1. Update a Property of an Object

```
let object = {
    'myName' : {
        'FirstName' : 'Name',
        'SecondName' : 'Surname'
     },
      'myAge' : 1043
}

// Updates myAge to 2043
object.myAge = 2043
```

2. Turn an Object's Keys into an Array

```
let object = {
    'myName': 'Name',
    'myAge': 1043
}

// Returns [ 'myName', 'myAge'];
let keys = Object.keys(object);
```

3. Turn an Object's Values into an Array

```
let object = {
    'myName' : 'Name',
    'myAge' : 1043
}

// Returns [ 'Name', 1043 ];
let keys = Object.values(object);
```

4. Turn Array or Map sets into an Object

```
let arrSets = [ ['myName', 'Name'], ['myAge', 1043] ]

/* Returns {
    'myName' : 'Name',
    'myAge' : 1043
} */
object.myAge = 2043
```

5. Shallow Clone an Object

```
let object = {
    'myName' : 'Name',
    'myAge' : 1043
}

// Creates a copy of object, which we can edit separately
let newObject = Object.assign(object);

// Creates a copy of object, which we can edit separately
let anotherClone = (...object);
```

6. Deep Clone an Object with only variables

```
let object = {
  'myName': {
     'FirstName': 'Name',
     'SecondName': 'Surname'
  'myAge': 1043
// Creates a copy of object, which we can edit separately
let newObject = JSON.parse(JSON.stringify(object));
newObject.myName.FirstName = 'Hello';
console.log(newObject, object);
Returns {
 myAge: 1043,
 myName: {
  FirstName: "Hello"
  SecondName: "Surname"
 myAge: 1043,
 myName: {
  FirstName: "Name",
  SecondName: "Surname"
```

#7. Merge two objects into the original variable

```
let object = { 'myName': 'Name', }
let objectTwo = { 'myAge': 1043, }
Object.assign(object, objectTwo);

console.log(object);
/* Returns {
    myAge: 1043,
    myName: "Name"
}, {
    myAge: 1043
} */
```

8. Merge two objects into a new variable

```
let object = { 'myName' : 'Name', }
let objectTwo = { 'myAge' : 1043, }

let newObject = {...object, ...objectTwo};

console.log(object, newObject);
/* Returns {
    myName: "Name"
}, {
    myName: "Name",
    myAge: 1043
} */
```

9. Prevent new items being added to an object, but allow previous items to be changed

```
let object = {
    'myName' : {
        'FirstName' : 'Name',
        'SecondName' : 'Surname'
    },
    'myAge' : 1043
}

Object.preventExtensions(object);

// Throws a TypeError
object.myLocation = '123 Fake Street;
```

10. Prevent any changes to an object

```
let object = {
    'myName' : {
        'FirstName' : 'Name',
        'SecondName' : 'Surname'
    },
    'myAge' : 1043
}

Object.freeze(object);

// Throws a TypeError
object.myLocation = '123 Fake Street;

// Throws a TypeError
object.myAge = 2043;
```

11. Turn Object into a String

12. Turn String into an Object

13. Check if Object has a property

```
let object = {
    'myName' : {
        'FirstName' : 'Name',
        'SecondName' : 'Surname'
    },
    'myAge' : 1043
}

// Returns true
console.log(JSON.hasOwnProperty('muName'));
```

14. Make a Property of an Object Unwritable so you can't change it

```
let object = {
    'myName' : {
        'FirstName' : 'Name',
        'SecondName' : 'Surname'
    },
        'myAge' : 1043
}

Object.defineProperty(object, 'myAge', {
        writable: false,
});

// object.myAge remains 1043
object.myAge = 2043;
```

15. Ignore certain properties when using a for loop

```
let object = {
    'myName' : {
        'FirstName' : 'Name',
        'SecondName' : 'Surname'
    },
    'myAge' : 1043
}

Object.defineProperty(object, 'myAge', {
        enumerable: false,
});

// Returns only 'myAge'
Object.keys(object).forEach(function(item) {
        console.log(item);
});
```

16. Convert Object to Array sets

```
let object = {
    'myName' : 'Name',
    'myAge' : 1043
}

// Returns [ [ 'myName', 'Name' ], [ 'myAge', 1043 ]];
let entries = Object.entries(object);
```