**OBJECTS**

Objects, in JavaScript, is its most important datatype and forms the building blocks for modern JavaScript. These objects are quite different from JavaScript’s primitive datatypes (Number, String, Boolean, null, undefined and symbol) in the sense that while these primitive datatypes all store a single value each (depending on their types).

Objects are more complex, and each object may contain any combination of these primitive datatypes as well as reference datatypes.  
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 do not actually store the value.

Loosely speaking, 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.