A javascript object is an entity having state and behavior (properties and methods). Object is an unordered collection of key-value pairs.

**Creating object**

1. By object literal
2. By creating instance of object(using new keyword)
3. By using object constructor(using new keyword)
4. **By object literal**

object={ property1: value1, property2: value2, … , propertyN:valueN }

emp= { id: 1, name: ”shyam kumar”, salary: 40000 }

1. **By creating instance of object**

var objectname= new Object();

**new** keyword is use to create object.

var emp = new Object()

emp.id= 101;

emp.name=”shyam kumar”

emp.salary= 50000

1. **By using object constructor**

function emp (id, name,salary){

this.id = id;

this.name = name;

this.salary = salary;

}

The **this** keyword refers to the current object.

e = new emp (1,”shyam kumar”,50000)

**Create a empty object**

let empty={}

let person={

firstName: ”shyam”,

lastName: ”kumar”

}

**Accessing object**

1. **dot notation**

Access a property of an object **“objectName.propertyName”**

console.log(person.name)

1. **array like [] notation**

Access a property of an object **“objectName[‘propertyName’]”**

console.log(person[‘firstName’])

“Reading property that does not exist will result in an **“undefined”** ”

**Modifying Object**

person.firstName = “satya”

console.log(person)

**Adding new property to object**

person.age=20

console.log(person)

**Remove a property of an object**

Delete objectName.propertyName

delete person.age;

**Checking if a property exists**

propertyName **in** objectName

console.log(“age” in person)

console.log(“firstName”, in person)

**Javascript Methods**

1. Object.assign()
2. Object.keys()
3. Object.values()
4. Object.entries()
5. Object.create()