Objects, in JavaScript, is it’s 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).

Javascript has 5 data types that are passed by **value**: Boolean, null, undefined, String, and Number. We’ll call these **primitive types**.

Javascript has 3 data types that are passed by **reference**: Array, Function, and Object. These are all technically Objects, so we’ll refer to them collectively as **Objects**.

Loosely speaking, objects in JavaScript may be defined as an unordered collection of related data, of primitive or reference types, in the form of “key: value” pairs.

These keys can be variables or functions and are called properties and methods, respectively, in the context of an object.

An object can be created with figure brackets {…} with an optional list of properties.

A property is a “key: value” pair, where a key is a string (also called a “property name”), and value can be anything.