EXAMPLE 21: UNDERSTAND THE 2 WAYS OF ACCESSING OBJECT PROPERTIES.

ADDING A NEW PROPERTY IS EASY

```
rectangle["OutlineColor"] =
"Black";
```

```
rectangle.OutlineColor =
"Black";
```

REMOVING AN EXISTING PROPERTY IS EASY TOO

```
delete
rectangle.OutlineColor
```

```
delete
rectangle["OutlineColor"];
```

RECAP

ADDING A NEW PROPERTY IS EASY

SYNTAX #1

```
tangle["OutlineColor"] =
"Black";
```

```
rectangle.OutlineColor =
"Black"
```

REMOVING AN EXISTING PROPERTY IS EASY TOO

```
delete
rectangle.OutlineColor
```

```
delete
tangle["OutlineColo
```

SYNTAX #1

RECAP

ADDING A NEW PROPERTY IS EASY

```
rectangle[
```

SYNTAX #2

```
rectangle.OutlineColor =
"Black";
```

REMOVING AN EXISTING PROPERTY IS EASY TOO

```
   delete
rectangle.OutlineColor
```

SYNTAX #2

```
   delete
 rectangle[
```

RECAP

EXAMPLE 21: UNDERSTAND THE 2 WAYS OF ACCESSING OBJECT PROPERTIES.

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CLEARLY, THERE ARE 2 DIFFERENT WAYS OF ACCESSING THE PROPERTIES OF AN OBJECT.

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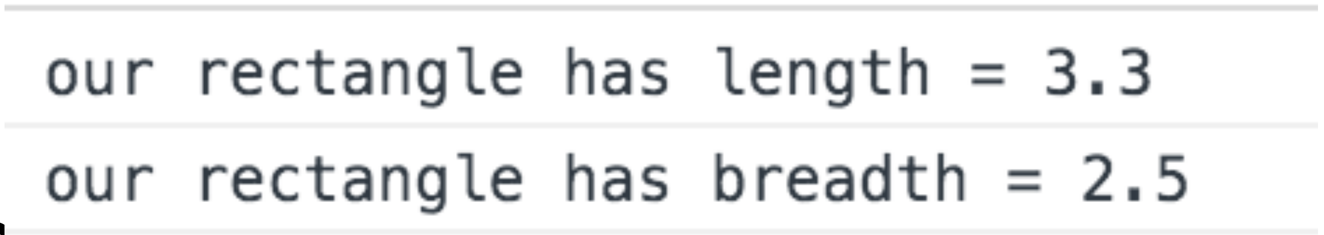
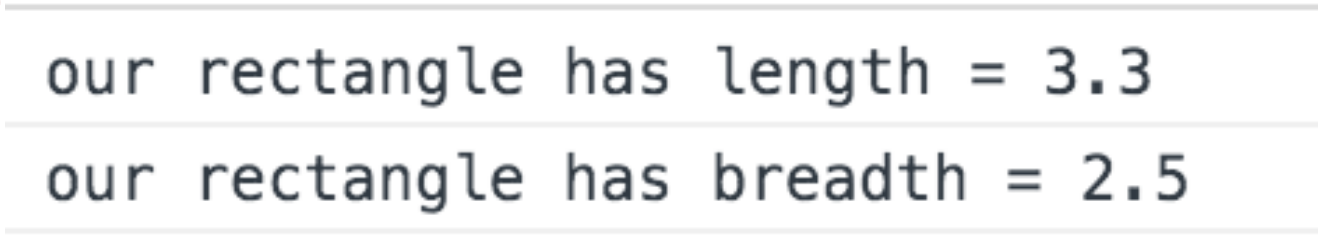
```
  console.log("our rectangle has length = " +
rectangle.length);
  console.log("our rectangle has breadth = " +
rectangle.b
```



```
our rectangle has length = 3.3
our rectangle has breadth = 2.5
```

```
  console.log("our rectangle has length = " +
rectangle["length"]);
  console.log("our rectangle has breadth = " +
rectangle["b
```



```
our rectangle has length = 3.3
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```
  console.log("our rectangle has length = " +
rectangle.length);
  console.log("our rectangle has breadth = " +
rectangle.
```

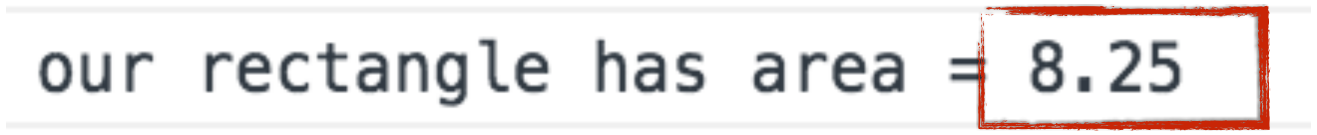
```
our rectangle has length = 3.3
our rectangle has breadth = 2.5
```

```
  console.l                                    " +
rectangle["length"]);
  console.log("our rectangle has breadth = " +
rectangle["breadth"]);
```

FOR NON-FUNCTION PROPERTIES, THE 2 ARE EQUIVALENT

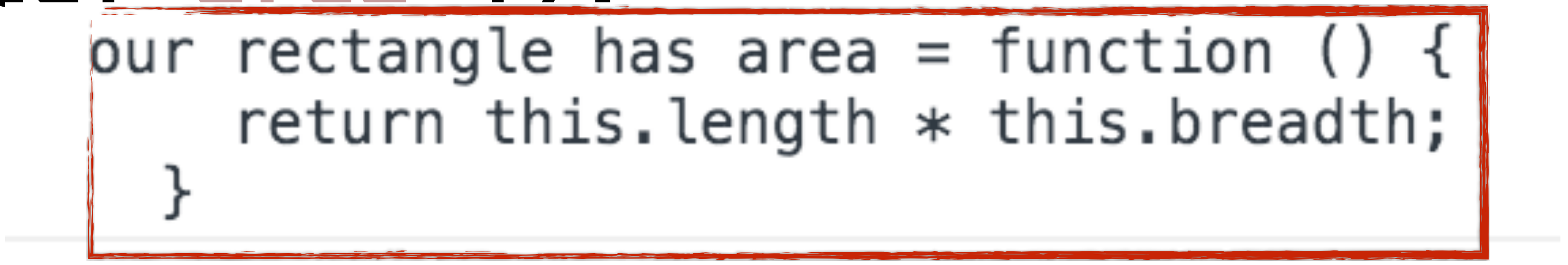
BUT THE SEMANTICS ARE QUITE DIFFERENT FOR PROPERTIES THAT ARE FUNCTIONS

```
console.log("our rectangle has area = " +
rectangle.area());
```



```
our rectangle has area = 8.25
```

```
console.log("our rectangle has area = " +
rectangle["area"]);
```



```
our rectangle has area = function () {
    return this.length * this.breadth;
  }
```