

Objects

Create Object:

1. Object Literal Syntax..

```
const car = {  
  brand: "Toyota",  
  model: "Corolla",  
  year: 2020  
};
```

2. Using the new Object() Syntax..

```
const car = new Object();  
car.brand = "Toyota";  
car.model = "Corolla";  
car.year = 2020;
```

3. class syntax to make object creation more structured.

```
class Car {  
  constructor(brand, model, year) {  
    this.brand = brand;  
    this.model = model;  
    this.year = year;  
  }  
}  
  
const myCar = new Car("Ford", "Mustang", 2021);
```

Accessing Object Properties

- Using dot notation
- Using square brackets
- Special case for numbers, null and undefined
- [computed property names] , const key1 = "name"

Common Methods for Objects

1. Object.keys()
2. Object.values()
3. Object.entries()
4. Object.assign() : Copies properties from one or more source objects to a target object.

5. `Object.freeze()` Prevents any modification to an object.
6. `Object.seal()`: Prevents adding or removing properties but allows modification of existing properties.

Nested Object

Destructuring

Spread operator