



What was the need of objects



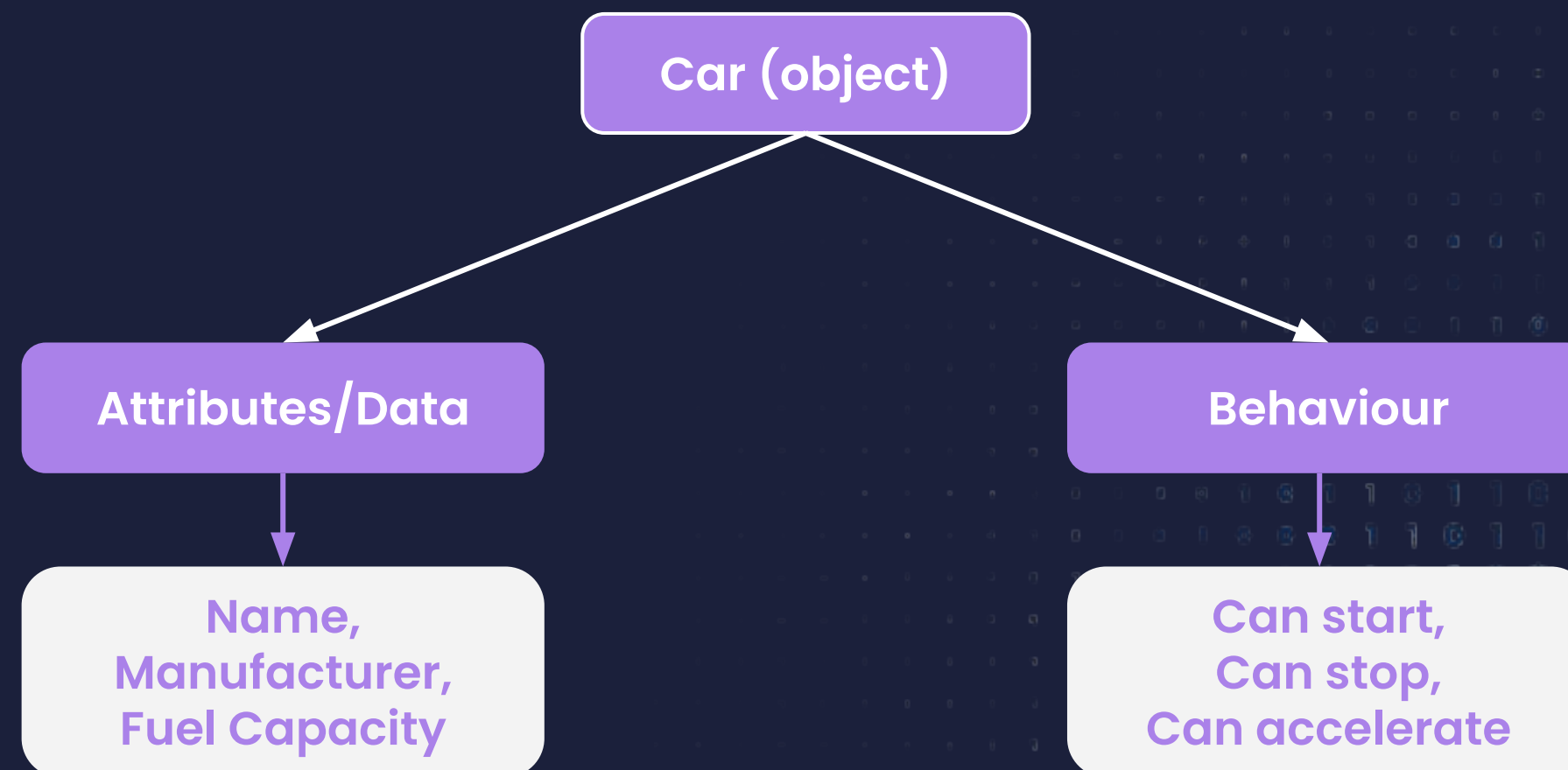
List of content

1. What are objects
2. How are objects different from variables
3. Why do we need object

What are objects

- An object is an entity (properties and method) with a certain state and behavior. Examples include a car, pen, bicycle, chair, glass, keyboard, and monitor.
- Objects can contain many values.
- Object values are written as key : value pairs (key and value separated by a colon)

Example for better understanding



Name: Honda City, **Manufacturer:** Honda, **Fuel capacity:** 40 l

Name: Seltos, **Manufacturer:** Kia, **Fuel capacity:** 50 l

Example for better understanding

Variables	Objects
A variable is a named stored location which holds a value	Object is just a name given to user-defined variables
A variable can be initialized in a usual manner.	Objects are declared and initialized as per the developer's wish
A variable can contain only one value at a time	An object contains multiple values
Eg. let name, var age, etc.	Eg. let person = {firstName:"ABC", lastName:"XYZ", age:20} Note: We will cover this in the forthcoming classes

Name: Honda City, **Manufacturer:** Honda, **Fuel capacity:** 40 l

Name: Seltos, **Manufacturer:** Kia, **Fuel capacity:** 50 l

Why do we need objects

- Variables limit us to handling only one value at a time whereas objects enable us to have multiple values of multiple data types to be stored under one name.
- This not only gives the privilege of escaping many variables for our applications but also organizes the code for better data handling.
- Objects are a boon for developers to develop applications that we see in the current web world.
- Objects give us the liberty to see and implement the scenarios in real-world form rather than disconnecting the actual application from the implemented one.



▶ THANK YOU ◀