

**EXAMPLE 15: CREATE AN OBJECT THE “JSON” WAY**

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"JSON" = JavaScript Object Notation

JSON IS SIMPLY A HANDY WAY TO SPECIFY HOW  
OBJECTS LOOK USING ONLY TEXT- THINK OF IT AS  
A COMPETITOR TO XML, OR EVEN HTML :-)  
TECHNICALLY ITS A DATA-INTERCHANGE FORMAT

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WAY TO SPECIFY HOW**

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JSON IS

A COMPETITOR TO

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JSON IS

DATA-INTERCHANGE FORMAT

A

## EXAMPLE 15: CREATE AN OBJECT THE “JSON” WAY

“JSON” = JavaScript Object Notation

```
<script>

var rectangle = {
  length : 5.0,
  breadth : 3.5,
  color : 'Red'
};

function objectStuff() {
  console.log("our rectangle has length = " + rectangle.length);
  console.log("our rectangle has breadth = " + rectangle.breadth);
  console.log("our rectangle has area = " + rectangle.color);
}
```

JSON IS SIMPLY A HANDY WAY TO SPECIFY HOW OBJECTS LOOK USING ONLY TEXT- THINK OF IT AS A COMPETITOR TO XML, OR EVEN HTML :-) TECHNICALLY ITS A DATA-INTERCHANGE FORMAT

**var rectangle = {**  
**length : 5.0,**  
**breadth : 3.5,**  
**color : 'Red'**  
**};**

**function objectStuff() {**  
**console.log("our**

**var rectangle = {**  
**length : 5.0,**  
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**};**

**function objectStuff() {**  
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**var rectangle = {**

**EXAMPLE 15: CREATE AN OBJECT THE "JSON" WAY**

**"JSON" = JavaScript Object Notation**

**length: 5.0,**

**breadth: 3.5,**

**DECLARE THE OBJECT, LIKE YOU WOULD ANY  
OTHER VARIABLE**

**color: 'Red';**



**function objectStuff() {**  
**console.log("our**

**var rectangle = {**

**EXAMPLE 15: CREATE AN OBJECT THE "JSON" WAY**

**"JSON" = JavaScript Object Notation**

**length: 5,0,**

**breadth: 3.5,**

**color: "Red"**

**THE NAME OF THE OBJECT**




**};**

**function objectStuff() {**  
**console.log("our**

**EXAMPLE 15: CREATE AN OBJECT THE "JSON" WAY**

JSON = JavaScript Object Notation

```
var rectangle = {  
  length: 5.0,  
  breadth : 3.5,  
  color : 'Red'  
};
```



DEFINE THE OBJECT BETWEEN  
A PAIR OF CURLY BRACES



```
function objectStuff() {  
  console.log("our
```

EXAMPLE 15: CREATE AN OBJECT THE "JSON" WAY

**length : 5.0,**

**breadth : 3.5,**

**color : 'Red'**



**THE PROPERTIES  
FOLLOW**

**function objectStuff() {  
 console.log("our**

**EXAMPLE 15: CREATE AN OBJECT THE "JSON" WAY**

**length : 5.0,**

**breadth : 3.5,**

**color : 'Red'**

**};**

**EACH PROPERTY IS  
A KEY-VALUE PAIR**

```
function objectStuff() {  
  console.log("our
```

**EXAMPLE 15: CREATE AN OBJECT THE "JSON" WAY**  
**length : 5.0,**  
**breadth : 3.5,**  
**color : 'Red'**  
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**EACH PROPERTY IS  
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**function objectStuff() {**  
**console.log("our**

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**length : 5.0,**  
**breadth : 3.5,**  
**color : 'Red'**  
};



**EACH PROPERTY IS  
A KEY-VALUE PAIR**

function objectStuff() {  
 console.log("our

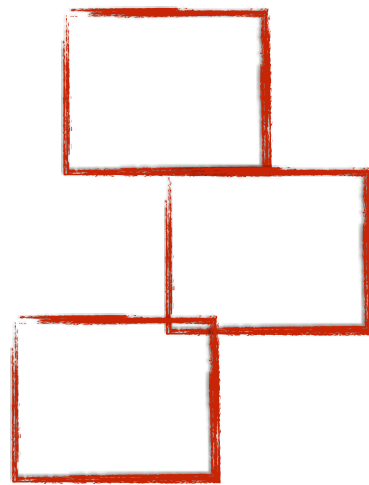
**EXAMPLE 15: CREATE AN OBJECT THE "JSON" WAY**

**length : 5.0,**

**breadth : 3.5,**

**color : 'Red'**

**};**



**THE KEY AND VALUE ARE  
SEPARATED BY A COLON**

**function objectStuff() {  
 console.log("our**



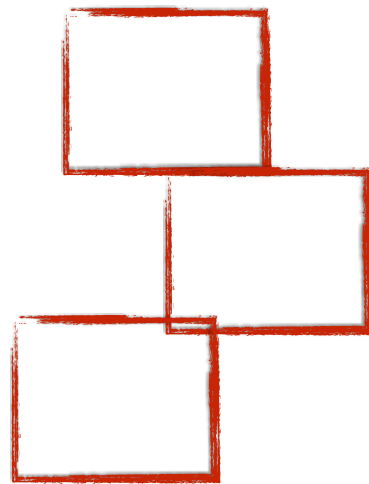
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**length : 5.0,**

**breadth : 3.5,**

**color : 'Red'**

**};**



**ALL PROPERTIES EXCEPT THE  
LAST ARE FOLLOWED BY A  
COMMA**

**function objectStuff() {  
 console.log("our**

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```
var rectangle = {  
  length : 5.0,  
  breadth : 3.5,  
  color : 'Red'  
};
```

TO THE OUTSIDE WORLD, AN  
OBJECT IS SIMPLY A VARIABLE  
(GLOBAL, IN THIS CASE)

```
function objectStuff() {  
  console.log("our rectangle has length = " +  
rectangle.length);  
  console.log("our rectangle has breadth = " +  
rectangle.breadth);  
  console.log("our rectangle has area = " +  
rectangle.color);  
}
```

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```
var rectangle = {  
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  breadth : 3.5,  
  color : 'Red'  
};
```

THE PROPERTIES CAN BE  
ACCESSED VIA A DOT...

```
function objectStuff() {  
  console.log("our rectangle has length = " +  
    our rectangle has length = 5  
  our rectangle has breadth = 3.5  
  our rectangle has area = Red  
  console.log( our rectangle has area = " +  
    rectangle.color);  
}
```