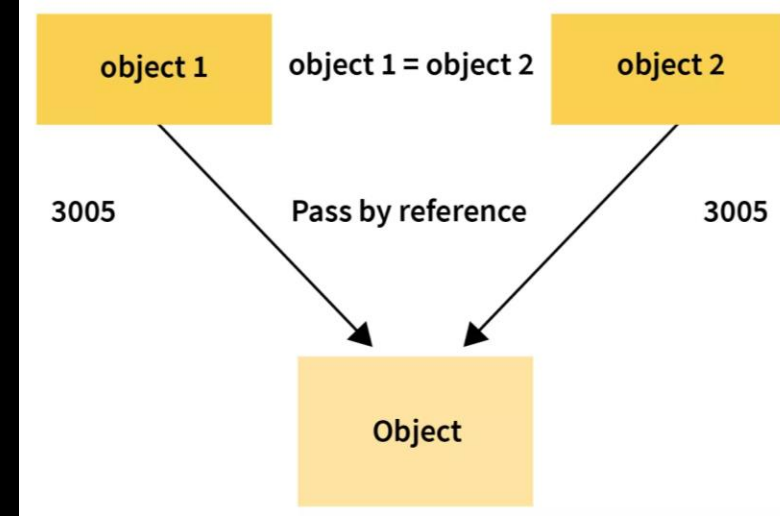
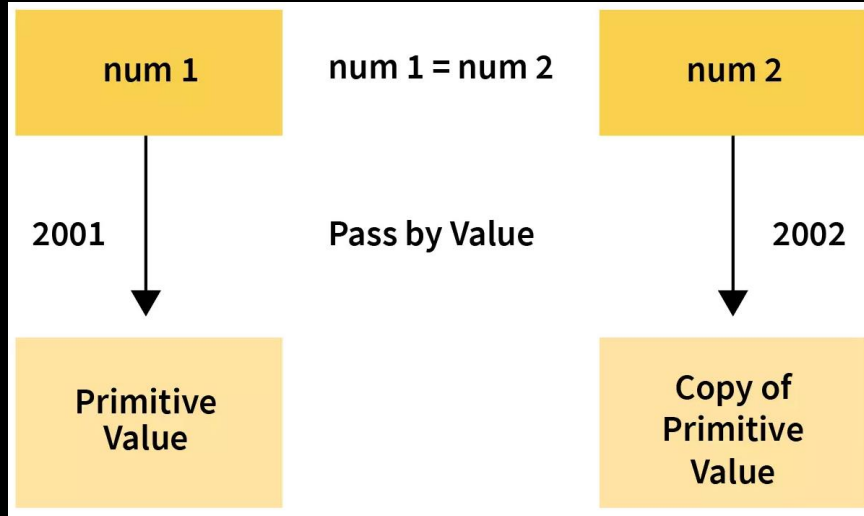


# Object References



1. **Objects** work based on **references**, not actual data.
2. **Copying** an object copies the reference, not the actual object.
3. **When comparing** with **==**, you're comparing references, not content.
4. **Changes** to one reference **affects all copies**.

# Call by Reference

```
// Function to swap two numbers using call by reference
function trySwap(obj) {
  let temp = obj.a;
  obj.a = obj.b;
  obj.b = temp;
  console.log(`Inside trySwap - a: ${obj.a}, b: ${obj.b}`);
}

function main() {
  let obj = {a: 10, b: 20};
  console.log(`Before trySwap - a: ${obj.a}, b: ${obj.b}`);
  trySwap(obj); // Swap x and y using reference
  // The original values are changed
  console.log(`After trySwap - a: ${obj.a}, b: ${obj.b}`);
}

main();
```

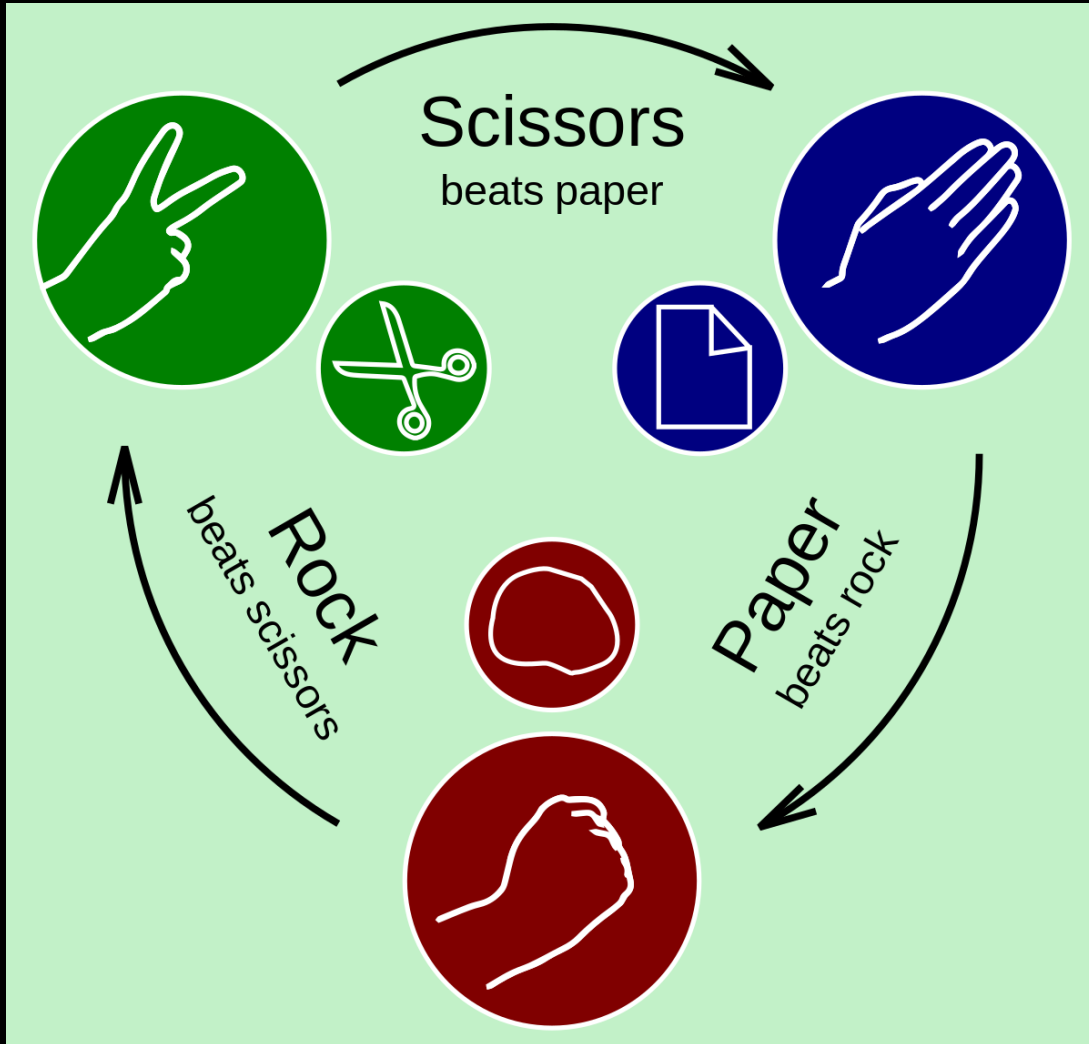
Before trySwap - a: 10, b: 20

Inside trySwap - a: 20, b: 10

After trySwap - a: 20, b: 10

1. **Direct Access:** In JavaScript, call by reference is achieved by **passing objects or arrays to functions**, allowing the function to directly modify the original object or array.
2. **Objects and Arrays:** Functions **receive a reference to the original object or array**, enabling them to alter the properties or elements within it.
3. **Memory Efficiency:** This method **avoids creating copies of the entire object or array**, thus saving memory and improving performance.
4. **Persistent Changes:** Any **modifications** made to the object or array within the function **persist outside the function**, reflecting the changes in the original object or array.

# Project Rock-Paper-Scissor Game



## Rock Paper Scissors Game

Click on one of the following to play the game:



Rock



Paper

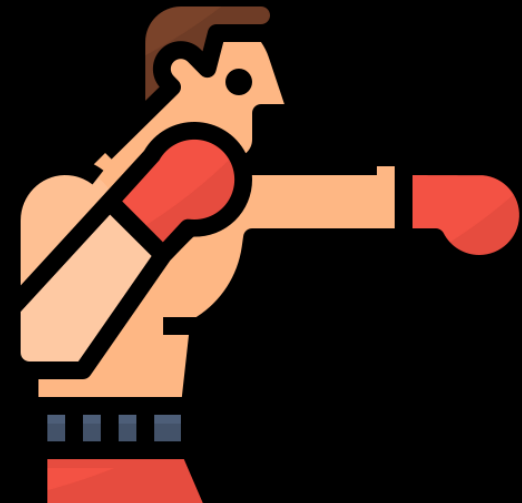


Scissors

Create method for showing result  
into score Object.

# Autoboxing

1. **Automatic Conversion:** JavaScript converts primitives to their corresponding object wrappers when methods or properties are accessed.
2. **Temporary Objects:** The conversion creates a temporary object that is discarded after the method or property access.
3. **Method Access:** Enables the use of methods like `.length` on strings, `.toFixed()` on numbers, and `.toString()` on booleans directly on primitive values.
4. **Allows properties and methods** to be used on primitives.
5. **Example:** Strings have properties and methods like `length`, `toUpperCase`, etc.



# Autoboxing

```
// Primitive string
let primitiveString = "Hello, World!";
// JavaScript automatically converts the primitive string to a String object
let length = primitiveString.length;
console.log(`Length of string: ${length}`); // Output: Length of string: 13

// Primitive number
let primitiveNumber = 42;
// JavaScript automatically converts the primitive number to a Number object
let fixedNumber = primitiveNumber.toFixed(2);
console.log(`Fixed number: ${fixedNumber}`); // Output: Fixed number: 42.00

// Primitive boolean
let primitiveBoolean = true;
// JavaScript automatically converts the primitive boolean to a Boolean object
let booleanString = primitiveBoolean.toString();
console.log(`Boolean as string: ${booleanString}`); // Output: Boolean as string: true
```

# Practice Exercise

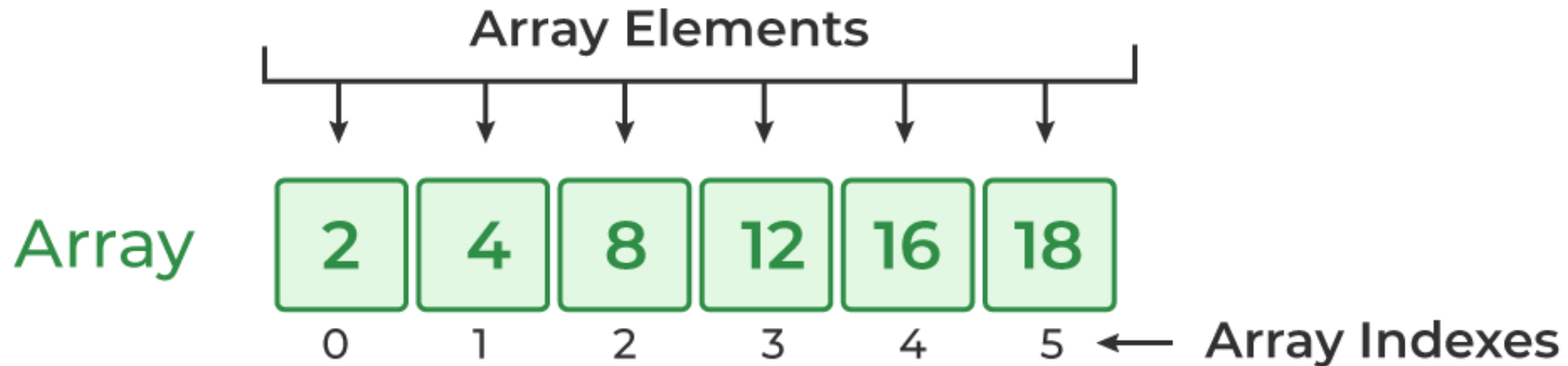
## Objects

1. Create **object** to represent a **product from Myntra**
2. **Create** an **Object** with **two references** and log changes to one object by **changing** the other one.
3. Use bracket notation to display **delivery-time**.
4. **Given** an object `{message: 'good job', status: 'complete'}`, use de-structuring to create two variables **message** and **status**.
5. Add **function** **isIdenticalProduct** to compare two product objects.





# What is an **Array**?



1. An **Array** is just a **list** of values.
2. **Index**: Starts with 0.
3. **Arrays** are used for **storing multiple values** in a single variable.



# Array (Syntax & Values)

```
let myArray = [1, 'KG Coding', null, true,  
  {likes: '1 Million'}];
```

1. Use `[]` to create a new array, `[]` brackets enclose **list of values**
2. **Arrays** can be saved to a **variable**.
3. **Accessing Values:** Use `[]` with **index**.
4. **Syntax Rules:**
  - **Brackets** start and end the array.
  - Values separated by **commas**.
  - Can span **multiple lines**.
5. **Arrays** can hold **any value**, including arrays.
6. **typeof operator** on Array Returns **Object**.