

Lesson

Weekend

Intermediate JavaScript (/intermediate-javascript)

/ Object-Oriented JavaScript
(/intermediate-javascript/object-oriented-javascript)
/ JavaScript Objects

Text

Cheat sheet

Terminology and Examples

- **Encapsulation:** In object-oriented programming languages, the concept of binding data and the functions that manipulate the data together in one package. In other words, the packing of data and functions into one component.
- **Object:** A structure for storing data that is composed of properties and methods. In other words, an object is a collection of properties.
- **Literal notation:** Creation of objects using their literal symbols; e.g. to create a string with literal notation, the quotes symbols " " are the literals that cause a new string to be generated; arrays use brackets [] and objects use curly braces { }.
- **Key-value pair:** The format of an object's properties including a key which names the property and a value which assigns the value to the key; in the example below, the property name has a key of name and a value of "Kitty Poppins":

```
let myCat = {  
  name: "Kitty Poppins"  
};
```

- **Method:** A object property whose value is a function. In the example below, the property `area` is a method.

```
let rectangle = {  
  length: 22,  
  width: 10,  
  area: function() {  
    return this.length * this.width;  
  }  
};
```

- **this :** A JavaScript keyword that references the object a method is called on. We use `this` inside of an object method to access an object's properties.
- **Dot Notation:** The syntax used with a period `.` to create, access, update and manipulate JavaScript properties.

```
> dog.name;  
"Sparky"  
> dog.speak();  
Woof!
```

- **Bracket Notation:** The syntax used with brackets `[]` to create, access, update and manipulate JavaScript properties.

```
>dog[ 'name' ];  
"Sparky"  
>dog[ 'speak' ]();  
Woof!
```

Example

A JavaScript object with one property and one method:

```
let dog = {  
  name: "Sparky",  
  speak: function() {  
    console.log("Woof!");  
  }  
};
```

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