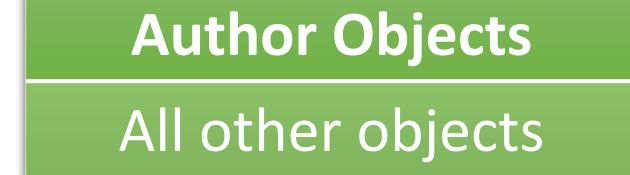
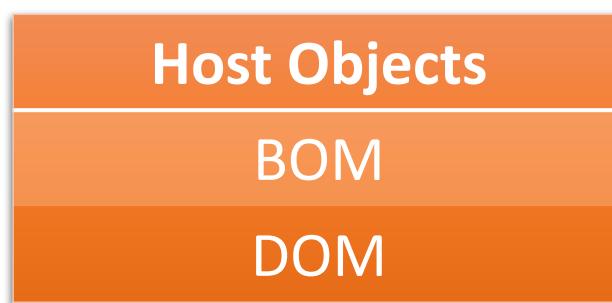


Object Categories



JavaScript Objects fall into 4 categories

1. Custom Objects (User-defined)

- Objects that you, as a JavaScript developer, create and use.

2. Built – in Objects (Native)

- Objects that are provided with JavaScript to make your life as a JavaScript developer easier.

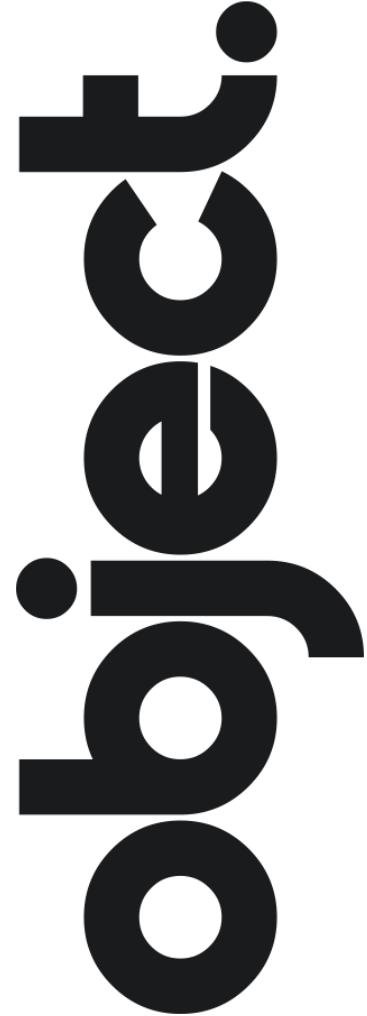
3. BOM Objects “Browser Object Model” (Host)

- It is a collection of objects that are accessible through the global objects window. The browser objects deal with the characteristic and properties of the web browser.

4. DOM Objects “Document Object Model”

- Objects provide the foundation for creating dynamic web pages. The DOM provides the ability for a JavaScript script to access, manipulate, and extend the content of a web page dynamically.

Object



**Object creates an
object wrapper or a
user defined object.**

Object



Take a “thing”
Object

Describe the “thing”

Characteristics

Width

Height

Color

Actions

Speed up

Break

Turn right

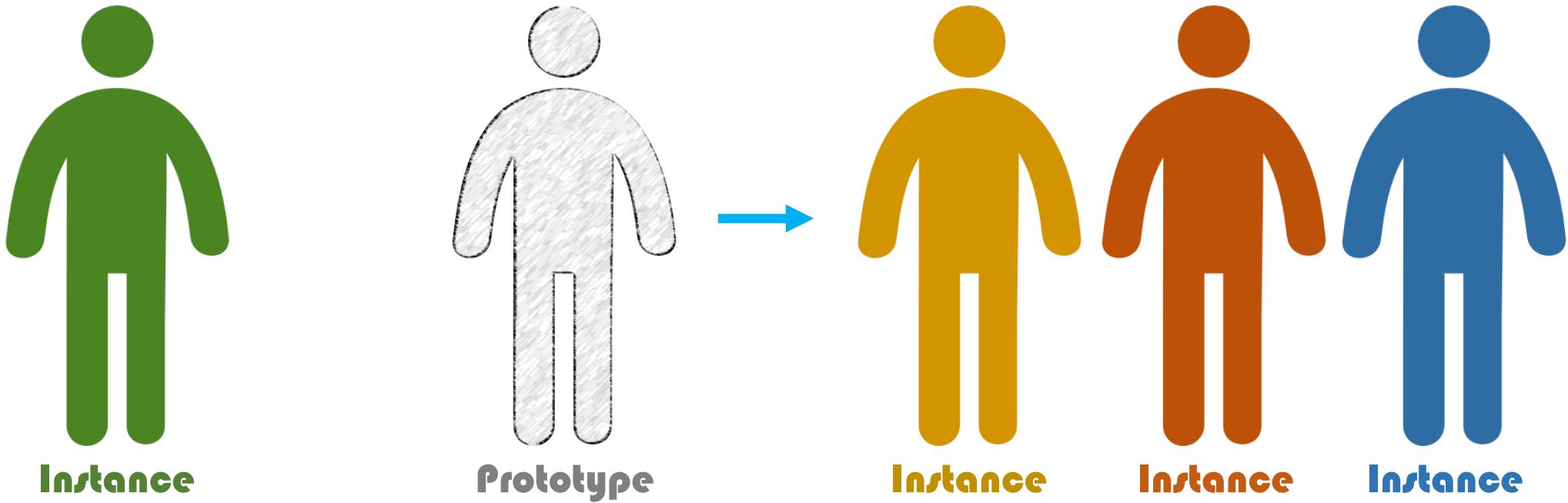


Properties



Methods

Object



Object literal Object Constructor

Object

Properties



Methods



Constructors



Object property descriptor

- `Object.defineProperty(obj, propname,{ })`
- `Object.defineProperties(obj, { propname:{} } , { propname:{} })`
- **Data descriptor**
 - `value: undefiend`
 - `Writable : false`
 - `Configurable : false`
 - `Enumerable: false`
- **Accessor descriptor**
 - `Get`
 - `Set`
 - `Configurable : false`
 - `Enumerable: false`

Closures

```
var add = (function () {  
    var counter = 0;  
    return function ()  
        {return counter += 1;}  
})();  
add();
```