

# OBJECTS AND ITS INTERNAL REPRESENTATION IN JAVASCRIPT

## OBJECT IN JAVASCRIPT

In JavaScript, an object is a **standalone entity, with properties and type**. Compare it with a cup, for example. A cup is an object, with properties. A cup has a color, a design, weight, a material it is made of, etc. The same way, JavaScript objects can have properties, which define their characteristics.

## JAVASCRIPT OBJECT TYPES

As we know from the chapter Data types, there are eight data types in JavaScript. Seven of them are called “primitive”, because their values contain only a single thing (be it a string or a number or whatever)

String.

Number.

Bigint.

Boolean.

Undefined.

Null.

Symbol.

Object.

## USE OBJECTS IN JAVASCRIPT

Objects in programming can be a combination of variables, functions, and data structures. This means that objects can store values, you can use objects to manipulate values and combine them into more complex objects, like arrays and still get all the benefits.

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“A JavaScript object is a collection of named values having state and behavior (properties and method)”. For example: Person, car, pen, bike, Personal Computer , Washing Machine etc. Take the case of cars. All cars have the same properties, but the property values differ from car to car.

## INTERNAL PROPERTIES

They are called “internal”, because they are not directly accessible via the language, but they do influence its behavior. Internal properties have special names that are written in double square brackets. Two examples: The internal property `[[Prototype]]` points to the prototype of an object.