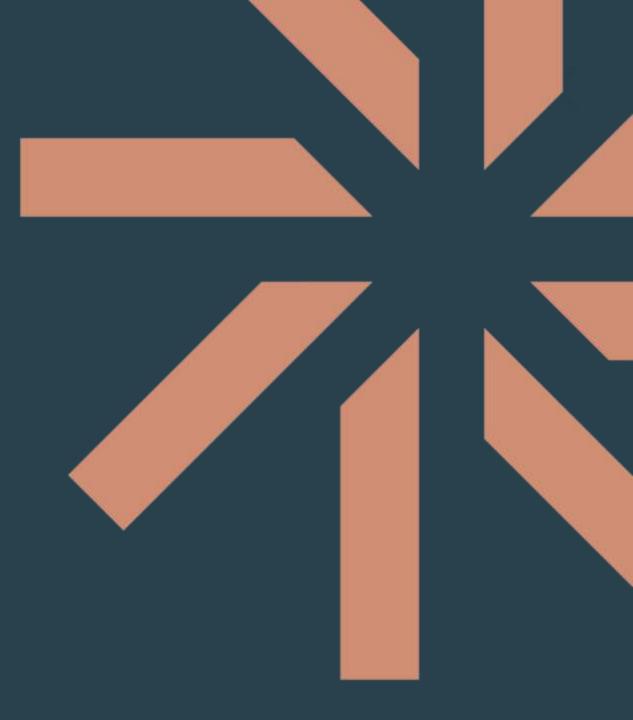
Module 6 – Objects

Advanced features of and for handling objects



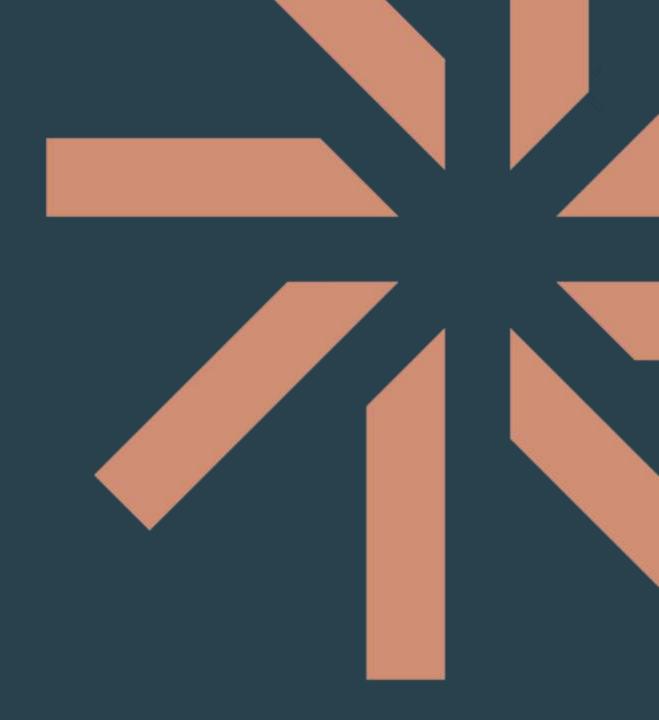
From last class

- What is asynchronous code?
- •What is callback hell?
- •How can we get callback hell?
- •What is the solution?
- •What are promises useful?



Class plan

- This keyword in objects
- Destructing objects
- Spread operator
- Object methods



This keyword



- This keyword is pointing to the current object
- It also points to the current object from methods written with the function keyword
- This in arrow functions point to the context where the function was called

Object methods



- The Object constructor holds many methods that we can use to manipulate other objects
- We can get the keys or values of a certain object
- We can create new objects of a certain type



Questions?