

Lecture Overview: Objects and Timing Events

In this lecture, you will learn -

- Multiple ways to create objects.
- Dot v/s Square bracket Notation.
- How to iterate over arrays and objects?
- What are the Timing events?
- Pass by value v/s Pass by reference.
- Deep Copy v/s Shallow Copy.

At the end of this lecture -

- You will be able to create objects and their copies and apply different operations to Objects.

To make the best use of this lecture, we advise you to keep the same points in mind as suggested for earlier lectures.