


# **Day 13 JS Object**

# Objects

In real life, a car is an **object**.

A car has **properties** like weight and color, and **methods** like start and stop:

Object	Properties	Methods
	<code>car.name = Fiat</code> <code>car.model = 500</code> <code>car.weight = 850kg</code> <code>car.color = white</code>	<code>car.start()</code> <code>car.drive()</code> <code>car.brake()</code> <code>car.stop()</code>

All cars have the same **properties**, but the property values differ from car to car.

All cars have the same **methods**, but the methods are performed at different times.

# Objects

This code assigns a **simple value** (Fiat) to a **variable** named car:

```
var car = "Fiat";
```

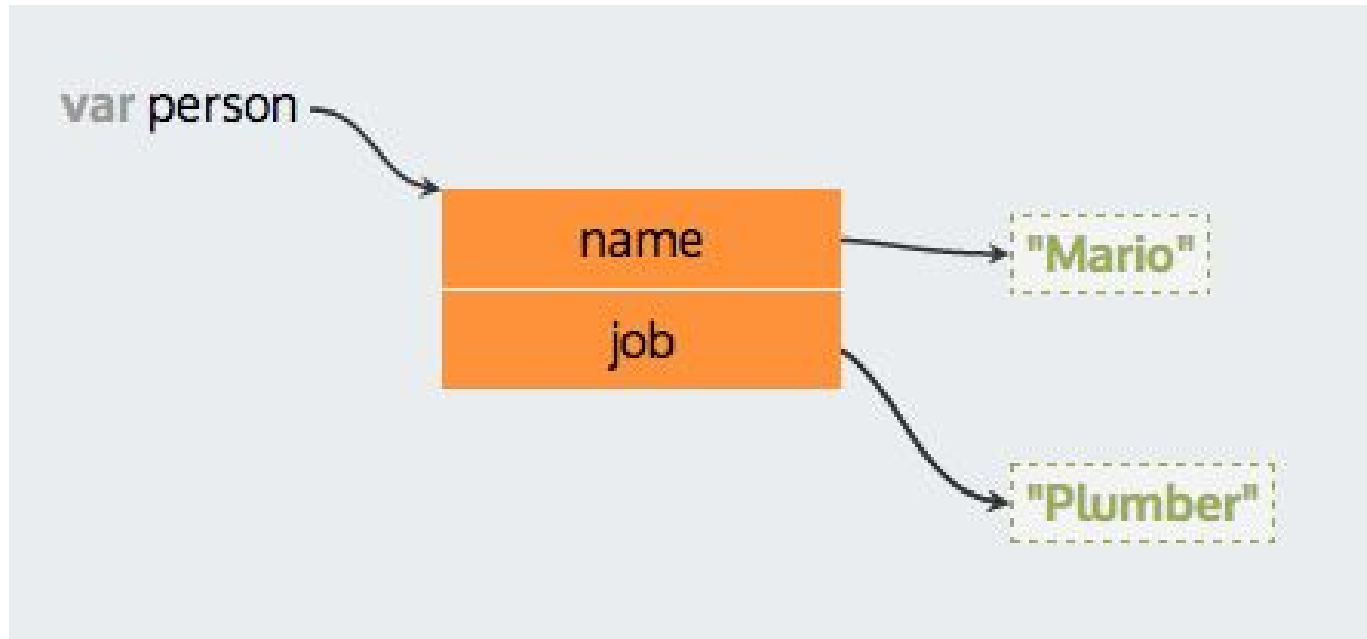
# Objects

Objects are variables too. But objects can contain many values.

This code assigns many values (Fiat, 500, white) to a variable named car:

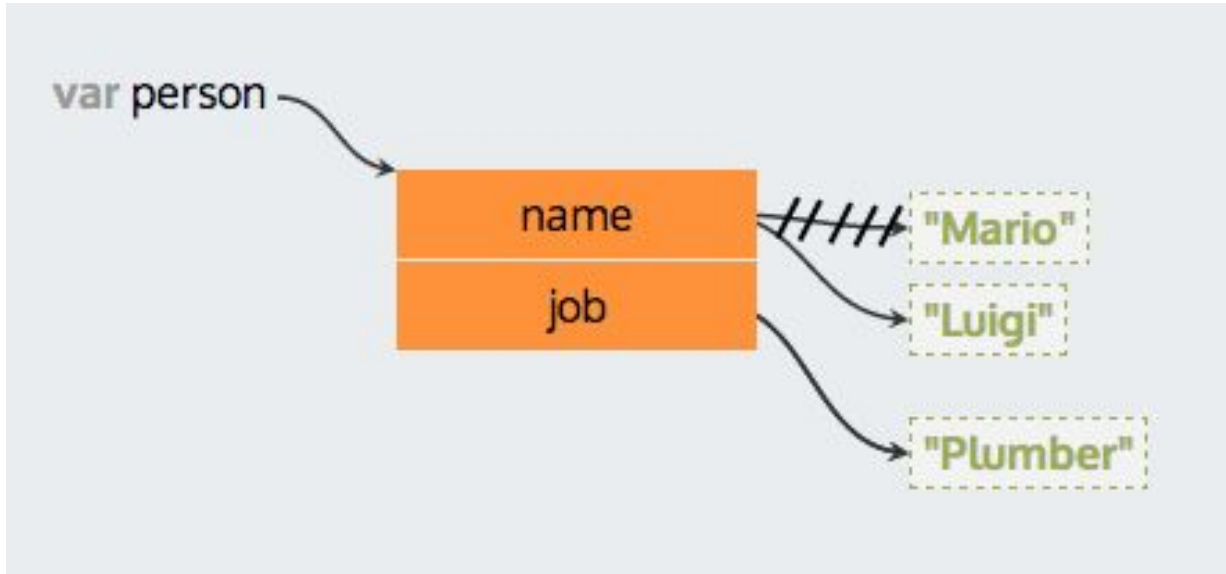
```
var car = {  
  type:"Fiat",  
  model:"500",  
  color:"white"  
};
```

# Objects



# Objects

```
person['name'] = 'Luigi'
```



# Objects

```
var person = {  
  "name": "Mario",  
  "job": "Plumber",  
  "age" : 55,  
  "licenced": true  
}
```

```
var person = {  
  name: "Mario",  
  job: "Plumber",  
  age : 55,  
  licenced: true  
}
```

# Objects

```
var human = {}  
human['name'] = 'bob'  
human['age'] = 75
```

```
var property = 'age'
```

```
// what property key are we referencing here? what is its value?  
human[property]
```

```
property = 'location'
```

```
// at what key will we find the value "San Francisco"?  
human[property] = 'San Francisco'
```



# Objects

```
var car = {  
  make: "Toyota"  
}
```

```
car["model"] = "Camry"  
car["model"]  
car.model
```

```
car.model = "Prius"  
car["model"]  
car.model
```

```
var prop = 'year'  
// how can we set the car's year using the variable prop?
```

# Objects

1. Which should we use above: `car[prop] = 1992` or `car.prop = 1992`?  
Try both ways!
2. What happens when you ask for a property that is not registered to the object? i.e. to what value does the expression `car['nothing_here']` resolve to? what about `car.nothing_here`?
3. Create your own `dream_car` object.
4. Use dot notation to add properties `make`, `model`, and `color` with values of type string, `year` with a value of type number, and `registered` with a value of type boolean.

# Exercise

<https://gist.github.com/behtea/60e1a7243864f59dc55b>

1. Iterate over `them_dogs`
2. Using jQuery, place pictures of each dog on a web page with its name underneath. Pakai `#output` sebagai container nya.

# Exercise

1. Bikin array pesertaCodingClass yang menampung object peserta
2. Minta data teman teman Anda misal seperti nama, background, jenis kelamin, photo (photo isa ngasal ngambil dr google, hobby)
3. Hobby berisi array, missal hobi saya ['hiking', 'freediving']
4. Looping menggunakan foreach, munculkan ke dalam HTML
5. Gunakan bootstrap agar terlihat lebih rapi, missal satu row terdiri dari 3 kotak, jika ada 6 peserta Berardi terdiri dari 2 row

# Exercise

1. buat list array dan object pengalaman kerja (tahun kerja, nama perusahaan, jabatan, deskripsi)
2. modified list friends into object (img, name)