Quick Lab 4 - JavaScript Objects

Objectives

* To understand how to declare and destructure objects

Activity

1. In VSCode, create the files objects.js and index.html, make sure to import the js file into the index.html.
2. Open **index.html** with the live server

The browser window will open, but there will be nothing to view!

For clarity of instructions, the steps to save and observe the browser have been omitted after each instruction that affects the output.

1. Create a new Object called darthVader and add the following key/value pairs to it:
   1. allegiance - Empire;
   2. weapon - lightsabre;
   3. sith - true (boolean value).
2. Access the properties that you have just declared by logging out the following details:
   1. DarthVader's allegiance;
   2. Darth Vader's weapon;
   3. If Darth Vader is a sith;
   4. The value of Jedi from Darth Vader;
   5. The number of properties Darth Vader has (see the line of code below for this)

console.log(Object.keys(darthVader).length);

Quick explanation - Object.keys is a function that takes an object and returns an array of the keys in it. By appending .length to it, we return the number of keys in the object.

1. Add key/value pairs to darthVader that:
   1. Sets a key of children to 2;
   2. Sets a key of childNames to the array ['Luke', 'Leia'];

And then log the children property and the value of the first element in the childNames array.

1. Iterate over darthVader using a for…in loop that uses both the key and the value of each pair, logging out each pair.
2. Manipulate the object by:
   1. Changing the value of allegiance to The light side and log out darthVader;
   2. Deleting the key/value pair children and log out darthVader;

Hint: use the code below:

delete darthVader.children;

* 1. Destructuring the object, setting a variable for each of the keys in the object to the corresponding value in the object:

let{allegiance, weapon, sith, childNames} = darthVader;

* + 1. Console each individual variable out to ensure that they have been set.
  1. Clearing the object and logging it out.

This is the end of Quick Lab 4