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Ways to Create Objects in JavaScript

👉Object constructor

👉Object's create method

👉Object literal syntax

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Object Constructor

The simplest way to create an empty object is using the Object constructor. Currently this approach is not recommended.

```
var object = new Object();
```

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Object's Create Method

The create method of Object creates a new object by passing the prototype object as a parameter

```
var object = Object.create(null);
```

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Object Literal Syntax

The object literal syntax (or object initializer), is a comma-separated set of name-value pairs wrapped in curly braces.

```
var object = {
      name: "Sunil",
      age: 25
};

//Note:
Object literal property values can be
of any data type, including array,
function, and nested object.
```

Note: This is the easiest way to create an object

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Function Constructor

Create any function and apply the new operator to create object instances.

```
function Person(name) {
  this.name = name;
  this.age = 25;
}
var object = new Person("Sunil");
```

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Function Constructor With Prototype

This is similar to function constructor but it uses prototype for their properties and methods.

```
function Person() {}
Person.prototype.name = "Sunil";
var object = new Person();
```

This is equivalent to an instance created with an object create method with a function prototype and then call that function with an instance and parameters as arguments.

```
function func() {};
new func(x, y, z);
```

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...continued

```
// Create a new instance using function prototype.
var newInstance = Object.create(func.prototype)

// Call the function
var result = func.call(newInstance, x, y, z),

// If the result is a non-null object then use it
// otherwise just use the new instance.
console.log(result && typeof result === 'object'
  ? result : newInstance);
```

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ES6 Class Syntax

ES6 introduces class feature to create the objects

```
class Person {
  constructor(name) {
    this.name = name;
  }
}

var object = new Person("Sunil");
```

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Singleton pattern

A Singleton is an object which can only be instantiated one time. Repeated calls to its constructor return the same instance and this way one can ensure that they don't accidentally create multiple instances.

```
var object = new (function () {
  this.name = "Sunil";
})();
```

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Thats a Wrap!

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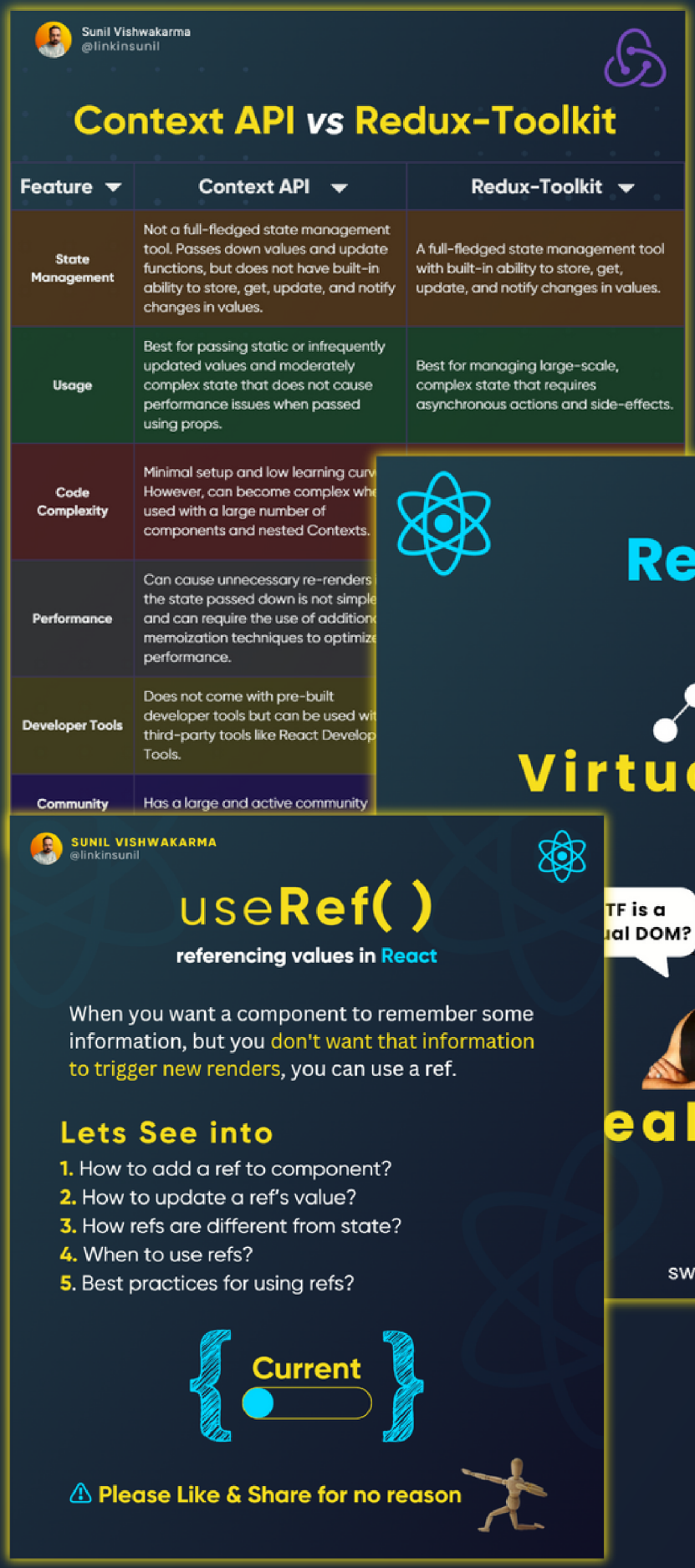

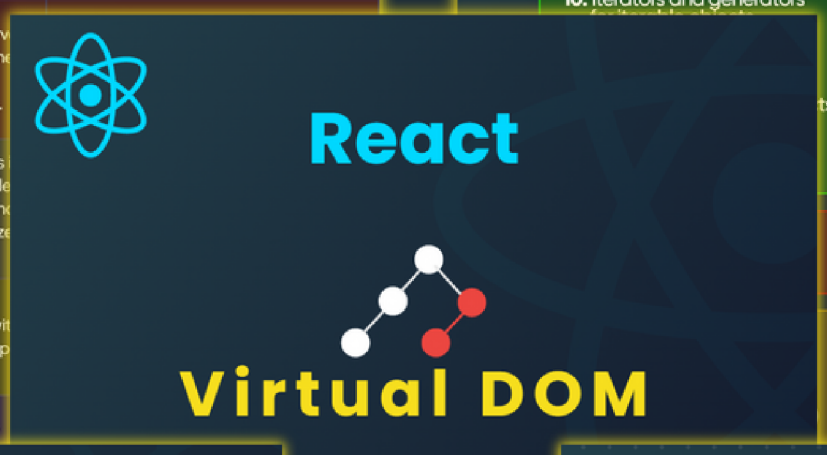

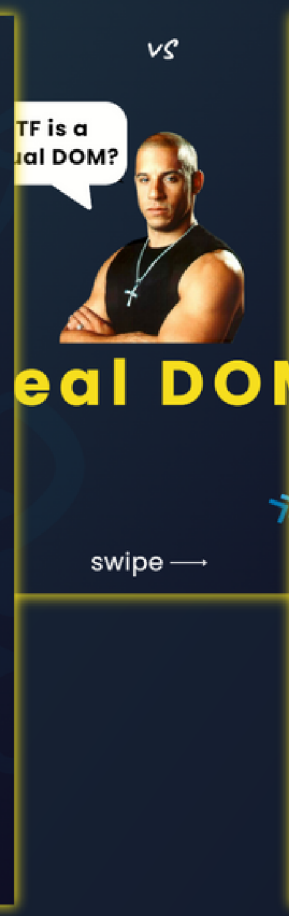

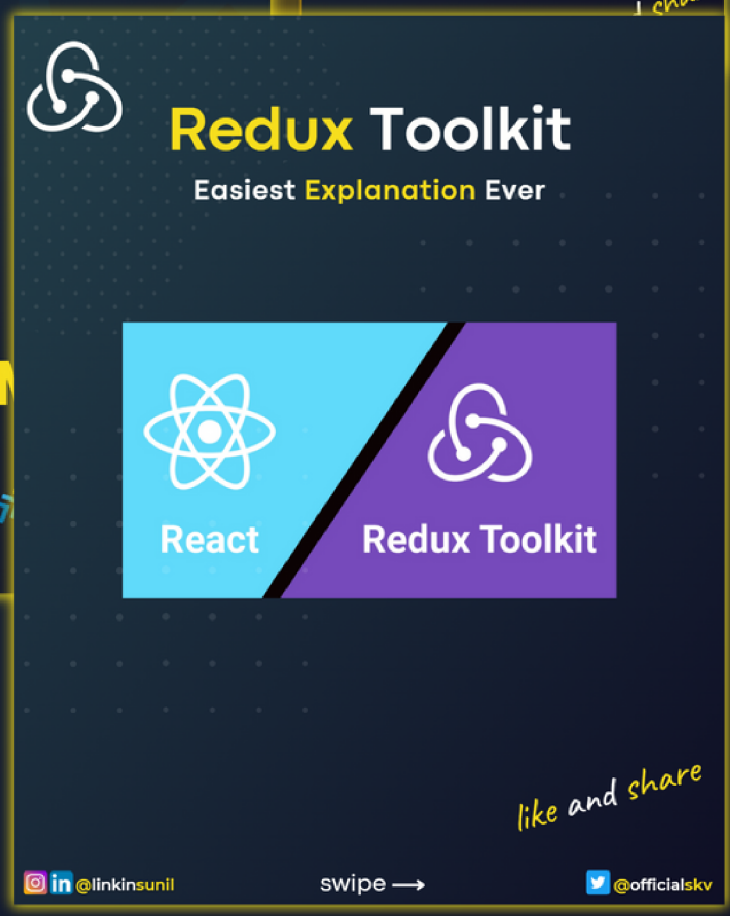

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