=>Write a blog about objects and its internal representation in Javascript:

- Objects are the most important data-type and form the building blocks for modern JavaScript. These objects are quite different from JavaScript's primitive data-types(Number, String, Boolean, null, undefined and symbol).

- An object is a reference data type. Variables that are assigned a reference value are given a reference or a pointer to that value. That reference or pointer points to the location in memory where the object is stored. The variables don't actually store the value.

- In JavaScript, objects are used to represent complex data structures and entities. An object is a collection of key-value pairs, where each key is a string (or a symbol) that uniquely identifies a value.

- The internal representation of an object in JavaScript is complex and varies based on the engine that is executing the code. However, in general, an object is represented as a collection of properties, where each property is a key-value pair. Properties can be data properties, which contain a value, or accessor properties, which contain a getter and/or a setter method.

- In addition to properties, an object also has a prototype, which is a reference to another object that provides a set of default properties and methods that the object can inherit. The prototype chain is a mechanism by which an object can inherit properties and methods from its prototype and its prototype's prototype.