What is a JavaScript object?

What isn't it?

Give the object literal syntax.

How are the values in objects accessed?

What are the consequences of bad object
keys?

How do you update/augment objects?

Object literals are linked to what?

How does this book suggest creating new objects?

How is the prototype chain affected by
update/access of members?

What are two common problems with object access?

How are these problems solved?

Describe object deletion.

How can you reduce the risks inherent in global state?