gittlub -> sujest jha 2000

```
(51) const data = & nome: "Rojesh", age: 24, Skill: "JS" };
     console. 29 (name);
```

Any 1. Object Definition -

-> We have created an Object 'data' with three properties: 'name', 'age' and 'skill'.

> data is a local variable, containing an object with properties that are be accessed using dot notation or bracket notation.

2. Accessing the name Variable —

> when we use 'consoler log (name); JS looks for a variable named 'name' in the current Scope.

> However, 'name' is not declared as a separate variable in current scope; it's a property of the data Object.

> However, 'name' is not declared as a separate variable in the current scope; it's a property of the 'data' Object.

Thursfore, the output will be

Reference Error

correct method —

const Ename; = data;

const Ename; = data; → date is a local variable, containing on object with

consple. log (name) ;

Note - How to morge two object? > let data = Ename: "Rojesh", age: 243 -> let info = Ecty: "Faridabed", git: "rajeshjhe2000"} Any let Details = f... data o ... info} console lg(Details); (52) function Human (frame, Irame) {

this. first Name = frame;

this. last Name = Irame;

const MxX = new Human ("Mx",")

const Rock = Human ("The", "Rock")

console. log (MxX);

console. log (Rock);

Arres 1. The Human construction is designed to accomplete in the construction is designed to accomplete in the second in t const MxX = new Human ("Mr.", "X"); const Rock = Human ("The", "Rock"); Anso 1. The Human Constructor Function -· The Human function is designed to act as constructor. It assigns the 'first Name' and 'last Name' properties to the newly created object when invoked with 'new 'knyword. 2. Using 'new ofth Human' · const MxX = now Human ("Mx.", "X"); · Here, 'MxX' is created as a new object with 'first Nome' set to "Mx" and 'lest Name' set to "X".

This is the intended use of a constructor function, and 'MxX we'll correctly hold the properties 'first Name: "Mx." and 'Mx." and 'but Nome: "X". 3. Calling Human Without new -· 'const' Rock = Human ("The", "Rock"); · In this case, we are calling 'Human' os a negular functions not as a constructor. · When 'Human' is called without 'now', 'this inside the function rafers to the global object rather than a new instance. · As a right, the properties 'first Name' and 'lest Name' will be assigned to the global object (or undefined in strict mode) · The furtion itself doesn't return anything explicitly, so 'Rock' will be 'undefined'. Therefore, the output will be -· Human & first Name: 'Mr.', last Name: 'X'} · Undefined (53) const name = 'Rojesh'; console. Day (name (1); A'y since 'name' is a string, attempting to call it as a function will result in a 'type Evoror'. Therefore, the output will be ->

· Type E 8 808: none es not a function

(54) const result = false 11 & 3 1/ null 3 Consola. log (result);

Are is logical OR ("II") operator.

The II operator in JS return the first to exceeding on the last value if none are to following: false, "O', "" compty string or NaN".

The evaluation is done from left to right

2. Evaluation of expression

"false is falsy, so the evaluation continues.

"Ez' (an empty object) is trutty, so the evaluation to the evaluation of the (there) gol slavos · The Il operator in JS return the first touthy value it excounters or the last value if none are touthy · A value is considered "touthy" if it is not one of the following: 'false', '0', "" (compty straing), 'null, 'undefined; or 'NaN'. · The evaluation is done from left to right. · false is falsy, so the evaluation continues. · '& z' (an empty disk) is truty, so the evaluation stops, and H.w - (1) let data = & rome: "Rojech", og: 24}; (2) let data = & rome: "Rojech", skill: "JS"} let into = Ecity: "Foridobed", skil: "Nod" let Impo = & city: "Faridabad"} detoil = Edata, ... info } detail = L...date, ... info} console. log (detail); console. Log (detoil); AD 10