December 13, 2021

JavaScript Objects

Course Overview

Creating Objects

Object properties

Prototypes

JavaScript Classes

Built-in JavaScript Classes

Already be familiar with:

Basic programming concepts

Basic JavaScript syntax

Working with variables

Creating JavaScript Objects

-Intro

-3 different ways to create and use JavaScript Objects:

-Object literals

-Constructor functions

-Classes

-Object Equality

-Merging properties

-Immutability

-Getting Started

-in JavaScript Objects folder > 02 before folder > Demo.html, open in live server. Then open demo.js, add in “display(‘Hello World’);”, because it didn’t have it.

-‘use strict’ is at the top, highly recommended because it enforces cleaner JavaScript, then we have the function and the brackets in between “display….”. This is called a self-executing function, it’s just helping behind the scene with the way our demo code is set up. When we want to display our work, we’ll call this display function.

-The display function is defined in the utils.js

-Using Objects Literals to Create JavaScript Objects

-An object is just essentially a way of just grouping information

-let firstName = ‘Jim’;

-let lastName = ‘Cooper’;

-Instead of multiple variables, you can just have a person object. Object can encapsulate methods and JavaScript code

-To create an object with an object literal, you simply define the properties and their values inside braces like this.

let person

-The Dynamic Nature of JavaScript

-Adding Functions to Objects

-Object Literal Property Shorthand

-Object Literal Method Declaration Shorthand

-Inspecting Object Properties with Object.keys( ) and for..in

-Object Equality and the Object.is( ) Function

-Object Assign and Immutability

-Using Constructor Functions to Create Objects

-Using Object.create( )

-Summary

JavaScript Object Properties

-Introduction

-Using Bracket Notation to Access JavaScript Properties

-Modifying Properties with Property Descriptors

-Using the Writable Attribute

-Using the Enumerable Attribute

-Using the Configurable Attribute

-Creating Property Getters and Setters

-Summary

JavaScript Prototypes and Interfaces

-Intro

-What is a Prototype?

-Instance vs Prototype Properties

-A graphical Overview of Prototypes

-Changing a Functions Prototype

-Multiple Levels of Inheritance

-Creating Your Own Prototypal Inheritance Chains

-Summary

JavaScript Classes

-Introduction

-Creating Objects with Classes

-Creating Getters with Setters with Classes

-Adding Functions to Classes

-Modifying Property Descriptors on Classes

-Using Inheritance with JavaScript Classes

-Using Static Properties and Methods

-Summary

Using Built-in JavaScript Objects

-Introduction

-Using the JavaScript Math Object

-Managing Dates with the Date Object

-Validating Strings with the RegExp.test( ) Function

-Searching Strings with RegExp.exec( ) Function

-Summary

Ctrl+b, opens explore tab and closes it

Ctrl+j, brings up terminal

If prettier is installed, do auto format, key bind, ctrl+command+shift+space

Ctrl+shift+v brings up search bar in VS code

Open settings.json you can customize how your VS code looks