

# Java Script 6B Objects

Systems and Web Development Workshop  
2025 Spring

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# Announcements

## Make-Up Test 1

- For students who missed Test 1:
  - You must have a valid reason to take the make-up test.
    - Get an absentee form from DCS office in T3-602-R2.
  - We will only have one make-up Test 1, both sections together.
    - The date and time will be determined after we get a list of students with valid reasons.



# Announcements

## Assignment 2

- Assignment 2 will be in two parts.
  - All topics for first part has been covered in class.
  - All topics for second part will have been covered after this lecture.
- Will be released before Reading Week (this Thu?)
- Is due **Tue 8 Apr 2025, 11:55 pm**.



# Objects

- References
  - [https://www.w3schools.com/js/js\\_object\\_definition.asp](https://www.w3schools.com/js/js_object_definition.asp)
  - [https://www.w3schools.com/js/js\\_objects.asp](https://www.w3schools.com/js/js_objects.asp)
  - Mirror sites: replace [w3schools.com](https://www.w3schools.com) with [w3schools.cn](https://www.w3schools.cn) or [w3ccoo.com](https://www.w3ccoo.com)
- Most of you are taking Java, so you know what an object is.



# Objects

- **Java**, along with C++, C#, and **JavaScript** are **Object Oriented** (OO)
  - Some people say **Java** is “**Object Obsessed**” because everything must be an object.
  - **JavaScript** is “**Object Optional**”; things in JS we’ve learned up to now didn’t use objects.
  - Originally JS was built to do the things we’ve taught you; objects were added to later versions of JS.
  - The syntax for objects in Java and JavaScript is quite different.
  - Contrast that with C and JS; similar things have the same syntax.
    - Recall “just like C” in the previous lectures.



# Objects are Variables

- Objects are variables too. But objects can contain many values.

## Example

```
var person = {firstName:"John", lastName:"Doe", age:50, eyeColor:"blue"};
```

Try it Yourself »

- A JavaScript object is a **collection of named values**



# Object Properties

- The named values, in JavaScript objects, are called **properties**.

```
var person = {  
    firstName:"John", lastName:"Doe", age:50, eyeColor:"blue"  
};
```

Property	Value
firstName	John
lastName	Doe
age	50
eyeColor	blue



# Object Methods

- Methods are **actions** that can be performed on objects.
- An **object method** is an object property containing a **function definition**.

Property	Value
firstName	John
lastName	Doe
age	50
eyeColor	blue
fullName	function() {return this.firstName + " " + this.lastName;}

- “this” refers to the “owner” of the function.
  - Here “this” is the person object that “owns” the fullname function.





# Creating a JavaScript Object

- There are different ways to create new objects:
  - 1) Define and create a single object, using an **object literal**.
  - 2) Define and create a single object, with the keyword **new**.
  - 3) Define an object **constructor**, and then create objects of the constructed type.



# 1) Using an Object Literal

The easiest way to create a JavaScript Object.

- Using an object literal, you both define and create an object in one statement.

```
var person = {  
    firstName: "John", lastName: "Doe", age: 50,  
    eyeColor: "blue"  
};
```

Creating a JavaScript Object (literal).

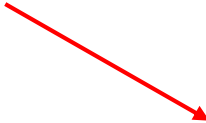
John is 50 years old.

- The code creates a new JavaScript object with four properties:



## 2) Using the Keyword **new**

- Creates a new JavaScript object with four properties



```
var person = new Object();  
person.firstName = "John";  
person.lastName = "Doe";  
person.age = 50;  
person.eyeColor = "blue";
```

- Both Literal and new Object() creates the same thing.
- **Literal** is preferred because it's **simpler** and runs **faster**.



# Object Properties

- [https://www.w3schools.com/js/js\\_object\\_properties.asp](https://www.w3schools.com/js/js_object_properties.asp)
- Properties are the values associated with a JavaScript object.
- A **JavaScript object** is a collection of unordered **properties**.
- Properties can usually be changed, added, and deleted, but some are read only.



# Accessing Properties

- The syntax for accessing the property of an object:

*objectName.property*    // e.g. *person.age*

*person.firstname + " is " + person.age + " years old."*;

or

*objectName["property"]*    // e.g. *person["age"]*

*person["firstname"] + " is " + person["age"] + " years old."*

or

*objectName[expression]*    // e.g. *x = "age"; person[x]*

*x = "age";*

*person["firstname"] + " is " + person[x] + " years old."*



### 3) Object Constructors

- Examples from previous slides can only create single objects.
- ```
function Person(first, last, age, eye) {  
    this.firstName = first;  
    this.lastName = last;  
    this.age = age;  
    this.eyeColor = eye;  
}
```
- The function Person() is an object constructor function.
  - It's good practice for constructors to begin with upper-case.



# Object constructor function

- We can **create new object** of **same type** by calling the **constructor function** with the **new** keyword

```
const myFather  
= new Person("John", "Deer", 50, "black");
```

```
const myMother  
= new Person("Jane", "Doe", 48, "green");
```

- Use **const** because the object property values will not change after the object is created.
- Just like Java.

[objectConstructor.html](https://www.w3schools.com/js/tryit.asp?filename=tryjs_object_constructor1) [https://www.w3schools.com/js/tryit.asp?filename=tryjs\\_object\\_constructor1](https://www.w3schools.com/js/tryit.asp?filename=tryjs_object_constructor1)



# Adding a Method to a Constructor

- **Methods** are **actions** that can be performed on objects.
- A **method** is a property containing a **function definition**.

| Property  | Value                                                     |
|-----------|-----------------------------------------------------------|
| firstName | John                                                      |
| lastName  | Doe                                                       |
| age       | 50                                                        |
| eyeColor  | blue                                                      |
| fullName  | function() {return this.firstName + " " + this.lastName;} |





# Adding a Method to a Constructor

- Use **myFather.fullName ()** to output both first name and last name  
`document.getElementById("demo").innerHTML = "My father is " + myFather.fullName();`

## Adding Method to Constructors

My father is John Doe

- Instead of :  
`document.getElementById("demo").innerHTML = "My father is " + myFather.firstName + " " + myFather.lastName ;`

# Student Example



(A) An array to  
store objects.

(B) Constructor

```
11 <script>
12 var student =[];
13
14 // Constructor function for Person objects
15 function Student(first, last, sid, dob) {
16     this.firstName = first;
17     this.lastName = last;
18     this.studentId = sid;
19     this.dateOfBirth = dob;
20     this.age = function() {
21         today = new Date();
22         x = new Date(dob);
23         return today.getFullYear() - x.getFullYear();
24     }
25 }
```

studentExample.html in sample code folder “6b Object\_samples”



# Student Example

In studentExample.html:

- (A) `var student = []` // array to store objects
- (B) `function Student (first, last, sid, dob)` // constructor
- (C) `student.push( new Student(...) )` // adds objects to the array
- (D) `display1()` – for loop through the array
- (E) `sort()`
- (F) `display2()` - for..in loop through the array
- (G) Use Method 1 for function `sort()`
  - You will learn about `sort()` in Algorithms class.

`studentExample.html` in sample code folder “6b Object\_samples”

# Student Example



(C) Add objects  
to array

```
student.push(new Student("Lily", "Valley", 1111, 1111),  
student.push(new Student("Helen", "Troy", 5555, 5555), "
```

(D) to (F)

```
display1();  
sort();  
display2();
```

(G)

```
// Method 1: Sorting String Attribute in Object  
function sort() {  
    student.sort(function(a, b) {  
        return (a.lastName > b.lastName) ? 1 : ((  
    });  
}
```

studentExample.html in sample code folder “6b Object\_samples”



# Class Exercises: StudentExample2.html

## StudentExample2.html

- Create a function to sort the display something like the figure at right.
- The user can sort by first name, last name, student ID or age.

1) Make a copy from StudentExamp.html

2) Create a drop-down list

- ✧ First create the code for Last Name, because you have that basic code in StudentExamp.html.

3) Create the “Sort” button to call the sort() function.

## JavaScript Object Constructors

Helen Troy 5555 NaN  
Iris Rainbow 3333 26  
Jeff Fang 4444 125  
Jim Heman 2222 35  
Lily Valley 1111 30

Sort By:

First Name

Last Name

Student ID

Age

[studentExample.html](#) in sample code folder “6b Object\_samples”



# Class Exercises: StudentExample2.html

(4) Modify the sort() function

```
// Sorting String Attribute in Object -- Method1
function sort() {
    var k = document.getElementById("sort").value;
    switch(k) {
        case "lastName":
            student.sort(function(a, b) {
                return (a.lastName > b.lastName) ? 1 :
                    ((b.lastName > a.lastName) ? -1 : 0);
            });
            break;
        case "studentId":
```

(5) After you have sort by **last name** working, do the other options.

[studentExample.html](#) in sample code folder “[6b Object\\_samples](#)”