**You can look at objects as a collection of properties and methods. Properties can**

**be thought of as variables.**

That's a good way to understand objects. Objects are the building blocks of object-oriented programming, which is a popular paradigm for creating software applications. Objects can have properties, which are attributes or characteristics of the object, and methods, which are actions or behaviors that the object can perform. For example, a car object can have properties like color, model, speed, and methods like start, stop, accelerate, brake.

**Array:**

arr3 = new Array(5) creates an array with 5 empty slots. You cannot do this with the array literal notation, because [5] would create an array with one element: the number 5.

The pop() method is useful for manipulating arrays and implementing data structures like stacks. A stack is a collection of items that follows the last-in, first-out (LIFO) principle. That means the last item added to the stack is the first one removed. You can use an array as a stack by using the pop() method to remove items from the end of the array, and the push() method to add items to the end of the array.

**Array :**

* Length of array
* Stack implements for pop and push 🡪 (LILO)
* Queue implements for shift and unshift 🡪 (FIFO)