

# Objects and Methods

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- Objects may contain methods among their properties
- Methods are functions with a receiver (the object the method is called on) = method invocation
- If a call doesn't have an explicit receiver, it is a function = function invocation

```
greeter.morning(); // greeter is receiver/calling object; morning() is a method
```

```
evening(); // there is no explicit receiver; evening() is a function
```

## this during Method Invocation

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- The value of `this` is a reference to the object itself
- A function can use `this` to access and change the object's properties

## Methods as Properties

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- You can define methods when you create the object

```
var car = {  
  fuel: 7.8,  
  running: false,  
  start: function() {  
    this.running = true;  
  },  
};
```

- You can add methods later, just like any other property

```
car.stop = function() {  
  this.running = false;  
};
```