"JavaScript for Kids" Coding Class

May/June 2015 - 4th and 5th Grade
Lesson 3

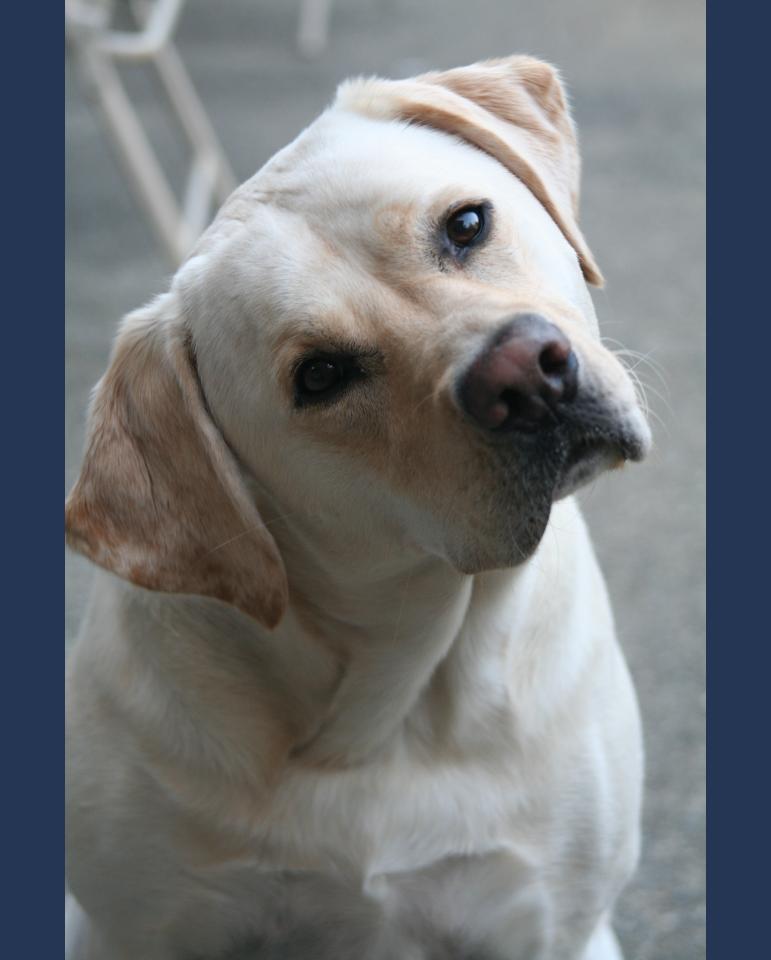# Welcome to Lesson 3!

Lesson 3

- Recap of Lesson 2 (Arrays)

- Objects
  -- Creating new objects
  -- Setting properties on objects
  -- Setting methods on objects
  -- Passing parameters to methods
  -- Create your own object!

Objects

What is an object?

My dog, Tessa

Creating New Objects

```
var tessa = {};
```

Object Properties

What is a property of an object?

Properties (Strings, Numbers, Booleans)

```javascript
var tessa = {};
tessa.name = 'Tessa';
tessa.breed = 'Labrador';
tessa.age = 7;
tessa.weight = 80;
tessa.microchipped = true;
```

Properties (Arrays)

```
tessa.friends = ['Kona', 'Sam', 'Guy'];
tessa.likes = ['Walks', 'Dog Park', 'Treats'];
```

Object Methods

What is a method on an object?

Object Methods

```javascript
tessa.bark = function(){ return "Woof!";}
```

Calling properties and methods

```
tessa.age;
tessa.bark();
```

Calling methods with parameters

```
tessa.bark = function(times){ return "Woof!".repeat(times); }
```

Calling methods with parameters

```
tessa.bark(3);
```

Create a method called "ageInDogYears" that returns Tessa's age in dog years.

(Hint: use "this.age" to get the age)

Dog Years

```
tessa.ageInDogYears = function(){ return this.age * 7; }
```

Create your own object!

Create your own object. Add a variety of properties and methods.

Pages 64-76 if you need some ideas!