

* Object Literal :

Used to store keyed collection & complex entities.

Property \Rightarrow (key, value) Pair

Object are a collection of properties.

e.g 1. let delhi =
{

latitude : "28.7041° N",

longitude : "77.1025° E"

}

* Object literal are unordered.

* But give clarity information

e.g 2. const student = {

rollno : 1,

mark : [10, 20, 30, 40] }

* How to access object literal value:

1] student["name"]

2] student.name

* Conversion in get values:

- Is automatically convert objects key to string.

- Even if we made the no. as a key, the no. will be converted to string.

* Add / Update Value:

Update: ^① access \rightarrow ^② = e.g 1. student.city = "Pune";

Add: key \Rightarrow = e.g 2: student.gender = "Female";

Delete: delete. obj. keyname

* Object of object:

```
let classInfo = {
  aman: {
    grad: "A+",
    city: "Dehli"
  },
  Karan: {
    grade: "B+",
    city: "Mumbai"
  }
};
```


* Array or object:

Storing Information of multiple student

```
const classInfo = [  
  {  
    name : "aman",  
    grade : "A+",  
    city : "Pune"  
  },  
  {  
    name : "Karan",  
    grade : "B+",  
    city : "Mumbai"  
  }  
];
```

* Math Object:

Properties

Method

Math.PI

Math.abs(n);

Math.E

Math.pow(a,b);

Math.floor(n); <=

Math.ceil(n); >=

Math.random();

* Random Integer :

From 1 to 10

Step 1 : let num = Math.random();

0.46747741318127045

Step 2 : num = num * 10;

4.6747741318127045

Step 3 : num = Math.floor(num);

4

Step 4 : num = num + 1;

5

① Math.random() * 10;

② Math.floor(Math.random() * 10) + 1;

③ ~~Mat~~