

CSE326

Internet Programming Laboratory Lecture #11 Part 4

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Outline

- JavaScript Objects

JavaScript Objects

- Objects in JavaScript, just as in many other programming languages, can be compared to objects in real life.
- In JavaScript, an object is a standalone entity, with properties and type.
- For example. A cup is an object, with properties. A cup has a color, a design, weight, a material it is made of, etc. The same way, JavaScript objects can have properties, which define their characteristics.

JavaScript Objects

- **Object literal** - An object literal is a list of zero or more pairs of property names and associated values of an object, enclosed in curly braces ({}).
- **Object constructor** - Objects can be created using the `Object()` constructor.
- **Object.create()** - The `Object.create()` method creates a new object, using an existing object as the prototype of the newly created object.
- **Constructor function** - The `Function()` constructor creates Function objects. Calling the constructor directly can create functions dynamically

JavaScript Objects

- **Class** - Classes are a template for creating objects. They encapsulate data with code to work on that data.
- **Factory Functions** - You can create objects using factory functions, which are functions that return objects
- **Object.assign()** - The Object.assign() method is used to copy the values and properties from one or more source objects to a target object.

References

- https://www.w3schools.com/js/js_objects.asp

Program link

<https://onecompiler.com/javascript/3zt9h7hsq>

Thank you