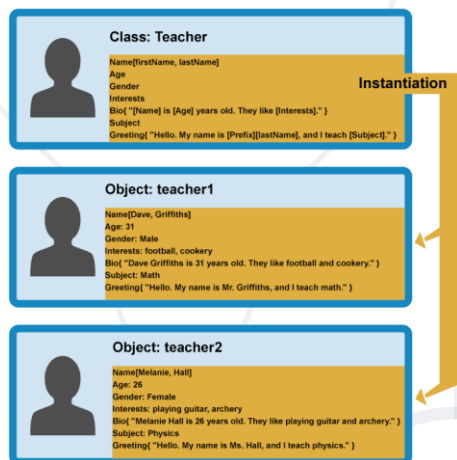


# Objects and Classes

Using Objects and Classes  
Defining Simple Classes



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## 1. Objects

- Definition, properties and methods
- Object methods
- Object iteration

## 2. Reference vs. Value Types

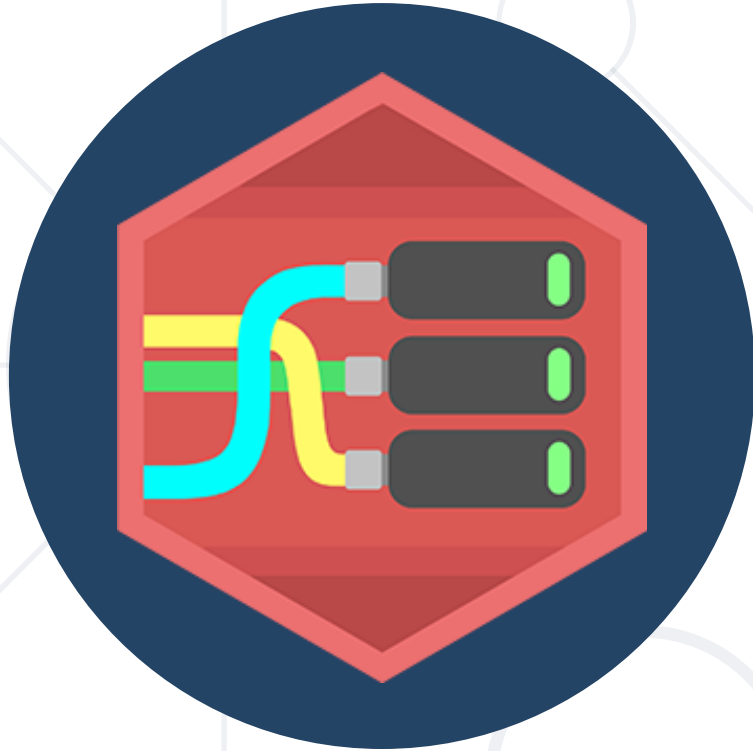
## 3. JSON

## 4. Classes



sli.do

#fund-js




# Objects

Definition, Properties and Methods

# What Are Objects ?

- **Structure** of related data or functionality
- Contains **values** accessed by **string keys**
  - Data values are called **properties**
  - Function values are called **methods**



Object	
'name'	'Peter'
'age'	20

Property name (key)

Property value

- You can **add** and **remove** properties **during runtime**

- We can create an object with an **object literal**

```
let person = { name: 'Peter', age: 20, height: 183 };
```

- We can define an **empty object** and **add properties** later

```
let person = {};  
person.name = 'Peter';  
person.age = 20;  
person.hairColor = 'black';
```

```
person['lastName'] = 'Parker';
```

Access and set  
properties using  
**string indexing**

# Problem: Person Info

- Create an **object** that has a first name, last name, and age
- **Return** the object at the end of your function

"Peter",  
"Pan",  
20



firstName: Peter  
lastName: Pan  
age: 20

"Jack",  
"Sparrow",  
"unknown"



firstName: Jack  
lastName: Sparrow  
age: unknown

# Solution: Person Info

- Create an object
- Set the properties **firstName**, **lastName**, and **age**
- Return the created object using the **return** keyword

```
function personInfo(firstName, lastName, age) {  
  let person = {};  
  person.firstName = firstName;  
  // TODO: Add other properties  
  return person;  
}
```



- Functions within a JavaScript object are called **methods**
- We can **define** methods using several syntaxes:

```
let person = {  
  sayHello: function() {  
    console.log('Hi, guys');  
  }  
}
```

```
let person = {  
  sayHello() {  
    console.log('Hi, guys');  
  }  
}
```

- We can **add** a method to an already defined object

```
let person = { name: 'Peter', age: 20 };  
person.sayHello = () => console.log('Hi, guys');
```

- Get array of all property **names** (keys)

```
Object.keys(cat); // ['name', 'age']
```

cat	
'name'	'Tom'
'age'	5

- Get array with of all property **values**

```
Object.values(cat); // ['Tom', 5]
```

- Get and array of all properties as **key-value tuples**

```
Object.entries(cat); // [['name', 'Tom'], ['age', 5]]
```

- Use **for-of** loop to iterate over the object properties by key:

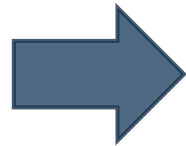
```
let obj = { name: 'Peter', age: '18', grade: '5.50' };  
for (let key of Object.keys(obj)) {  
  console.log(` ${key}: ${obj[key]} `);  
}
```

Returns the value of  
the property

# Problem: City

- Receive an object, which holds **name**, **area**, **population**, **country**, and **postcode**
- Loop through all the keys and print them with their values

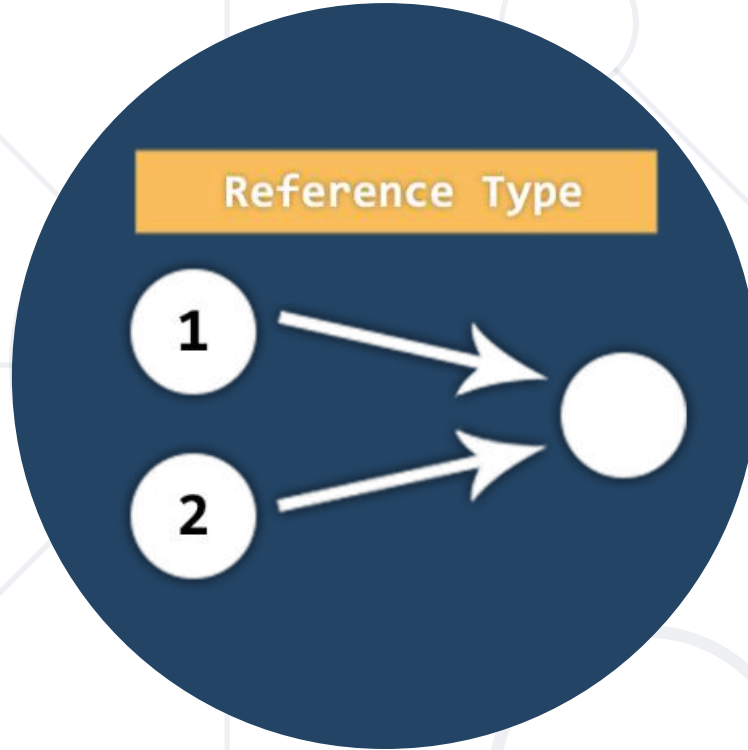
Sofia  
492  
1238438  
Bulgaria  
1000



name -> Sofia  
area -> 492  
population -> 1238438  
country -> Bulgaria  
postCode -> 1000

- Get the object **entries**
- Loop through the object **entries** using **for-of** loop
- Print the object **keys** and **values**

```
function cityInfo(city) {  
  let entries = Object.entries(city);  
  for (let [ key, value ] of entries) {  
    console.log(` ${key} -> ${value}` );  
  }  
}
```



# Value vs. Reference Types

Memory Stack and Heap


# Reference vs. Value Types

- JavaScript has 7 data types that are copied by **value**:
  - **Boolean, String, Number, null, undefined, Symbol, BigInt**
  - These are **primitive types**
- JavaScript has 3 data types that are copied by having their **reference** copied:
  - **Array, Objects, and Functions**
  - These are all technically Objects, so we'll refer to them collectively as Objects




# Example: Reference vs. Value Types

*pass by reference*

cup = 

fillCup( )

*pass by value*

cup = 

fillCup( )



- If a primitive type is assigned to a variable, we can think of that variable as **containing** the primitive value

```
let a = 10;  
let b = 'abc';
```

```
let c = a;  
let d = b;
```

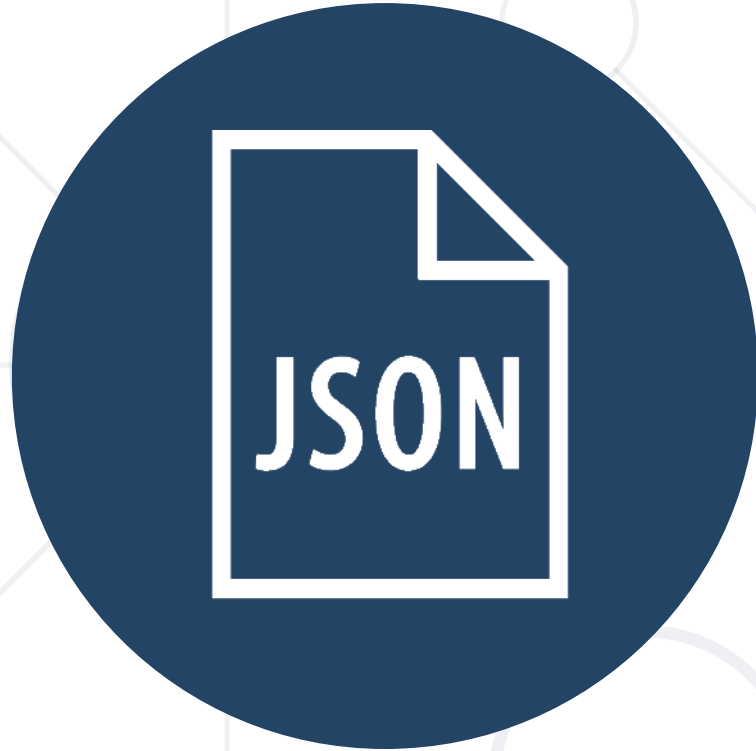
- They are **copied by value**

```
console.log(a, b, c, d);  
// a = 10 b = 'abc' c = 10 d = 'abc'
```

- Variables that are assigned a non-primitive value are given a **reference** to that value

```
let arr = [];  
let arrCopy = arr;
```

- That reference **points to a location** in memory
- Variables** don't contain the value but **lead to the location**



**JSON**

JavaScript Object Notation

- 



# JSON Usage

- Exchange data between **browser** and **server**
- JSON is a **lightweight** format compared to XML
- JavaScript has built-in functions to **parse JSON** so it's easy to use
- JSON uses **human-readable** text to transmit data



# JSON Example

Brackets define a JSON

Keys are in double quotes

Keys and values separated by :

```
{  
  "name": "Ivan",  
  "age": 25,  
  "grades": {  
    "Math": [2.50, 3.50],  
    "Chemistry": [4.50]  
  }  
}
```

It is possible to have nested objects

In JSON we can have arrays

- We can convert object into **JSON** string using **JSON.stringify(object)** method

```
let text = JSON.stringify(obj);
```

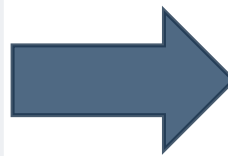
- We can convert JSON string into object using **JSON.parse(text)** method

```
let obj = JSON.parse(text);
```

# Problem: Convert to Object

- Write a function, that receives a string in **JSON** format and converts it to object
- Print the entries of the object

```
'{  
  "name": "George",  
  "age": 40,  
  "town": "Sofia"  
'
```



```
name: George  
age: 40  
town: Sofia
```



# Tips: Convert to Object

- Use **JSON.parse()** method to parse JSON string to an object
- Use **Object.entries()** method to get object's properties: names and values
- Loop through the entries and print them

```
function objConverter(json) {  
    // TODO: Use the tips to write the function  
}
```

# Solution: Convert to Object

```
function objConverter(json) {  
  let person= JSON.parse(json);  
  
  let entries = Object.entries(person);  
  
  for (let [key, value] of entries) {  
    console.log(` ${key}: ${value}` );  
  }  
}
```

# Problem: Convert to JSON

- Write a function that receives a first name, last name, hair color and sets them to an object.
- Convert the object to **JSON string** and print it.

```
'George',  
'Jones',  
'Brown'
```



```
{"name": "George", "lastName":  
"Jones", "hairColor": "Brown"}
```

# Tips: Convert to JSON

- Create an object with the given input
- Use **JSON.stringify()** method to parse object to JSON string
- Keep in mind that the property name in the JSON string will be **exactly the same** as the property name in the object

```
function solve(name, lastName, hairColor){  
    // TODO: Use the tips and write the code  
}
```

# Solution: Convert to JSON

```
function convertJSON(name, lastName, hairColor) {  
    let person = {  
        name,  
        lastName,  
        hairColor  
    };  
    console.log(JSON.stringify(person));  
}
```



# Classes

## Object Models

# What are Classes?

- **Templates** for creating objects
- Defines **structure** and **behavior**
- An object created by the class pattern is called an **instance** of that class
- A class has a **constructor** – method called automatically to create an object
  - It **prepares** the new object for use
  - Can **receive** parameters and **assign** them to properties



Use the **class** keyword followed by a name

```
class Student {  
    constructor(name) {  
        this.name = name;  
    }  
}
```

The **constructor** is a special method for creating and initializing an object



- Creating a class:

**this** keyword is used to set a property of the object to a given value

```
class Student {  
  constructor(name, grade) {  
    this.name = name;  
    this.grade = grade;  
  }  
}
```

- Creating an **instance** of the class:

```
let student = new Student('Peter', 5.50);
```

- Classes can also have functions as property, called **methods**:

```
class Dog {  
  constructor(name) {  
    this.name = name;  
  }  
  
  speak() {  
    console.log(`${this.name} says Woof!`);  
  }  
}
```

**this** in the object  
refers to itself

```
let dog = new Dog('Sparky');  
dog.speak(); // Sparky says Woof!
```

We access the  
method as a regular  
property

# Problem: Cat

- Write a function that receives **array of strings** in the following format:  
`'{cat name} {age}'`
- Create a class **Cat** that receives the **name** and the **age** parsed from the input
- It should also have a method named **meow()** that will print  
`"{cat name}, age {age} says Meow"` on the console
- For each of the strings provided you must create a cat object

```
['Mellow 2', 'Tom 5']
```



```
Mellow, age 2 says Meow  
Tom, age 5 says Meow
```

- Create a class
- Set properties name and age
- Set property 'meow' to be a method that prints the result
- **Parse** the input data
- Create all objects using the class **constructor** and the parsed input data and store them in an array
- Loop through the array using **for...of** loop and invoke **.meow()** method

# Solution: Cat

```
function catCreator(arr) {  
  // TODO: Create the Cat class  
  let cats = [];  
  for (let i = 0; i < arr.length; i++) {  
    let catData = arr[i].split(' ');  
    cats.push(new Cat(catData[0], catData[1]));  
  }  
  // TODO: Iterate through cats[] and invoke .meow()  
  // using for...of loop  
}
```

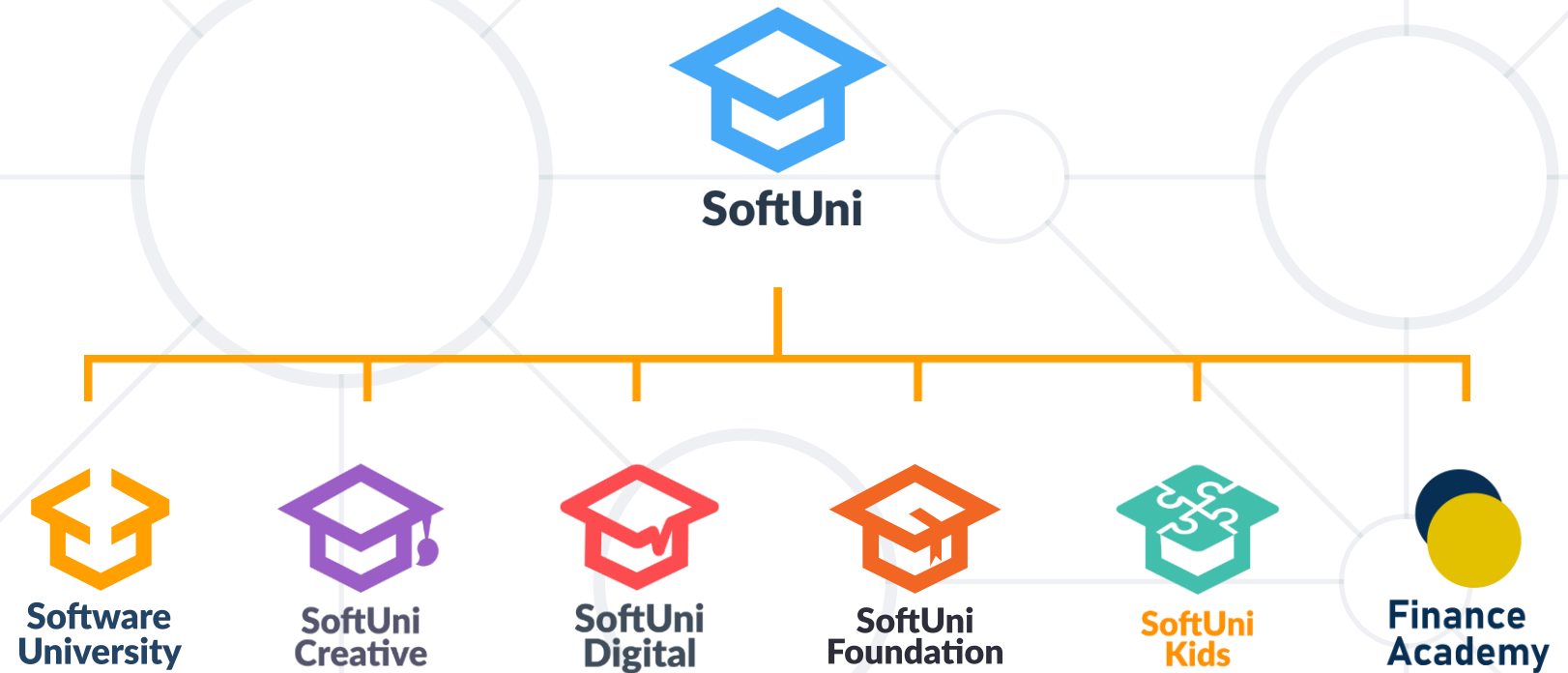


**Live Exercises**

- Objects hold **key-value pairs**
  - Access value by indexing with key
  - **Methods** are functions
- **References** point to data in memory
- **Parse** and **stringify** objects in **JSON**
- **Classes** are templates for objects



# Questions?





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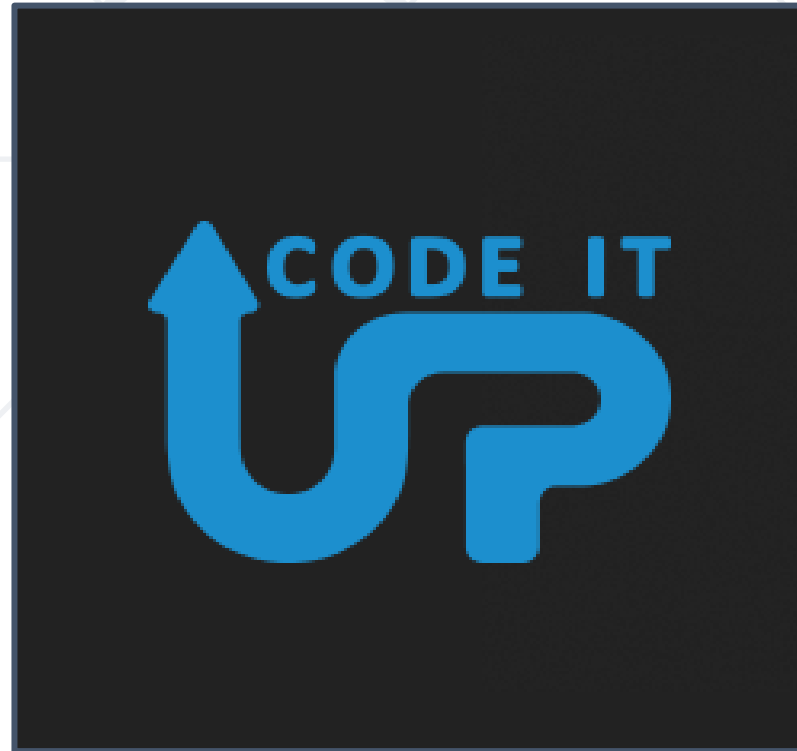


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