**OBJECTS AND ITS INTERNAL REPRESENTATION**

Objects are the representation of real-world entities in any language representing things by defining its properties along with their values. In Javascript, objects may be defined as an unordered collection of related data, of primitive or reference types, in the form of **“key: value”** pairs.

object literal is a comma-separated list of name-value pairs wrapped in curly braces. Object literals encapsulate data, enclosing it in a tidy package.

*var car={id:1 , name:’abc’ , display:function() }*

**Object.create()**

The method creates a new object, using an existing object as the prototype of the newly created object.

## Object.assign()

It is used to copy the values and properties from one or more source objects to a target object. It invokes getters and setters since it uses both [[Get]] on the source and [[Set]] on the target.