**JAVASCRIPT OBJECT**

JavaScript objects is just a collection of properties(key and value of object is called properties) and methods(Behaviour or function). Object values are written as key and value pairs (name and value separated by a colon).

In JavaScript, almost "everything" is an object except primitives datatype. but we can make an object of primitive datatype with the help of new keyword.

primitives datatype are(string ,number, boolean, null, undefined, symbol, bigInt)

//This is a Number data type and the type of number data type is Number

let number=123

console.log(`${typeof(number)} `) // Number

// But we can change the Number data type in object with new Keyword

let chageNumDataType = new Number(number)

console.log(typeof(chageNumDataType));// Object

let x="Anurag"

console.log(typeof(x))

let y= new String(x)

console.log(typeof(y))

**Some point about object**

* We can Nesting the object.
* Object is dynamic nature means we can modify (Update, delete, add object properties) the object in runtime.
* If you create a normal variable with const keyword we can not update the value of variable but
* If you create object with const keyword we can re-declared one by one the object properties because object is reference datatype.
* we cant update all properties of object array at once

**Creating an object in JavaScript.**

Three way to create object in JavaScript

1. By object literal

2. By creating an instance of object directly(Using new keyword)

3. By using an object constructor(using new keyword).

1. By object literal :  This is the easiest way to create a JavaScript Object. An object

   literal is a list of name:value pairs inside curly braces {} separated by semicolon..

   For readability, simplicity and execution speed, use the object literal method.

   In JavaScript object key value pairs are called properties so a JavaScript object is

   a collection of unordered properties. Properties can usually be changed, added, and

   deleted, but some are read only.

 Note:

        => key is always string but value may be different data type.

        => Object can store string , number, boolean, array, function ...

const obj={

               // These are object Properties

                "First\_Name":"Anurag",//String

                "Last\_Name" :"Kumar", //String

                 "Age"      : 24,     // Number

                 "Course"   :"MCA",   // String

                 "Skills":["C", "C++","JavaScript","HTML","CSS","ReactJs"], //Array

                 "Indial"   :"yes", // boolean

               // Method or Behaviour of object

                  "greatMe" :function(){ /// Function

                  document.write("Good Morning how are you")

                  }

            }

// Accessing JavaScript Properties

  We can access JavaScript Properties with dot(.) or square brakets []

       // Access with dot (.)

            console.log(obj);        // Access whole object with key and value

            console.log(obj.Age);    // Access particular object value

            console.log(obj.First\_Name);

        // Access with square brakets []

            console.log(obj["Age"]);    // Access particular object value

            console.log(obj['First\_Name']);

// Adding New Properties

//    You can add new properties to an existing object by simply giving it a value.

            obj.Belong="Bihar";

            console.log(obj);

Deleting Properties

//   The delete keyword deletes a property from an object:

            delete obj.Age;

            console.log(obj);

// Update Properties

            obj.Age="21";

            console.log(obj);

Note

prototype is a special properties which is inside the every JavaScript object

type of prototype is becalliy a reference of an object

When We create the object. a prototype object is automatically created by the browser and inside the prototype object lots of properties and method

sometime we use some method for performing some task with object like tostring().

these to string method inherited from the prototype object.

another example

Suppose we create a array like

let arr=["mango","Banan","orange"];

and we want to add one fruit inside the array we use pop() method . this pop() is

bacilly inherited from prototype object.