatypes:*

* Number
* String
* Boolean
* Null
* Undefined
* Symbol

**Call by Value:** A function receives a copy of the actual value or data that's passed as an argument. Any changes made to the parameter inside the function do not affect the original data. Primitive datatypes come under this.

**Call by Reference:** A function receives a reference or a memory address of the original data rather than a copy. Any changes made to the parameter inside the function will directly affect the original data. Objects and Arrays comes under this.

**Internal representation of objects in JavaScript:**

* Objects are stored in memory as a collection of properties. Each property has a name and a value.
* The names of properties are strings.
* The values of properties can be any type of value, including numbers, strings, arrays, and other objects.
* Objects are accessed using dot notation or square brackets.

console.log(Myname.name);

console.log(Myname[‘name’]);

* Methods are functions that are associated with objects.
* Methods are called using dot notation or square brackets.