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I hope we have all washed our hands as we read this.

As discussed in class here are the definitions(with examples) on how we can distinguish between functions, objects, class, program, operators, and methods.

***In programming culture, we have a thing called object-oriented programming, a set of techniques that use objects (and related concepts) as the central principle of program organization.***

In JavaScript, there are no classes. Instead, each object can function as a class, meaning that every object can be useful in two ways: as a template for other objects, and as an object in its own right.

* **Class -** None existent in JS, we use objects in JS instead
* **Object-**  a collection of functions
* **Function -** a block of code written to perform some specific set of tasks. ()
* **​Method -** a property of an object that contains a function definition. Methods are functions stored as object properties. **The difference** is that a **method** is associated **with an** object, while a **function** is not.
* A ***method*** is a function that is a part of an object, it may or may not return a value.
* A ***function*** is a set of statements that returns a value.
* A ***procedure*** is a set of statements that do not return a value

To make things more complex, in JavaScript a function is also an object since **almost everything in JavaScript is an object in its own right.​**

Have a go at this cool project - https://www.youtube.com/watch?v=T-HGdc8L-7w

**Assignment**: Come up with 2 examples that distinguish between an object, a function, and a method before our next class.