

# **EXAMPLE 18: REMOVING PROPERTIES FROM OBJECTS DYNAMICALLY**

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**IT STANDS TO REASON THAT IF YOU CAN ADD  
PROPERTIES ON THE FLY, YOU SHOULD ALSO  
BE ABLE TO REMOVE THEM ON THE FLY.**

**ADDING A NEW PROPERTY IS EASY**

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

**REMOVING AN EXISTING PROPERTY IS EASY TOO**

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

## ADDING A NEW PROPERTY IS EASY

**SYNTAX #1** `rectangle["OutlineColor"] = "Black";`  
`rectangle.OutlineColor = "Black";`

## REMOVING AN EXISTING PROPERTY IS EASY TOO

`delete rectangle.OutlineColor;`

**SYNTAX #1** `rectangle["OutlineColor"];`

**ADDING A NEW PROPERTY IS EASY**

rectangle[

**SYNTAX #2**

**rectangle.OutlineColor =**

**"Black";**

**REMOVING AN EXISTING PROPERTY IS EASY TOO**

**delete**

**SYNTAX #2**

**rectangle.OutlineColor**

rectangle[