In JavaScript, almost "everything" is an object.

* **Booleans** can be objects (if defined with the new keyword)
* **Numbers** can be objects (if defined with the new keyword)
* **Strings** can be objects (if defined with the new keyword)
* Dates are always objects
* Maths are always objects
* **Regular expressions** are always objects
* Arrays are always objects
* Functions are always objects
* Objects are always objects

All JavaScript values, except primitives, are objects.

JavaScript Primitives

A **primitive value** is a value that has no properties or methods.

**3.14** is a primitive value

A **primitive data type** is data that has a primitive value.

JavaScript defines 7 types of primitive data types:

Examples

* string
* number
* boolean
* null
* undefined
* symbol
* bigint

## Immutable

Primitive values are immutable (they are hardcoded and cannot be changed).

if x = 3.14, **you can change the value of x**, but you **cannot** change the value of 3.14.

Ways of Creating Object

1. Object Literal (Using name, value pairs wrapped by curly braces)
2. With new keyword
3. Object.Create() method