* - To describe our real world objects, the backpack in JavaScript, we can use a JavaScript object .
* JavaScript objects are collections of data and functionality stored as properties and methods that describe the object and what it can do .
* To define an object, to create it, I first need a variable to hold the object .



* The modern convention here is to create a constant and we'll talk more about variables and constants later on in the course .
* So for now, just think of it as a box that we put the object inside .
* I give the constant the name, backpack, so we can refer back to it .
* So anytime we say backpack, we are now referring to the object .
* And then I use the equal symbol to assign a value to the constant, essentially filling the box .
* What I fill the box with is these two curly brackets .

Text

Description automatically generated with medium confidence

* The ***curly brackets say this is a JavaScript object .***
* And currently the JavaScript object is empty .
* So I need to populate my object with some data .
* This is done using properties .
* A picture containing chart

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* Each property is a name value pair, separated by a colon .
* The value can be many different things .
* It can be a text string inside quotation marks like right here .
* It can be a number, or a Boolean true false value, an array, or it can even be another object, as you see in the strap length example .
* An object can have as many properties as you like .
* You separate them using a comma .
* And the convention is to add each new property on its own line so it's easy to read what's going on inside the object .

Text, letter

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* An object can also have methods used to change the properties of the object .

Text

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* These methods are also named value pairs .
* Only in a method, the value is a function or a call to a function .
* Calling the method from outside the object triggers whatever function is contained within that method .
* In this example, we have the toggleLid method .
* It contains a function that grabs a value for lidStatus, and then says this, so the current object's, lidOpen, should be changed to whatever's contained inside the lidStatus .
* You'll remember previously in the course I used this exact function to change the value of the lidOpen property from false to true .
* Finally, when you work with objects, you'll often see the, this, keyword used .
* The this keyword, simply refers to the current object .

Text, letter

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* So we're saying this object right here .
* That way we're referring to the context of the current object and not some other object .
* So this lidOpen, lidStatus just means the current object's lidOpen property, should be changed to the value of lidStatus .
* What you see here is a JavaScript object version of my real world object, the backpack .

Text

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* It's properties describe what makes this backpack unique .
* And the methods allow us to change the changeable properties like whether the lid is open or closed and how long the strap length is .