**Objects In JavaScript**

* Objects, in JavaScript, is the most important data type and forms the building blocks for modern JavaScript. These objects are quite different from JavaScript’s primitive data types (Number, String, Boolean, null, undefined and symbol) in the sense that while these primitive data types all store a single value each (depending on their types).
* Objects are more complex, and each object may contain any combination of these primitive datatypes as well as reference data-types.
* An object is a reference data type. Variables that are assigned a reference value are given a reference or a pointer to that value. That reference or pointer points to the location in memory where the object is stored. The variables don’t actually store the value.

**Objects and properties**

* A JavaScript object has properties associated with it. A property of an object can be explained as a variable that is attached to the object. Object properties are basically the same as ordinary JavaScript variables, except for the attachment to objects. The properties of an object define the characteristics of the object.
* You access the properties of an object with a simple dot-notation:

Syntax: objectName.propertyName = value;

Ex: person.Firstname = 'John';

* Properties of JavaScript objects can also be accessed or set using a bracket notation (for more details see property accessors). Objects are sometimes called associative arrays, since each property is associated with a string value that can be used to access it.

Example:

myCar['make'] = 'Ford';

myCar['model'] = 'Mustang';

myCar['year'] = 1969;

# ****Creating Objects In JavaScript:****

# Create JavaScript Object with Object Literal

One of easiest way to create a JavaScript object is object literal, simply define the property and values inside curly braces as shown below:

let bike = {name: 'SuperSport', maker:'Ducati', engine:'937cc'};

# Using the JavaScript Keyword new

The following example also creates a new JavaScript object with four properties:

Example:

var person = new Object();

person.firstName = “John”;

person.lastName = “Doe”;

person.age = 50;

person.eyeColor = “blue”;