

## How to define objects in Javascript. Explain with Example.

The most common and simplest way to create an object is using the **object**, which is a comma-separated list of key-value pairs enclosed in curly braces {}.

### Example:

```
const person = {  
  firstName: "John",  
  lastName: "Doe",  
  age: 30,  
  isEmployed: true,  
  greet: function() {  
    console.log("Hello, my name is " + this.firstName + " " + this.lastName);  
  }  
};
```

// Accessing object properties

```
console.log(person.firstName); // Output: John
```

```
console.log(person.age); // Output: 30
```

// Calling object method

```
person.greet(); // Output: Hello, my name is John Doe
```

## Explanation:

**Properties:** The person object has four properties: firstName, lastName, age, and isEmployed. These are key-value pairs where the keys are strings (e.g., "firstName") and the values are data (strings, numbers, booleans, etc.).

**Method:** The greet property is a method (a function defined inside the object). You can call this method using the dot notation like person.greet().

## How do you access properties and methods of Javascript objects. Explain with example.

**Dot Notation (.):** The easiest and most commonly used method to access properties and methods, suitable for most use cases.

```
const car = {  
  brand: "Toyota",  
  model: "Corolla",  
  year: 2020,  
  start: function() {  
    console.log("The car has started.");  
  }  
};
```

// Accessing properties

```
console.log(car.brand); // Output: Toyota
```

```
console.log(car.year); // Output: 2020
```

// Modifying a property

```
car.year = 2021;
```

```
console.log(car.year); // Output: 2021
```

// Accessing and calling a method

```
car.start(); // Output: The car has started.
```

Explanation:

- **Properties:** You can access properties like brand, model, and year directly using car.brand, car.year, etc.
- **Methods:** The start method can be invoked by using car.start().

**Bracket Notation ([ ]):** Used when the property name is dynamic, contains spaces, or includes characters not allowed in dot notation.

```
const car = {  
  brand: "Toyota",  
  model: "Corolla",  
  year: 2020,  
  "fuel type": "Petrol", // Property with space  
  start: function() {  
    console.log("The car has started.");  
  }  
};
```

```
// Accessing properties using bracket notation
```

```
console.log(car["brand"]); // Output: Toyota
```

```
console.log(car["fuel type"]); // Output: Petrol
```

```
// Modifying a property
```

```
car["year"] = 2022;
```

```
console.log(car["year"]); // Output: 2022
```

```
// Accessing and calling a method
```

```
car["start"](); // Output: The car has started.
```

Explanation:

- Properties: With bracket notation, you can access properties like brand and year using `car["brand"]`, and properties with spaces like "fuel type" using `car["fuel type"]`.
- Methods: The start method can be accessed using `car["start"]()`.

Both notations allow you to access and modify properties and methods, as well as work with nested objects.

## what is the use of this keyword in javascript?

The **this** keyword in JavaScript refers to the **context** in which a function or method is being executed. Its value depends on how and where the function is called. It provides a way to refer to the object that is currently executing the code, and it helps in accessing the properties and methods of that object.

**Global context:** this refers to the global object (window in browsers, global in Node.js).

**Object method:** this refers to the object that owns the method.

**Regular function:** this refers to the global object (non-strict mode) or undefined (strict mode).

**Constructor function:** this refers to the new object being created by the constructor.

**Arrow function:** this inherits from the surrounding (lexical) context.

**Event handler:** this refers to the DOM element that fired the event.