Introduction

This brief chapter will showcase the functionality of Reason objects.

The Purpose of an Object
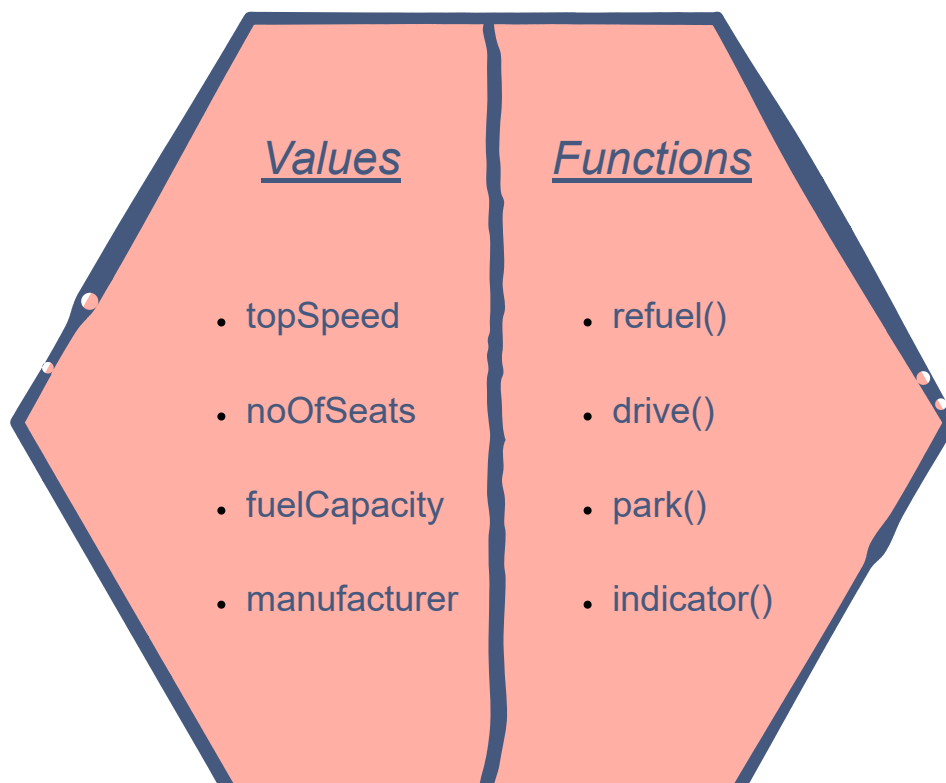
An object is an entity which is made up of several **values** and **functions** which operate on these values. We can use objects to represent a complete application or a component in an application.

Let's take the example of a car object. It has several values such as its *manufacturer, color, top speed,* etc. Based on these attributes, the car can perform certain functions such as *driving, accelerating, refueling,* etc.

A Car Object

Values	*Functions*
• topSpeed	• refuel()
• noOfSeats	• drive()
• fuelCapacity	• park()
• manufacturer	• indicator()

Car Class

Reason's Approach

In Reason, objects are very similar to records. The values of an object can be treated as the fields in a record.

However, objects provide a more flexible alternative to the rigid structure of records. As we'll see in the upcoming lessons, information can be added to an object even after its definition.

In the next lesson, we'll learn how to create an object from scratch.