# Simple way create objects

let item = {

name:'phone',

price:25000,

quantity:1,

categories:['electronics','phones'],

dimensions:{

length:7,

breadth:3.5,

height:.5

}

}

console.log(item)

console.log(item.categories[0])

console.log(item.dimensions.length)

# //another way to create object

let item2 = new Object();

item2.name = 'charger'

item2.price = 700

item2.quantity = 1

console.log(item2)

//accessing object

//dot notation

console.log(item.price)

item.price = 26000

console.log(item.price)

//adding new property

item.returnable = true

console.log(item)

//square bracket notation

console.log(item['price'])

item['returnable'] = false

let key = 'price'

item[key] = 27500

item.key = 28000 //doesn't work

console.log(item)

item = {

name: "phone",

quantity:1,

price:25000,

buy: function(){

console.log('item added to cart')

},

addToList(){

console.log('item added to list')

}

}

item.buy()

item.addToList()

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