

**Write a blog about objects and its internal representation in javascript**

## **Objects and properties:**

- Objects in JavaScript consist of properties, where each property is a key-value pair.
- The keys (property names) are strings or symbols, and the values can be any valid JavaScript data type, including other objects.
- You access the properties of an object with a simple dot-notation

**Ex:**

```
let bank = {  
  'Name': 'sbi',  
  "Ac_type": "savings",  
  "ifsc": "SBIN000234"  
};
```

## **Methods:**

- Functions assigned as values to object properties are referred to as methods.
- Methods can be called on the object, and they often operate on the object's data.

**// Example of an object with a method**

```
let biggest_num = {  
  Big :    function (a , b) {  
              return a > b;  
            },  
  Small :  function (a, b) {  
              return a < b;  
            }  
};  
  
console.log(biggest_num.Big(10, 20)); // Output: 8
```

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## Prototype Chain:

- Each JavaScript object has a prototype, which is another object that it inherits properties and methods from.
- The prototype chain is a series of objects linked together through their prototypes, ultimately leading to **Object.prototype**.

```
let student = {  
  name: "nisa"  
};
```

```
let cs= Object.create(student);  
cs.depart = "computerscience";
```

```
console.log(cs.name); // Output: nisa (inherited from the prototype)  
console.log(cs.depart); // computerscience
```

## Create JavaScript Object with Constructor

Constructor is nothing but a function and with help of new keyword, constructor function allows to create multiple objects of same flavor as shown below

```
function Vehicle(name, model) {  
  
  this.name=name;  
  
  this.model=model;}  
  
let car = new Vehicle("BMW",001);  
  
console.log(car.name);  
  
console.log(car.model);
```

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## Using the Object.create method

Objects can also be created using the `Object.create()` method. This method can be very useful, because it allows you to choose the prototype object for the object you want to create, without having to define a constructor function.

Ex:

```
let dbc_worker = {name: "mahila",  
  show: function() {console.log("this.name");  
  }  
};  
  
var movie = new Object.create(dbc_worker);  
  
movie.show();
```