

# CONCLUSION

Ultimate JavaScript Objects

# REVIEW – ALL ABOUT OBJECTS

- Objects contain pairs of key-value pairs
- They can refer to themselves with *this* which allows object-oriented programming (this)
- The order of keys in an object can't be depended on
- All JavaScript primitives extend object
- ES6 introduces classes to create objects

# REVIEW – WORKING WITH OBJECTS

- Objects can be created with object literal syntax or `Object.create`
- Properties can be easily accessed or modified using bracket or dot notation
- Objects can be iterated through with the *for in* loop
- Arrays of objects can be transformed with *array.map*
- Symbols make ideal keys as they cannot be duplicated accidentally
- Objects can be frozen or sealed which restricts how they can be changed
- `Object.prototype` is confusing and should be avoided in favor of newer constructs (classes)

# REVIEW – OBJECT SCOPE

- The *this* keyword changes in value based on where it is
- Functions must be bound to objects for the *this* keyword to have expected value
- Function, eval and global make up 3 kinds of scope in JavaScript
- Strict Mode prevents common this-related errors
- Classes can be built of many functions bound to their scope, which is called compositing

# ES6 CLASSES

- ES6 classes incorporate decades worth of hacks into a clean interface
- Class is a function which produces an object (often containing methods and properties) when invoked
- Allows public properties and methods, constructors and inheritance
- Easy to use

# COPYING OBJECT

- Copying objects presents numerous technical and logical complications
- String, Boolean and number properties can be copied easily
- Deep copying an object means to copy it *and* all of its descendent children
- Looping references make an object not deep copiable
- Ultimately best done with Lodash

# JSON

- JavaScript Object Notation
- All JSON can be converted into a JavaScript object
- Most objects can be converted to JSON
- JSON strings can transfer data efficiently between front- and back-end
- Arguably better than XML
- Handled with the built-in JSON module

# LODASH

- Lodash (similar to Underscore) is library of helper methods for JavaScript
- Countless methods for working with objects
- Reliable and well-tested
- Recommended for any tricky or copying actions needed



# CONTINUE YOUR EDUCATION

- MDN Reference
- Lodash Reference
- JavaScript Weekly
- *Ultimate JavaScript Arrays* on Udemy (50% off!)

# THANK YOU!

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