# 30\_days\_of\_Javascript

## Day 7: Objects

Tasks/Activities:

### **Activity 1: Object Creation and Access**

- **Task 1:** Create an object representing a book with properties like title, author, and year, and log the object to the console.
- Task 2: Access and log the title and author properties of the book object.

#### **Activity 2: Object Methods**

- Task 3: Add a method to the book object that returns a string with the book's title and author, and log the result of calling this method.
- Task 4: Add a method to the book object that takes a parameter (year) and updates the book's year property, then log the updated object.

# **Activity 3: Nested Objects**

- Task 5: Create a nested object representing a library with properties like name and books (an array of book objects), and log the library object to the console.
- Task 6: Access and log the name of the library and the titles of all the books in the library.

### **Activity 4: The this Keyword**

• Task 7: Add a method to the book object that uses the this keyword to return a string with the book's title and year, and log the result of calling this method.

### **Activity 5: Object Iteration**

- Task 8: Use a for.. .in loop to iterate over the properties of the book object and log each property and its value.
- Task 9: Use Object. keys and Object.values methods to log all the keys and values of the book object.

### **Feature Request:**

- 1. **Book Object Script:** Write a script that creates a book object, adds methods to it, and logs its properties and method results.
- 2. **Library Object Script:** Create a script that defines a library object containing an array of book objects and logs the librarVs details.
- 3. **Object Iteration Script:** Write a script that demonstrates iterating over an object's properties using **for...in** loop and **Object.keys** / **Object. values** .

#### **Achievement:**

By the end of these activities, students will:

- Create and manipulate objects with properties and methods.
- Understand and use the this keyword in object methods.
- Work with nested objects and arrays of objects.
- Iterate over an object's properties using loops and built-in methods.