

Lecture 8.1

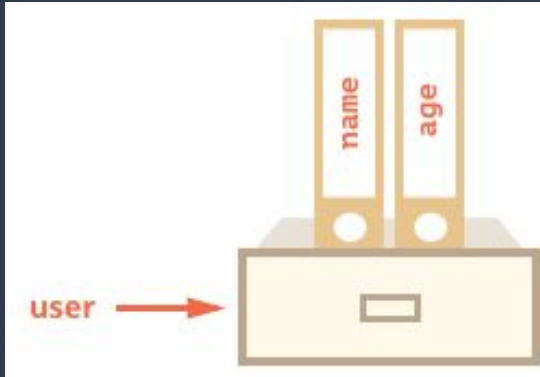


Objects

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Objects

JS Objects



The **Object** class represents one of JavaScript's data types. It is used to store various keyed collections and more complex entities.

In JavaScript, an object is a collection of **properties**, defined as a key-value pair.

Each property has a key and a value. The property key can be a string and the property value can be any valid value.

Creating an Object

To create an object, you use the **object literal syntax**. For example, the following snippet creates an empty object:

```
let empty = {};
```

The **Object literal** notation is basically an array of key:value pairs, with a colon separating the keys and values, and a comma after every key:value pair, except for the last, just like a regular array.

Creating an Object with Properties

To create an object with properties, you use the `key : value` syntax. For example, the following snippet creates a `person` object:

```
let person = {  
  firstName: 'John',  
  lastName: 'Doe'  
};
```

The `person` object has two properties `firstName` and `lastName` with the corresponding values `'John'` and `'Doe'`.

Video - Object

Accessing Properties

1. The dot notation (.)

The following example shows how to use the dot notation to access a property of an object:

```
objectName.propertyName
```

For example, to access the firstName property of the person object, you use the following expression:

```
person.firstName
```



```
let person = {  
  firstName: 'John',  
  lastName: 'Doe'  
};  
  
console.log(person.firstName);  
console.log(person.lastName);
```

Accessing object with dot notation

2. Array-like notation

The following example shows how to use the array-like notation or (bracket notation) to access a property of an object:

```
objectName['propertyName'];
```

For example, to access the firstName and lastName property of the person object, you use the following expression:

```
console.log(person['firstName']);  
console.log(person['lastName']);
```

When a property name contains spaces, you need to place it inside quotes. For example:

```
let address = {  
  'building no': 3960,  
  street: 'North 1st street',  
  state: 'CA',  
  country: 'USA'  
};
```

To access the `'building no'`, you must use the array-like notation:

```
address['building no'];
```

Modifying Object Properties

Changing the property's value

The following example shows how to use the array-like notation to access a property of an object:

```
let person = {  
  firstName: 'John',  
  lastName: 'Doe'  
};  
  
person.firstName = 'Jane';  
  
console.log(person);
```

Adding a new property to an Object

Unlike objects in other programming languages such as Java and C#, you can add a property to an object after creating it.

The following statement adds the `age` property to the `person` object and assigns 73 to it:

```
person.age = 73;
```

Deleting property to an Object

To delete a property from an object, you use the `delete` operator:

```
delete objectName.propertyName;
```

The following example removes the `age` property from the `person` object:

```
delete person.age;
```

Check if property exists in Object

To check if a property exists in an object, you use the `in` operator:

```
propertyName in objectName
```

The following checks the person object for the property firstName:

```
let person = {  
  firstName: 'John',  
  lastName: 'Doe'  
};  
  
console.log('firstName' in person);
```


Iterate over Object properties

To iterate over all properties of an object without knowing property names, you use the `for...in` loop:

```
for(let key in object) {  
    // ...  
};
```

The following iterates over the `person` properties and outputs `firstName`:

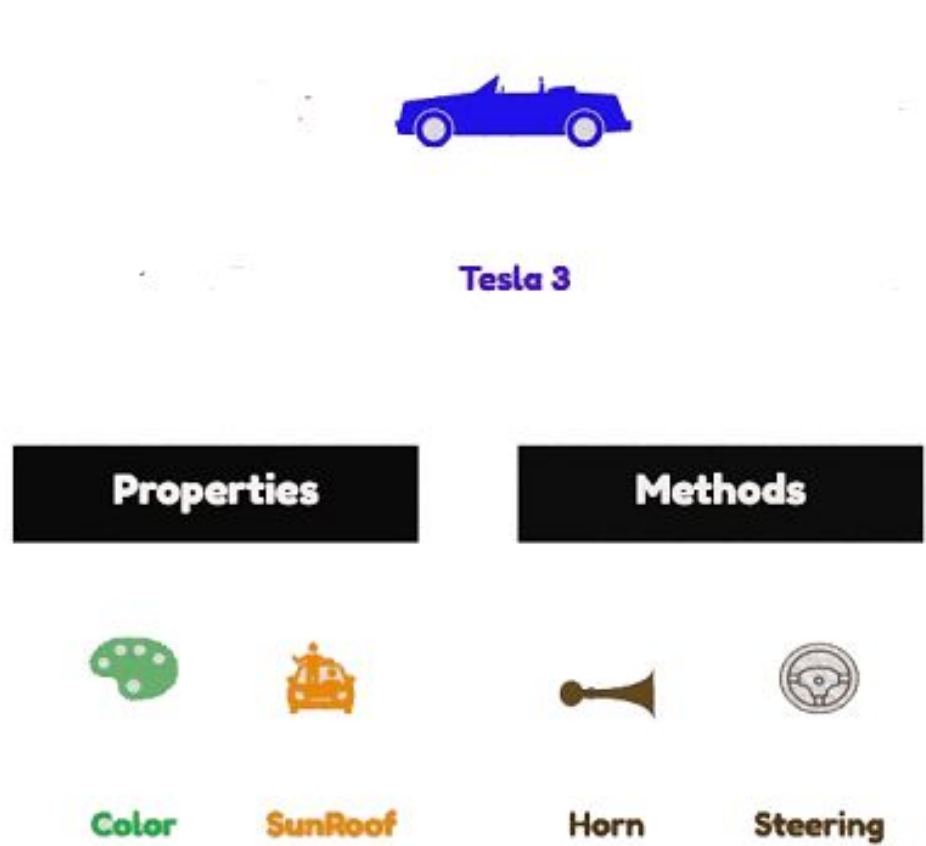
```
person = { firstName: 'Mike'};  
  
for (const key in person) {  
    console.log(person[key]);  
}
```

Object Methods

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Object Methods

An **Object** is a software unit of variables (properties) and methods (functions). These objects are often used to model the real-world objects that you find in everyday life. An Object's method provide the only way to access the data



Object Methods

Objects have **actions**. The actions are represented by **functions**

The following snippet adds the **greet** action to the **person** object:

```
person = {};  
  
person.greet = function () {  
    console.log('Hello, World!');  
}  
  
person.greet();
```

Method Shorthand

You can define methods using the `object literal syntax`:

```
let person = {  
  firstName: 'John',  
  lastName: 'Doe',  
  greet: function () {  
    console.log('Hello, World!');  
  }  
};
```

Video - This

The **this** value

Typically, methods need to access data stored in the object.

For example, you may want to develop a method that returns the **full name** of the person object by concatenating the **first name** and **last name**.

```
this.propertyName
```

The **this** value

Inside the method, the **this** value references the object that contains the method so you can access an object property using the dot notation:

```
getFullName: function () {  
    return this.firstName + ' ' + this.lastName;  
}
```


- An object is a collection of **key-value** pairs called **properties**. A property key is a string and value can be any valid value.
- Use the **dot** notation (**.**) or **array-like** notation (**[]**) to access an object property.
- The **delete** operator removes a property from an object.
- The **in** operator check if a property exists in an object.
- The **for...in** iterates over properties of an object.
- When **functions** are properties of an object, they are called **methods**.
- Use the **this** inside the method to **access** the object's properties.

Object Recap