Day 1

Assignment 2

Objects and its internal representation in JavaScript.

Objects are important data types in JavaScript. Objects are different than primitive datatypes (i.e., number, string, Boolean, etc.). Primitive data types contain one value but Objects can hold many values in form of Key: value pair. These keys can be variables or functions and are called properties and methods, respectively, in the context of an object.

Every object has some property associated with some value. These values can be accessed using these properties associated with them.

Let’s have an example of my favourite merc car and list out its properties(Features):

1. Make: Mercedes
2. Model: C-Class
3. Color: White
4. Fuel: Diesel
5. Weight: 850kg
6. Mileage: 8Kmpl
7. Rating: 4.5

**Objects:**

The following code assigns a **simple value** (Mercedes) to a **variable** named car:

var car = "Mercedes";

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

The following code assigns **many values** (Mercedes, C-class, White and soo on) to a **variable** named Car:

var car = {Make: “Mercedes”, Model: “C-Class”, Color: “White”, Fuel: Diesel, Weight: “850kg”, Mileage: “8Kmpl”, Rating: 4.5};

The values are written as **name:value** pairs

Syntax:

var <object-name> = {key1: value1, key2: value2,... keyN: valueN};

**Object Properties**

The name:values pairs (in JavaScript objects) are called **properties**.

var car = {Make: “Mercedes”, Model: “C-Class”, Color: “White”, Fuel: Diesel, Weight: “850kg”,Mileage: “8Kmpl”, Rating: 4.5};

From the above snippet, let’s have a look what falls under property and property value:The object properties can be different primitive values, other objects and functions.

Properties can usually be changed, added, and deleted, but some are read only.

**The syntax for adding a property to an object is :**

ObjectName.ObjectProperty = propertyValue;

**The syntax for deleting a property from an object is:**

delete ObjectName.ObjectProperty;

**The syntax to access a property from an object is:**

objectName.property        // Car.Make

**Object Methods**

An object method is an object property containing a function definition.

i.e.,

Let’s assume to start the car there will be a mechanical functionality.

function (){return ignition.on}

and so similar is to stop/brake/headlights on & off, etc.