

## Lesson 9

Github link: <https://github.com/Sardor1009/Javascript-object.git>

Vercel link: <https://javascript-object.vercel.app/>

1. Accessing for objects: `object.property` : `object[property]`
2. Modifying  
`object.property = value`  
`object[property] = value`
3. Adding:  
`object.property = value`  
  
`object[property] = value`
4. Delete : `delete object.property`
5. Property shorthand: 

```
function createMachine(name, status) {  
  return {  
    name: name,  
    status: status  
  };  
}  
  
function createMachine(name, status) {  
  return {  
    name,  
    status  
  };  
}
```
6. Methods: 

```
let person = {  
  firstName: 'John',  
  lastName: 'Doe',  
  greet: function () {  
    console.log('Hello, World!');  
  }  
};
```
7. Method shorthand: 

```
let person = {  
  firstName: 'John',  
  lastName: 'Doe',  
  greet() {  
    console.log('Hello, World!');  
  }  
};
```

- ```

    person.greet();
8. This keyword let person = {
    firstName: 'Abdulaziz',
    lastName: 'Programmer',
    greet() {
        console.log(`Hello, ${this.firstName}!`);
    },
    getFullName() {
        return this.firstName + ' ' + this.lastName;
    }
};
console.log(person.getFullName());
9. Optional chaining: in keywords
10. Destructuring; let { pr1: var1, pr2: var2, pr3: "Default", pr4: { pr41: var41, pr42: var42 } }
    = obj;
11. Spread operator let obj1 = {a: 1, b: 2};
12. let obj2 = {c: 3, d: 4};
13.
14. let obj = {...obj1, ...obj2}
15. memory is divided to two parts:
16. heap memory: that connects all values to itself
17. stack memory: connects one by one separately each value
18. mutation: A value is said to be mutable if it can be changed. That's all there is to it: a
    mutation is the act of changing the properties of a value.
19. All objects in JavaScript are mutable, which means that their properties can be changed.
20. All primitive value in JavaScript are immutable.
21. Primitives are immutable
22. Object.keys() - This method returns an array such that the elements of the array consist of
    all the keys of the object.
23. Object.values() - This method returns an array such that the elements of the array consist
    of all the values of the object.
24. Object.entries()- The Object.entries() static method returns an array of a given object's
    own enumerable string-keyed property key-value pairs
25. Object.fromEntries()- The Object.entries() static method returns an array of a given
    object's own enumerable string-keyed property key-value pairs.
26. Object.seal()- You can't add new properties to the object

```

That's all for lesson 9