
OBJECTS

Objects

Objects are the foundation for everything you do and everything you will be able to do with Javasccript

Objects

An object is nothing more than a memory reference, that points (links) to other memory

At its core, JavaScript is an “object-oriented language”

There are many ways to define objects and the association amongst them in JavaScript.

Objects

for one-time use a simple object literal
is probably the best and quickest approach

Objects

Creating multiple objects with the same shape, then it's best to use a function, like Object.create to act as a factory of objects

also use your own functions as object factories when combined with the new keyword (function constructor)

classes have become quite popular in recent years

Objects

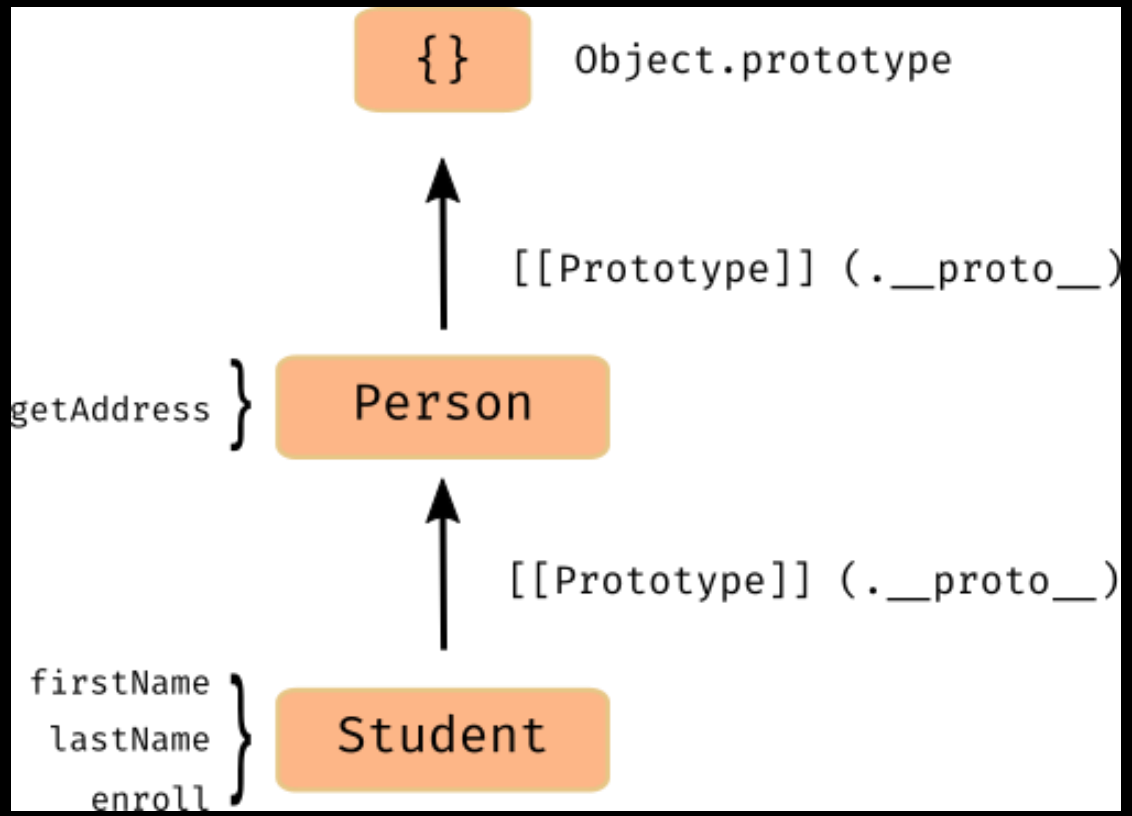
objects are nothing more than references (links) to other objects

JavaScript lets you compose multiple small objects using the object spread operator or Object.assign

Objects

JavaScript uses the object's internal prototype reference as a path to navigate an object hierarchy during property resolution

Objects - differential inheritance



objects constructed from Student inherit from objects constructed from Person

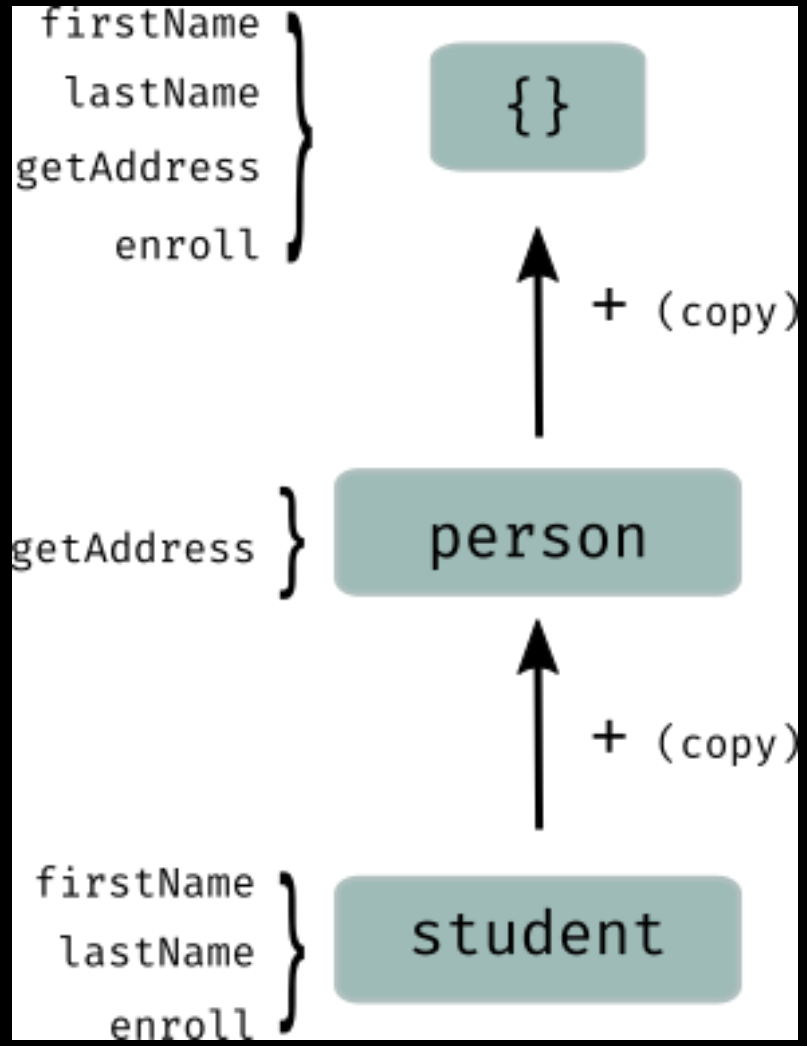
all Student instances have at their disposal the data and methods defined in Person

calling getAddress uses JavaScript's property lookup mechanism to traverse the prototype hierarchy

Objects

we can obtain the same shape by composing object literals describing a person and student (Object.assign)

Objects - Composition



the main difference is that we replaced prototype references with a “copy”

essentially taking all of the properties of student and person, and copying them (actually assigning them) into an empty object

instead of objects linking together, now we’ve created separate objects altogether with the same shape

Objects

Object design is used to make sense of your domain, how to instantiate it, how all of its pieces relate and pass messages to one another

Objects

we can catalog them based on two groups:
prototypal and delegation

Objects

Prototypal inheritance enables some nice object-oriented techniques to construct objects using either Object APIs, constructor functions, and classes.

Objects

compositional , object links are clearly demarcated to make your object models a bit more maintainable.

OLOO (Objects Linked to Other Objects) and Functional Mixins.

Objects

Exemplos...