**Section 10 – Quiz**

**Objects Quiz**

**Jump up & down! You've done it.**

As we saw at the beginning of this section, JavaScript is considered to be an object-oriented programming language. This means it is incredibly important for us to understand what an Object is.

You have learnt that JavaScript variables are containers for data values.

Objects are variables too.

But the key difference is that objects can contain many values. In fact, objects are used to store collections of data (properties and methods). In JavaScript, objects penetrate almost every aspect of the language. So we must understand them first before going in-depth anywhere else. And this is precisely why we've spent so much time learning about them in this Udemy section. We've seen example of objects, and learnt at least 4 different ways we can create them. Pretty cool huh!

Now that you've finished this section, have a go at these fun questions and see if you're a Grandmaster yet!

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Question 1:

What is an object, in simple terms?

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**It generally performs an action, like displaying an alert or the users name.**

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**An object is something that stores a whole bunch of properties, and a property is an association between a name (or *key*) and a value.**

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**It is used to define one piece of data, like the users name.**

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Answer: B

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Question 2:

Almost everything in JavaScript is an object. But what is not treated as an object?

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**Array**

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**Number**

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**Null and undefined**

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Answer: C - All primitive data types, except null and undefined, are treated as objects. You can't assign properties and methods to null and undefined.