

Interview Questions

```
* const obj = {  
  keyrocket : value'Nasa';  
  fuel : 200;  
  config: {  
    name: 'mars';  
  }  
};
```

obj.fuel = 2000; can change values of key value

obj['year'] = 2000; can add key value

```
* const obj2 = new Object () // constructor  
obj2.redbook = 'book';  
obj2.value = 2;
```

```
* const powers = {  
  name: 'Mahit',  
  coordinate: 2;  
}
```

```
const obj3 = Object.create(powers) // used to add other objects
```

```
console.log(obj3.name);
```

```
console.log(Object.getPrototypeOf(obj3));
```

```
console.log(obj3);      X
```

* `const obj3 = Object.create({});`

`Object.defineProperty(obj3, 'book', {`

`// value: 'book';`

`} get: () => 'book';`

`enumerable: true;` (so that object can go through loops) (and other properties: only applicable to objects)

`console.log(obj3.book);`

`let pen = 1;`

* Functions / Methods in Object

`const obj = {`

`pen: 0;`

`comic: 'marvel';`

`printComic() {`

`refers to parent subject here it is Object or else its window`

`this.pen += 1;`

`console.log(pen);`

`}` we need to target value in a object and not outside the object

`}` cannot be used in pointer functions

`}` returns this; now also the chained will get access of the obj object.

`}` will work because key has this

`console.log(obj.printComic().printComic(), printComic());`

* chaining of objects

will not have value to this
So will not work
second and third time

* `let pen = 1`

`const obj = {`

`name: 'Nataraj';`

`printComic: function() {`

`this.pen += 1;`

`}`