# P5 SOUND AND OBJECTS

#### LOGISTICS

- Objects review
- Activity: objects
- Break
- Demo: loading and playing audio
- Work time

# **OBJECTS**

- for storing key-value pairs
- similar to a dictionary in Python
- unordered
- values can be of any type

#### **OBJECT SYNTAX**

```
const class0f2018 = {
   students: 38,
   year: 2018,
};
```

- enclosed in curly braces ({})
- values mapped to keys with a colon (:)
- Key-value pairs also known as *properties*

### **ACCESSING VALUES**

```
const colorObj = {
  hue: 50,
  saturation: 80,
  lightness: 80,
};

console.log(colorObj["hue"]);

let propVal = "saturation";
  console.log(colorObj[propVal]);
```

#### **ACCESSING VALUES**

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const colorObj = {
  hue: 50,
  saturation: 80,
  lightness: 80,
};

console.log(colorObj["hue"]);

let propVal = "saturation";
  console.log(colorObj[propVal]);
```

## **DOT NOTATION**

```
const apple = {
  color: "Green",
  price: {
    bulk: "$3/kg",
    smallQty: "$4/kg",
  },
};
console.log(apple.color);
console.log(apple.price.bulk);
```

#### **DOT NOTATION**

```
const apple = {
  color: "Green",
  price: {
    bulk: "$3/kg",
    smallQty: "$4/kg",
  },
};
console.log(apple.color);
console.log(apple.price.bulk);
```

## NON-EXISTENT PROPERTIES

```
const classElection = {
  date: "January 12",
};

console.log(classElection.place);
```

#### **NON-EXISTENT PROPERTIES**

```
const classElection = {
  date: "January 12",
};

console.log(classElection.place);
```

#### **ITERATING OVER OBJECT KEYS**

```
let mobile = {
   brand: "Samsung",
   model: "Galaxy Note 9",
};

for (let key in mobile) {
   console.log(`${key}: ${mobile[key]}`);
}
```

#### ITERATING OVER OBJECT KEYS

```
let mobile = {
   brand: "Samsung",
   model: "Galaxy Note 9",
};

for (let key in mobile) {
   console.log(`${key}: ${mobile[key]}`);
}
```

## **PASSING OBJECT**

```
const orig0bj = { color: "blue" };

const changeItUp = (num, obj) => {
  obj.color = "red";
};

changeItUp(orig0bj);

console.log(orig0bj.color);
```

# PASSING OBJECT

```
const orig0bj = { color: "blue" };

const changeItUp = (num, obj) => {
  obj.color = "red";
};

changeItUp(orig0bj);

console.log(orig0bj.color);
```

# **ACTIVITY AND BREAK**

# P5 SOUND DEMOS

- 1. play a note
- 2. <u>rainbow piano</u>
- 3. <u>raining notes</u>

# **WORK TIME!**

