



JS Objects

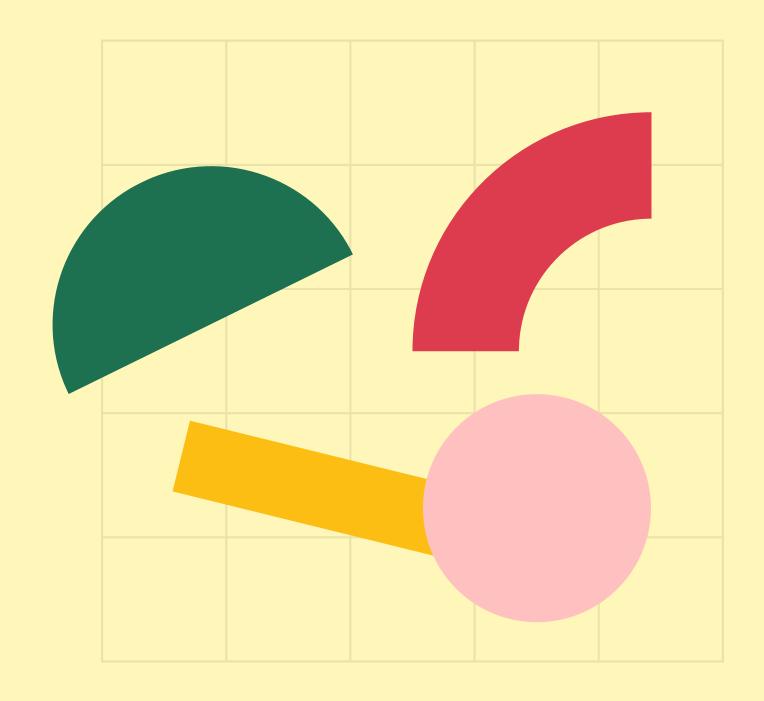
Our Second Data Structure



Unit Goals

what we'll cover

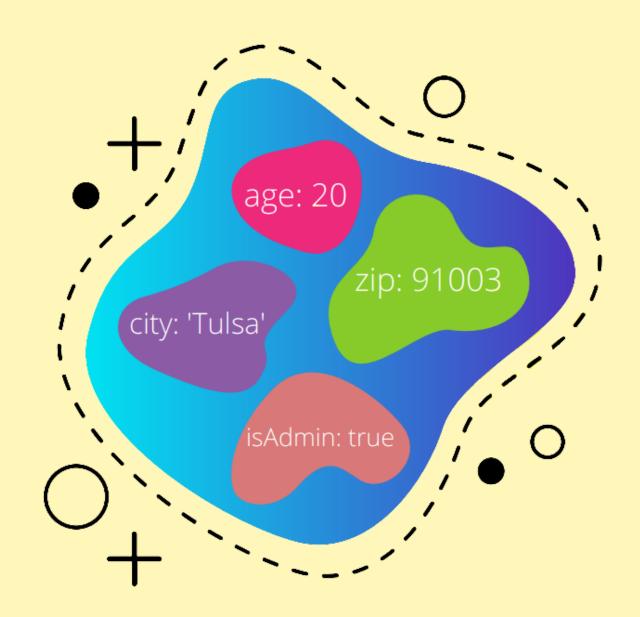
- what objects are
- accessing object data
- updating and adding properties



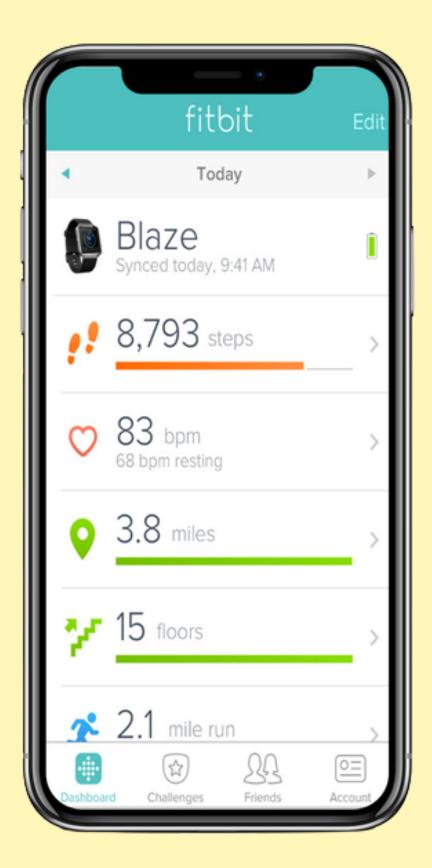
OBJECTS



- Objects are collections of properties.
- Properties are a key-value pair.
- Rather than accessing data using an index, we use custom keys



HOW WOULD YOU STORE THIS?





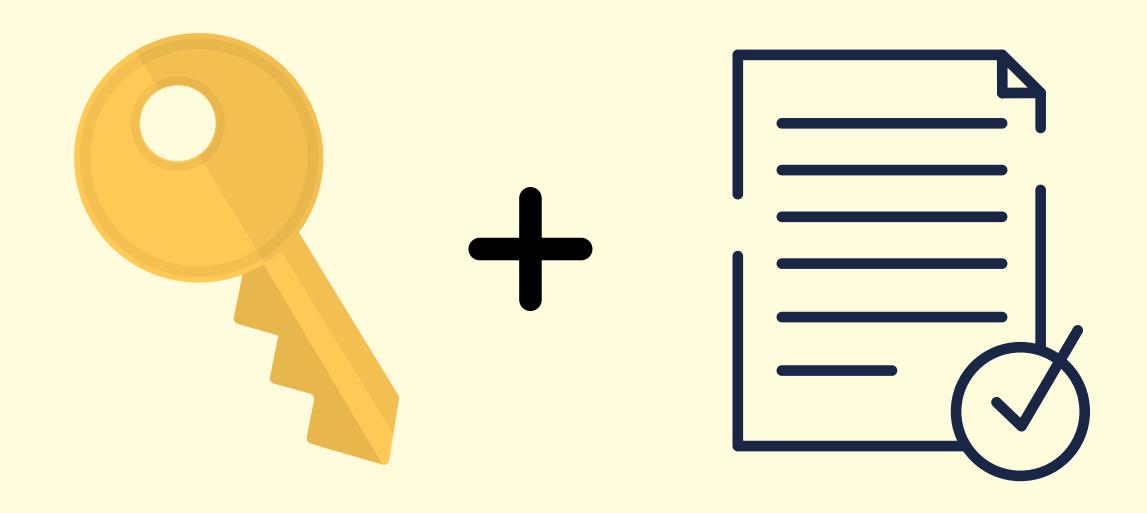
USING AN OBJECT



```
const fitBitData = {
   totalSteps : 308727,
   totalMiles : 211.7,
   avgCalorieBurn : 5755,
   workoutsThisWeek: '5 of 7',
   avgGoodSleep : '2:13'
```

PROPERTY = KEY + VALUE





KEY - VALUE PAIRS



username: "TomCat"

upvotes: 7

text: "great post!"



DICTIONARY



ALL TYPES WELCOME

```
let comment = {
   username : 'sillyGoose420',
   downVotes : 19,
   upVotes : 214,
   netScore : 195,
   commentText : 'Tastes like chicken lol',
   tags: ['#hilarious', '#funny', '#silly'],
    isGilded: false
};
```



VALID KEYS



ALL KEYS ARE
CONVERTED TO
STRINGS*



^{*}Except for symbols, which we haven't covered yet.

ACCESSING DATA



```
const palette = {
  red: '#eb4d4b',
  yellow: '#f9ca24',
  blue: '#30336b'
```

```
palette.red //"#eb4d4b"
palette['blue'] //"#30336b"
let color = 'yellow';
palette[color] //"#f9ca24"
```

UPDATING AND ADDING PROPERTIES



```
const fitBitData = {
   totalSteps : 308727,
   totalMiles : 211.7,
   avgCalorieBurn : 5755,
   workoutsThisWeek: '5 of 7',
                   : '2:13'
   avgGoodSleep
};
//Updating properties:
fitBitData.workoutsThisWeek = '6 of 7';
fitBitData.totalMiles += 7.5;
//Adding a new property
fitBitData.heartStillBeating = true;
```

ARRAYS + OBJECTS



```
const shoppingCart = [
    product: 'Jenga Classic',
    price: 6.88,
    quantity: 1,
    product: 'Echo Dot',
    price: 29.99,
    quantity: 3
  },
    product: 'Fire Stick',
    price: 39.99,
    quantity: 2
```

```
const student = {
 firstName: 'David',
  lastName: 'Jones',
  strengths: ['Music', 'Art'],
  exams: {
    midterm: 92,
    final: 88
```