**Objects and Rrepresentation:**

**An** object, is a reference data type. Variables that are assigned a reference value are given a reference or a pointer to that value. That reference or pointer points to the location in memory where the object is stored. The variables don’t actually store the value.

objects in JavaScript may be defined as an unordered collection of related data, of primitive or reference types, in the form of “key: value” pairs. These keys can be variables or functions and are called properties and methods, respectively, in the context of an object.  
An object can be created with figure brackets {…} with an optional list of properties. A property is a “key: value” pair, where a key is a string (also called a “property name”), and value can be anything.

For Example:

let employee = {  
name : “John”,  
location : “Chennai”,  
age: “27”  
}  
In the above example “name”, “location”, “age” are all “keys” and “John”,”Chennai”,”27” are all values.

Each of these keys is referred to as properties of the object. An object in JavaScript may also have a function as a member, in which case it will be known as a method of that object.

Object.create()— the method creates a new object with the specified prototype and properties of the old object.

*Note: Every JavaScript function has a prototype property which .is empty by default. We may attached methods or properties to prototype.*

Object Instance— The use of Objectconstructor in conjunction with the “new” keyword allows us to initialize new objects.

For example: const newObj = new Object();  
newObj.name = ‘guvi’;