

Objects in Java script

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Object Declare

Literal

Constructor.

Constructor se jab object creat krega to vo singleton object banega.

Literals

Const ObjectName = { }

⇒ Eg. Const JsUser = {
name: "Ankit"
}

by default computer is ko string ki tarah leta

Access

- 1.- Console.log (JsUser.name)
2. Console.log (JsUser["name"])

gfg
Const Myobj {
"name": "Ankit";
}

Now you can't access using Myobj.name
Can access only Myobj["name"]

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Use key as a Symbol.

```
const mySymbol = Symbol("myName");
const myObj = {
  mySymbol : "Ankit Narang"
}
console.log(myObj.mySymbol)
console.log(typeof(myObj.mySymbol))
```

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String

=> Yha pr humne Symbol ko as a key define hai.
But yeh glt tarika hai.

Yeh Code Run to shi hoga but agar hum iska type print krege yeh ab bhi "String" dega

Output

Ankit Narang
string

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=> Shi tarika kya hai Symbol ko as a key declare krne ka?

```
=> const mySymbol = Symbol("myName");
const myObj = {
  [mySymbol] : "Ankit Narang"
}
console.log(myObj[mySymbol])
console.log(typeof(myObj[mySymbol]))
```

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yeh shi tarika hai

=> [] bracket mai likhke hum Symbol use kr sakte hai.

=> Object mai Value ko Change krna.

```
const myObj = {
  mySymbol : "Ankit Narang"
}
```

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Aise hum keys ko change kr sakte hai

```

console.log(myObj.mySymbol)
myObj.mySymbol="This is change value"
// IF WE DON'T WANT TO CHANGE VALUE OF KEY IN
// FUTURE
// SIMPLY USE FREEZE FUNCTION
Object.freeze(myObj);
myObj.mySymbol="Try to change after freeze"
console.log(myObj.mySymbol)

```

ki value
kr sakte hai

Output.

Ankit Narang
This is change value

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Object.freeze() se
hum restrict kr
hai ki uski key
ki value change
ho.

Using function in an object.

```

const myObj = {
  mySymbol : "Ankit Narang"
}
myObj.greeting= function(){
  console.log(`Hello ${this.mySymbol}`)
}
myObj.greeting()

```

greeting fun
ho gya.

↳ this ki help se hum object (my
ke Saare Member access kr sakte hai

=> \${ }
↳ act as a placeholder.

👉 Object as a Singleton or Create object using
Construct

```

const myObj = new Object()
myObj.id=2
myObj.name="Ankit"
console.log(myObj)

```

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Nesting of a object.

```

const myObj = {
  name : {
    fullname : {
      firstname : "Ankit",
      lastname : "Narang"
    }
  }
}

```

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```

    }
  }
  console.log(myObj.name)
  console.log(myObj.name.fullname)
  console.log(myObj.name.fullname.firstname)

```

Output :

```

{ fullname: { firstname: 'Ankit', Lastname: 'Narang' } }
{ firstname: 'Ankit', Lastname: 'Narang' }
Ankit

```

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Merge Two Objects

```

const myObj1 = {1:'a',2:'b',3:'c'}
const myObj2 = {1:'a',2:'b',3:'c'}
const myObj3 = {1:'a',2:'b',3:'c'}
const mergeObj =
Object.assign({},myObj1,myObj2,myObj3)
console.log(mergeObj)

```

object.assign(target

=> target = { } -> empty obj

=> sources = myObj1
myObj2
myObj3

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{ } => optional or we can make any obj,
as a target

Output :

```
{ '1': 'a', '2': 'b', '3': 'c' }
```

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```

const myObj1 = {1:'a',2:'b',3:'c'}
const myObj2 = {3:'a',4:'b',5:'c'}
const myObj3 = {9:'a',7:'b',6:'c'}
const mergeObj =
Object.assign({},myObj1,myObj2,myObj3)
console.log(mergeObj)

```

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OUTPUT

```

{
  '1': 'a',
  '2': 'b',
  '3': 'a',
  '4': 'b',
  '5': 'c',
  '6': 'c',
  '7': 'b',
  '9': 'a'
}

```

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∴ It Merge only Unique Values.

Another way to Merge (using Spread operator). (...)

```
const myObj1 = {1:'a',2:'b',3:'c'}
const myObj2 = {3:'a',4:'b',5:'c'}
const mergeObj = {...myObj1,...myObj2}
console.log(mergeObj)
```

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→ (...) spread operator.

⇒ Access keys & values of an object separately (object keys)

```
const myObj1 = {1:'a',2:'b',3:'c'}
console.log(Object.keys(myObj1))
console.log(Object.values(myObj1))
```

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Output

```
['1','2','3']
['a','b','c']
```

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→ It gives result in array. so we can traverse them using loop.

Also there is → `Object.entries (Name of object)`
Give key value pair in a array.

```
const myObj1 = {1:'a',2:'b',3:'c'}
console.log(Object.entries(myObj1))
```

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Output :

```
[[ '1', 'a' ], [ '2', 'b' ], [ '3', 'c' ]]
```

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To check some property or key exist in an object.
⇒ use `myObj.hasOwnProperty ('name')`
→ True.

```
const myObj1 = {1:'a',2:'b',3:'c'}
console.log(myObj1.hasOwnProperty('1'))
```

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Output :

```
true
```

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Destructing in an Objects

```
const myObj1 = {
  course : "B.Tech",
  name : "Ankit",
  age : 21
}
console.log(myObj1.course)
```

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Till now we see this Method.

Output :

B.Tech

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Now Another way of Destructing.

```
const myObj1 = {
  course : "B.Tech",
  name : "Ankit",
  age : 21
}
const {course} = myObj1
console.log(course)
```

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Iska Mtlb myObj se course ki value lelo.
So ab hum directly course se isk value print krchye.

OUTPUT :

B.Tech

Ankit Narang

```
const {course : c} = myObj1
console.log(c)
```

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Aliasing

