**(1) JavaScript Object**

In JavaScript, an object is an unordered collection of key-value pairs. Each key-value pair is called a property.

The key of a property can be a string. And the value of a property can be any value, e.g., a [string](https://www.javascripttutorial.net/javascript-string-type/), a [number](https://www.javascripttutorial.net/javascript-number/), an [array](https://www.javascripttutorial.net/javascript-array/), and even a [function](https://www.javascripttutorial.net/javascript-function/).

JavaScript provides you with many ways to create an object. The most commonly used one is to use the object literal notation.

**(2) Object methods in JavaScript**

An object is a collection of key/value pairs or [properties](https://www.javascripttutorial.net/javascript-object-properties/). When the value is a function, the property becomes a method. Typically, you use methods to describe the object behaviors.

# (3) JavaScript Array

JavaScript array is an object that represents a collection of similar type of elements.

There are 3 ways to construct array in JavaScript

1. By array literal
2. By creating instance of Array directly
3. By using an Array constructor

**(4)| JavaScript in String**

A string is a sequence of one or more characters that may consist of letters, numbers, or symbols. Strings in JavaScript are primitive data types and immutable, which means they are unchanging.

There are 2 ways to create string in JavaScript

1. By string literal
2. By string object (using new keyword)

**(5) JavaScript in number, number constant, number methods**

The Number constructor contains constants and methods for working with numbers. Values of other types can be converted to numbers using the Number () function.

The toString() method returns a number as a string.

All number methods can be used on any type of numbers (literals, variables, or expressions

**(6) JS date Object, JS math Object**

The Date object is used to work with dates and times. Date objects are created with the Date() constructor. The Math object allows you to perform mathematical tasks. The Math object includes several mathematical constants and methods.