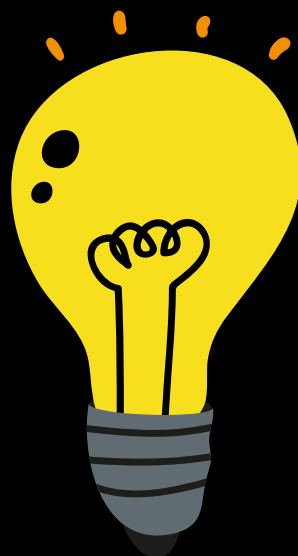# 4 Ways to Create Objects in Javascript

1-Object Literals

This is the simplest and most common way to create an object in JavaScript. It involves creating an object using **curly braces**, with each key-value pair separated by a colon.

Example

```
const person = {
  name: 'Rabi Siddique',
  city: 'Gujranwala',
};
```

2-Constructor function

This is a function that creates new objects. Using **new** with a constructor function creates a new object and assigns **this** to it. Properties and methods are added to the new object using **this and dot notation** inside the constructor function.

Example

```javascript
function Person(name, city) {
  this.name = name;
  this.city = city;
}

const person = new Person('Rabi Siddique', 'Gujranwala');
```

3-Object.create()

This method creates a new object with a specified **prototype object** and **properties.** The new object will **inherit** properties and methods from the prototype object, and any additional properties can be added to the new object as well.

Example

```javascript
const personProto = {
  describe() {
    console.log(`My name is ${this.name} and I'm from ${this.city}.`);
  },
};

const person = Object.create(personProto);
person.name = 'Rabi Siddique';
person.city = 'Gujranwala';
```

4-ES6 Classes

Classes are a way to create objects with properties and methods, **similar to how constructor functions** are used. However, classes provide a more streamlined and readable syntax for creating objects.

Example

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

const person = new Person('Rabi Siddique', 'Gujranwala');
```

Thanks for Reading! :)

let's connect !

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