

⚡ Current Skill Introduction to Objects



Introduction to Objects

Objects in JavaScript are stand-alone entities that can be likened to objects in real life. For example, a book can be represented as an object in JS. You would describe it by its *title*, *author*, *number of pages*, and *genre*. Similarly, a car might be an object that you would describe by its *color*, *manufacturer*, *model*, and *horsepower*.



Objects are an integral and crucial part of most JavaScript programs. For example, a user account object may contain data such as usernames, passwords, and e-mail addresses. Another common use is a ecommerce platform's shopping cart that could consist of an **array of many objects** containing all the pertinent information for each item such as name, price, weight, and shipping information. A to-do list is another common application that might consist of objects.



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