Front-End Web Development

JS Lesson Overview

Objects

Key Concepts

- An object in a computer program acts as a metaphor for a real world entity.

- The object is a list of *key: value* pairs ("properties") that contain data relevant to the object in the program.

- We can *get* or *set* the values of these properties through "dot notation".

- Objects can have functions ("methods") as values.

- An object's methods are typically used to modify the object.

An object in a computer program acts as a metaphor for a real world entity.

```
var customer_1001 = {};

var student_65719 = {};

var song_365 = {};

var product-1001001 = {};
```

The object is a list of ***key: value*** pairs ("properties") that contain data relevant to the object in the program.

```
var myObject = {        var myCat = {
    key1: value1,           name: "Fred",
    key2: value2,           age: 6,
    key3: value3,           fixed: true,
    key4: value4            shots: [1102522,
};                      110521]
                        };
```

We can *get* or *set* the values of these properties through dot notation.

```
var catName = myCat.name;
var petAge= myCat.age;
var status = myCat.fixed;

myCat.name = "Freddy";
myCat.age = 7;
myCat.age = myCat.age + 1;
```

Objects can have functions ("methods") as values.

```
var myCat = {
    name: "Fluffy",
    age: 3,
    purr: function(){
        alert("Purrr....");
    }
};
```

Calling the method: `myCat.purr();`

An object's methods are typically used to modify the object.

```javascript
var myCat = {
    name: "Fluffy",
    age: 3,
    bDay: function(){
        myCat.age = myCat.age + 1;
    }
};
```

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