Objects in JavaScript

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```
var obj = {};
```

Creating a New Object

Just use curly braces...

```
var obj = {};

var nextObj = Object.create(Object.prototype);
```

Creating a New Object
Using Object.create

```
var obj = {};

var nextObj = Object.create(Object.prototype);

var lastObj = new Object();
```

Creating a New Object

Use the new keyword. (Don't worry, it's ok)

Assigning Keys and Values

```javascript
var obj = {};

obj.param = 'new value';

console.log(obj.param); // new value
```

Assigning Keys and Values

Dot notation

```javascript
var obj = {};

obj['param'] = 'new value';

console.log(obj['param']); // new value
```

Assigning Keys and Values

Square bracket notation
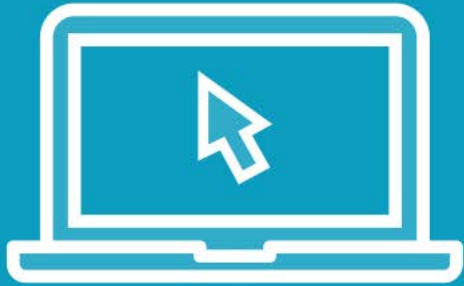
```javascript
var obj = {};

var val = 'value';

obj[val] = 'new value';

console.log(obj[val]); // new value
```

Assigning Keys and Values

Square bracket notation
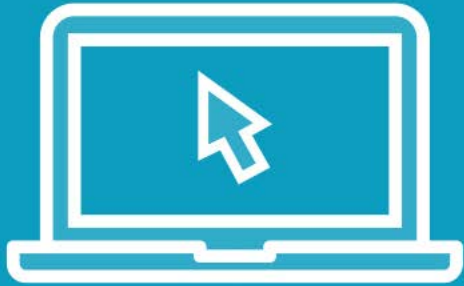
Demo

Create a Task Object

```
Object.defineProperty(obj, 'name', {

    value: 'my name',

    writable: true,

    enumerable: true,

    configurable: true

})
```

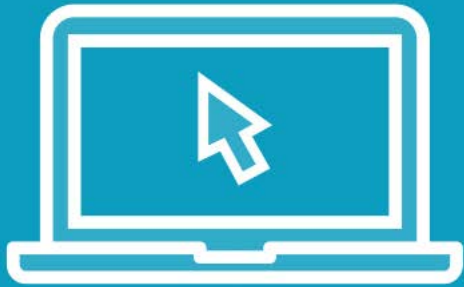# Defining Properties

ECMAScript 5 introduces defineProperty

Demo

Define Property

We can use **Object.create()** for inheritance...

Demo

Inheritance

Summary

Three ways to create objects

Assigning and reading values

Define properties

Inheritance