



updating, and deleting properties of an object. Here's an overview of key object manipulation techniques:

1. Creating Objects

You can create an object using either the object literal syntax or the `Object` constructor.

Using \hat{A}

```
js
let person = new Object();
person.name = "John";
person.age = 30;
person.city = "New York";
```

Bracket Notation:

```
console.log(person["name"])
```

Update an Existing Property:

```
person.age = 31;
```

To delete a p

```
delete person.city;  
console.log(person); // { name: "John",
```

```
for (let key
```

```
}

// Output:
// name John
// age 31
// gender male
```

Using `Object.assign()`:

Using Spread Syntax:

You can merge two or more objects using

```
let mergedPerson =
```

8. Checking for Property Existence

Using in:

```
console.log("name" in person); // true
```

Using `useState` property

9. Object Destructuring

Destructuring allows you to unpack values from an object into individual

10. Freezing an Object

To make an object immutable, you can use `Object.freeze()`.

- ```
const frozenPerson = Object.freeze(person),
frozenPerson.age = 35; // This will not work, objec
console.log(frozenPerson.age); // Output: 31
```

- `Object.keys()` : Returns an array of the object's keys.
- `Object.values()` : Returns an array of the object's values.
- `Object.entries()` : Returns an array of key-value pairs.