JS

JAVASCRIPT OBJECT METHODS

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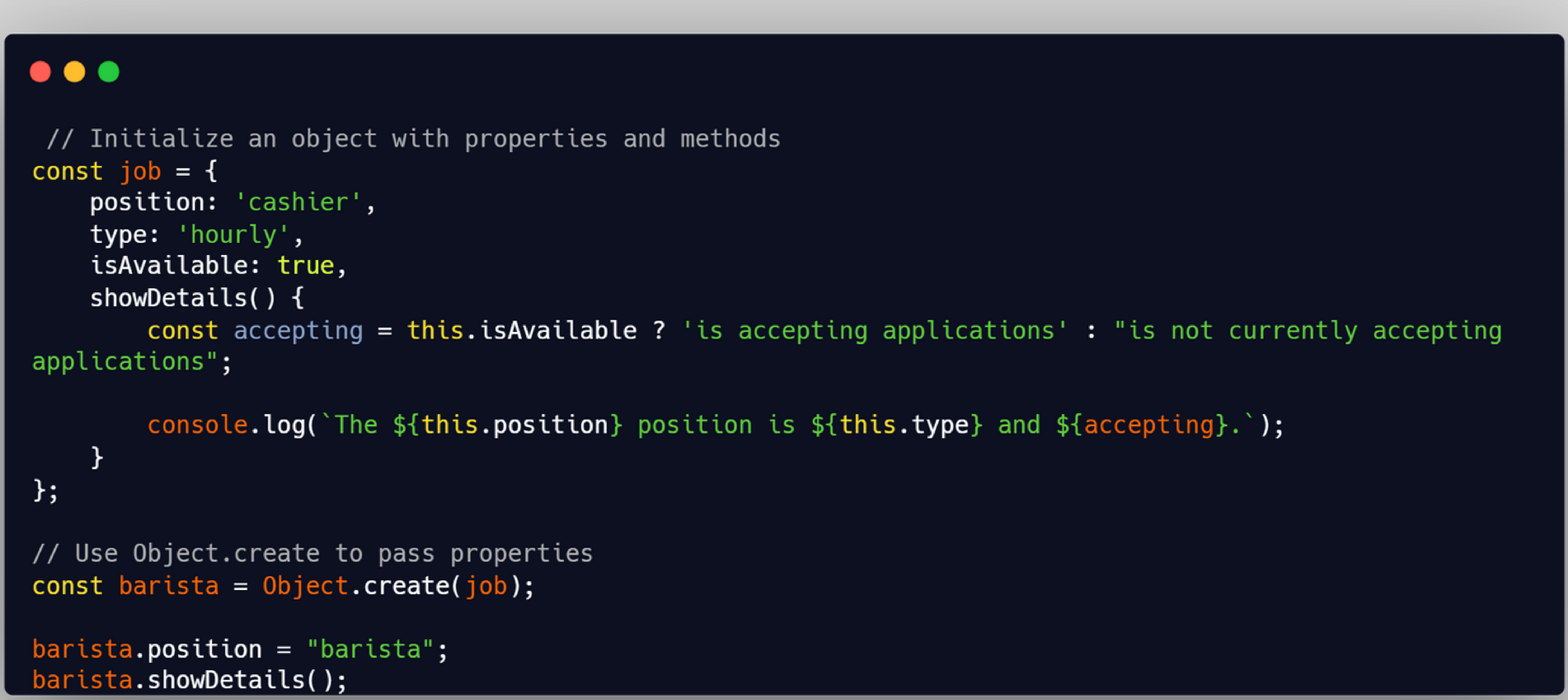
INTRODUCTION:

Objects in JavaScript are collections of key/value pairs. The values can consist of properties and methods, and may contain all other JavaScript data types, such as strings, numbers, and Booleans.

All objects in JavaScript descend from the parent Object constructor. Object has many useful built-in methods we can use and access to make working with individual objects straightforward.

Object.create()

The Object.create() method is used to create a new object and link it to the prototype of an existing object.
We can create a job object instance, and extend it to a more specific object.

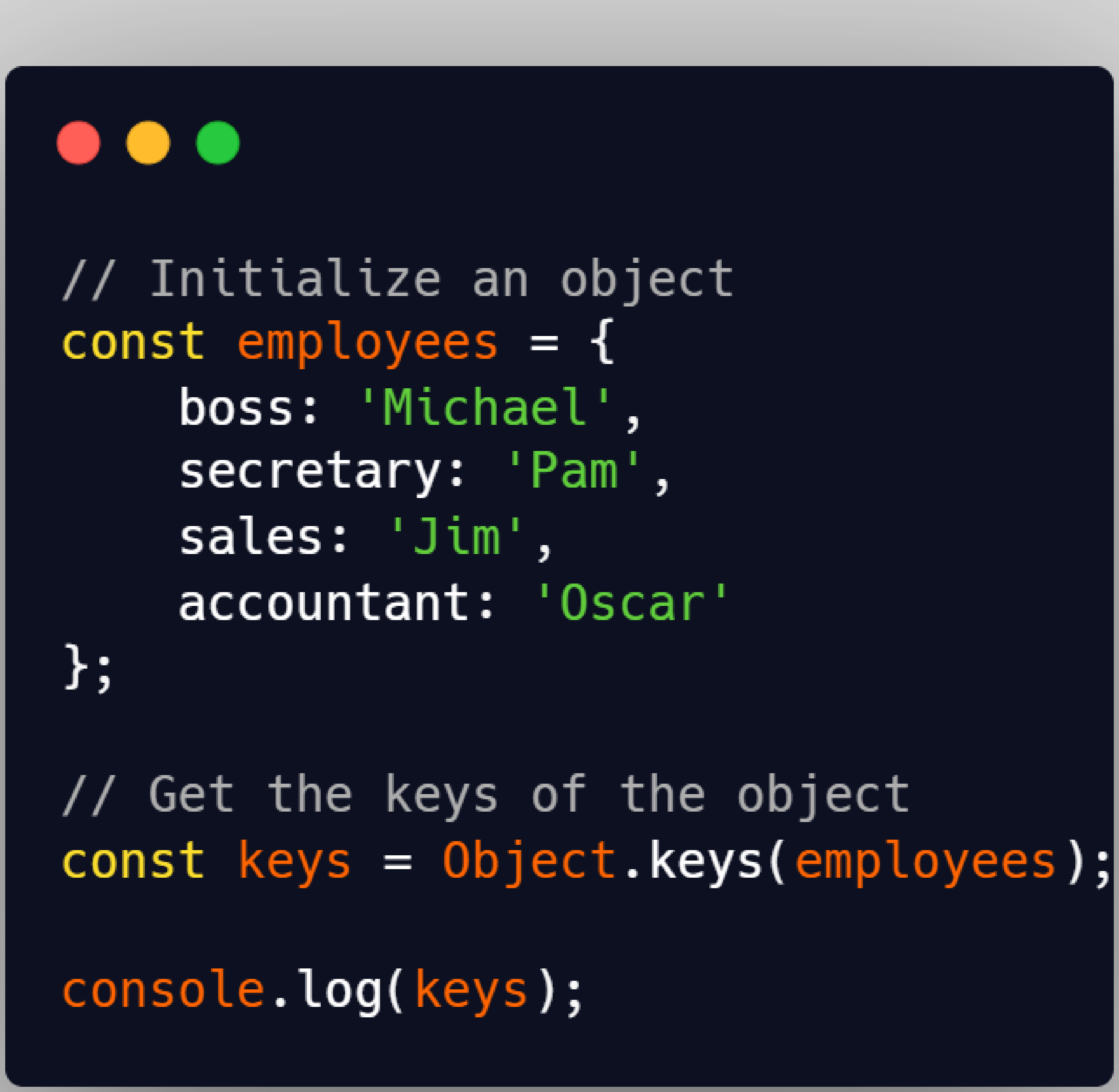


```
 // Initialize an object with properties and methods
const job = {
    position: 'cashier',
    type: 'hourly',
    isAvailable: true,
    showDetails() {
        const accepting = this.isAvailable ? 'is accepting applications' : "is not currently accepting
applications";

        console.log(`The ${this.position} position is ${this.type} and ${accepting}.`);
    }
};

// Use Object.create to pass properties
const barista = Object.create(job);

barista.position = "barista";
barista.showDetails();
```

Object.keys()

Object.keys() creates an array containing the keys of an object.

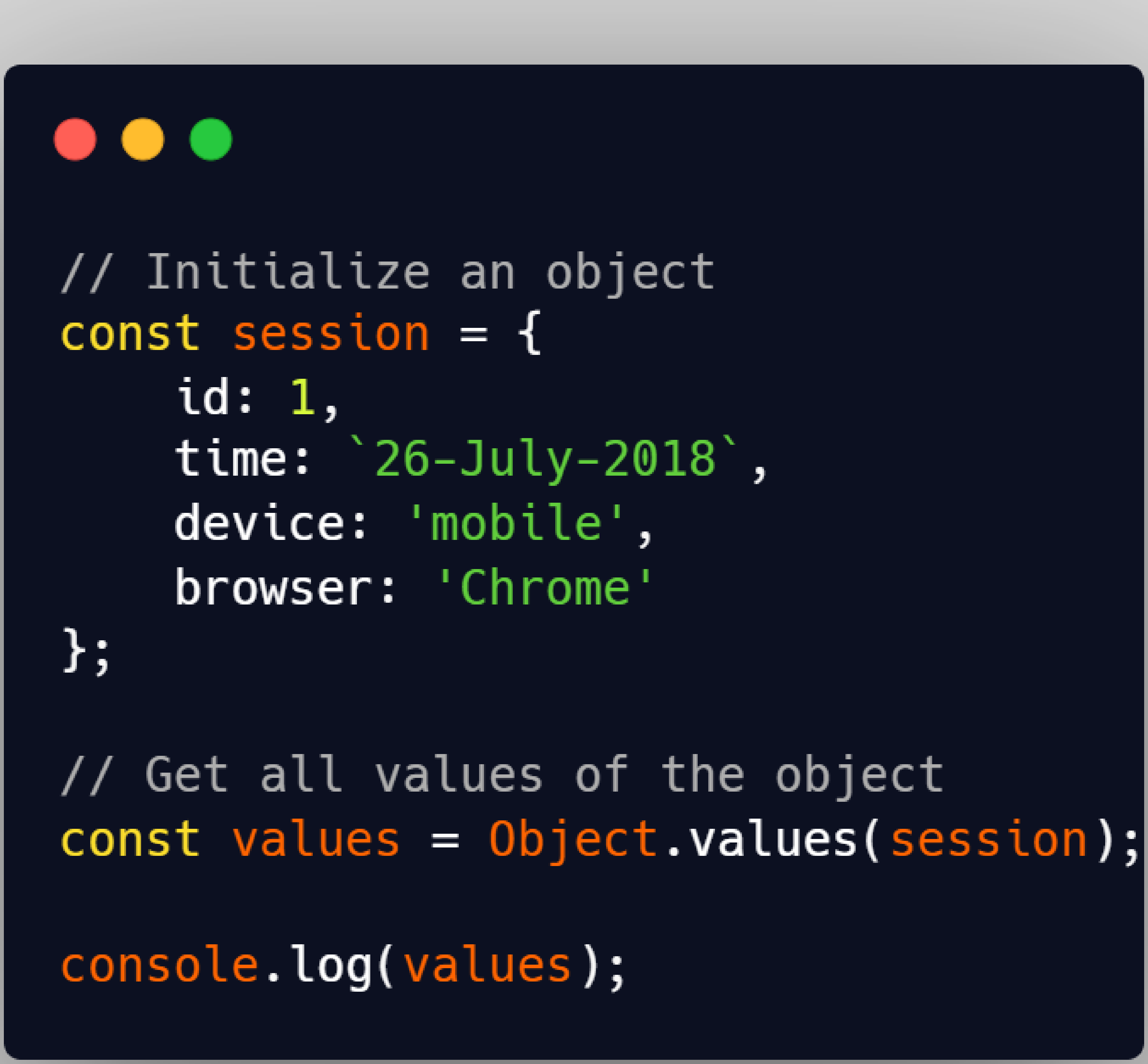
We can create an object and print the array of keys.



```
// Initialize an object
const employees = {
    boss: 'Michael',
    secretary: 'Pam',
    sales: 'Jim',
    accountant: 'Oscar'
};

// Get the keys of the object
const keys = Object.keys(employees);

console.log(keys);
```

Object.values()

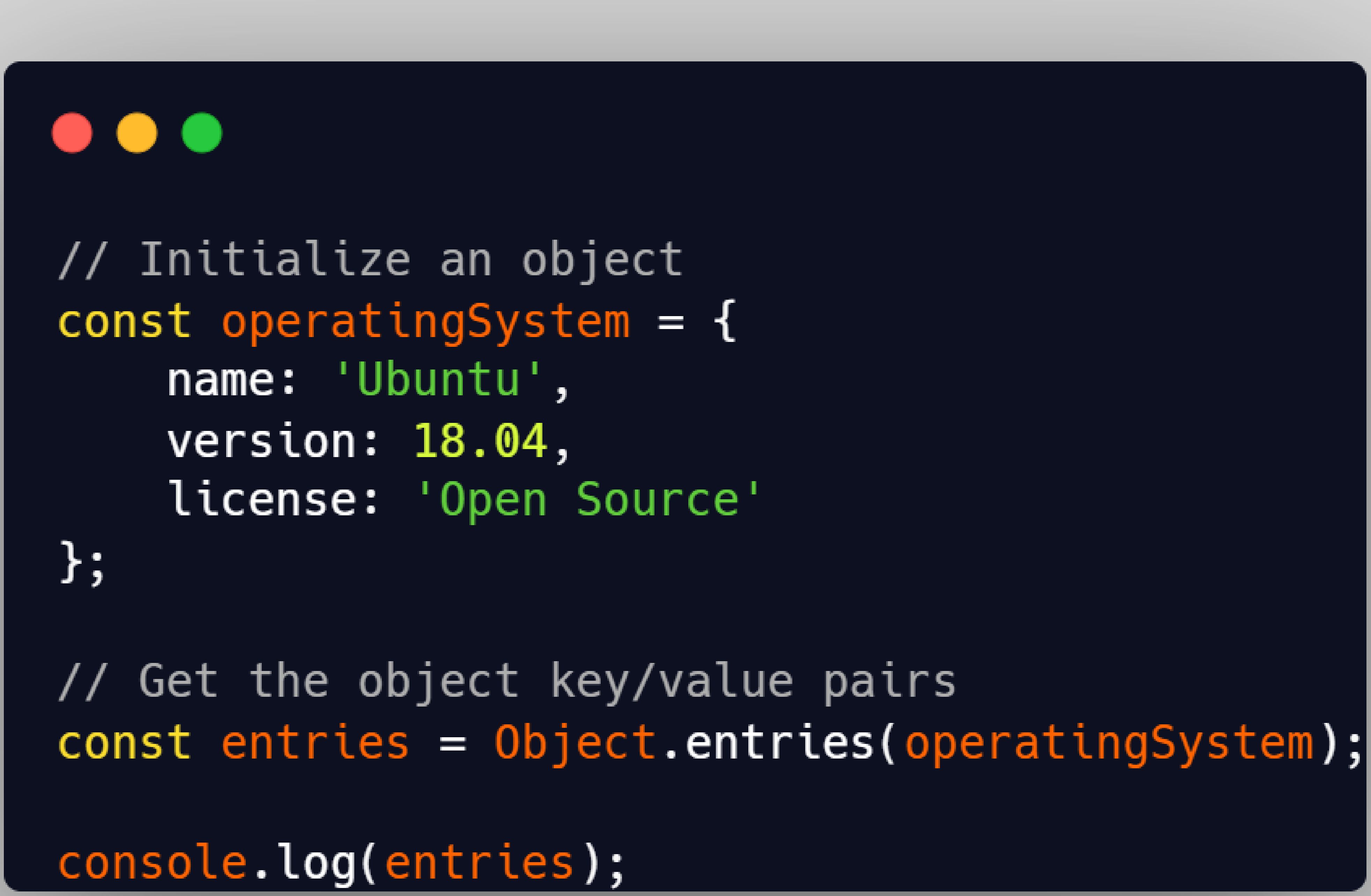
Object.values() creates an array containing the values of an object.



```javascript
// Initialize an object
const session = {
    id: 1,
    time: `26-July-2018`,
    device: 'mobile',
    browser: 'Chrome'
};

// Get all values of the object
const values = Object.values(session);

console.log(values);
```

Object.entries()

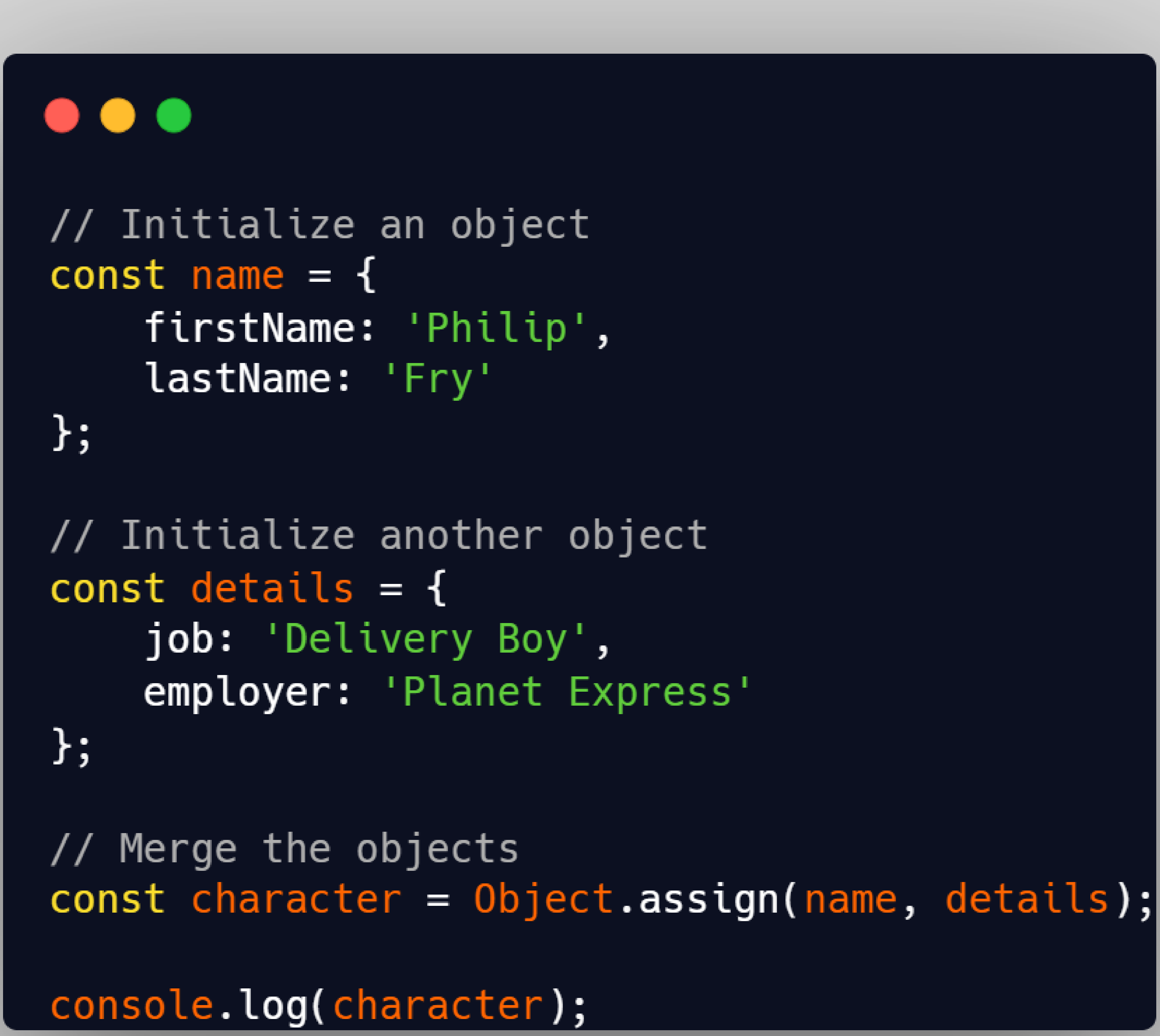
Object.entries() creates a nested array of the key/value pairs of an object



```
// Initialize an object
const operatingSystem = {
    name: 'Ubuntu',
    version: 18.04,
    license: 'Open Source'
};

// Get the object key/value pairs
const entries = Object.entries(operatingSystem);

console.log(entries);
```

Object.assign()

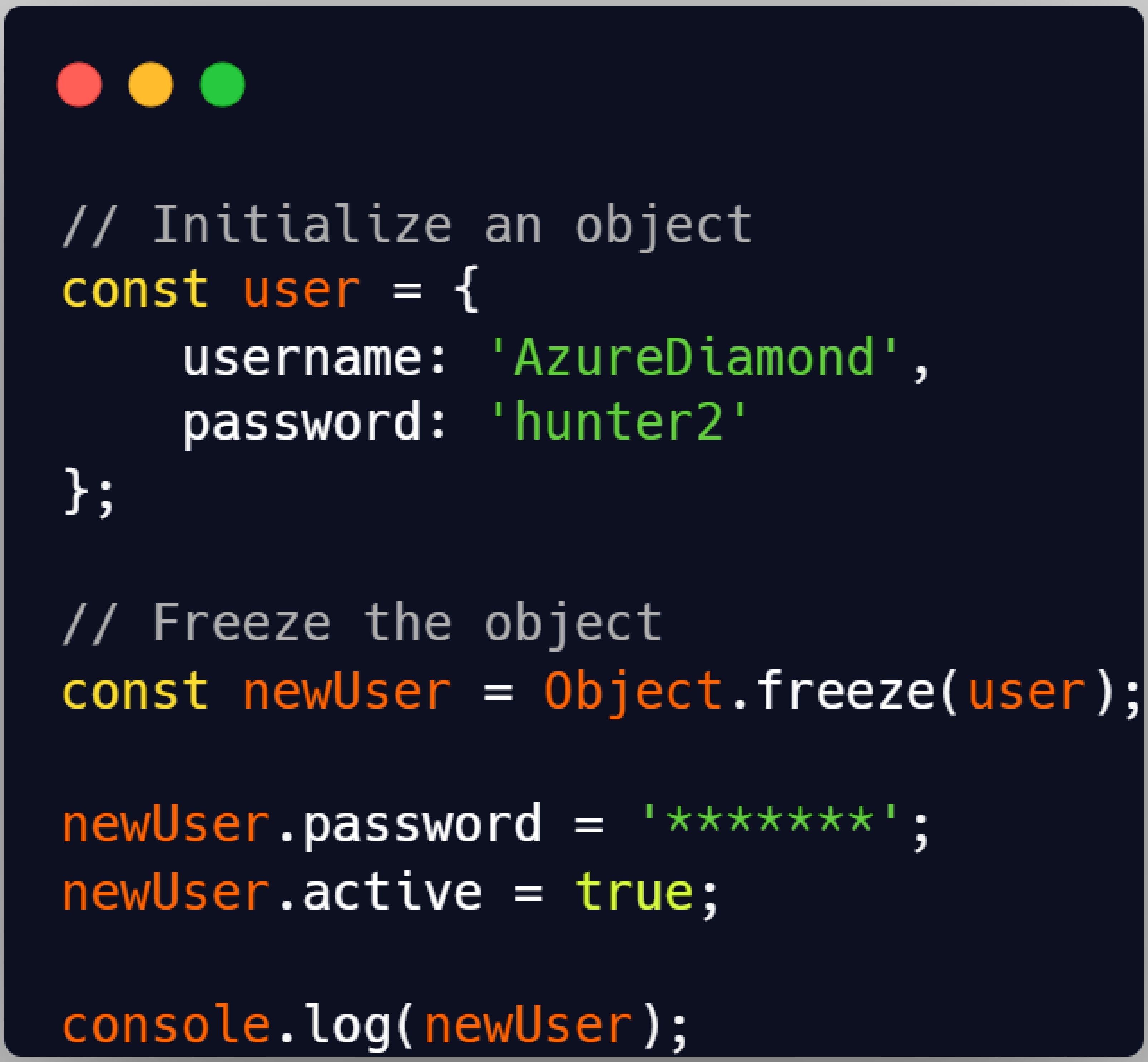
Object.assign() is used to copy values from one object to another.
We can create two objects, and merge them with **Object.assign().**



```
// Initialize an object
const name = {
    firstName: 'Philip',
    lastName: 'Fry'
};

// Initialize another object
const details = {
    job: 'Delivery Boy',
    employer: 'Planet Express'
};

// Merge the objects
const character = Object.assign(name, details);

console.log(character);
```

Object.freeze()

Object.freeze() prevents modification to properties and values of an object, and prevents properties from being added or removed from an object.



```
// Initialize an object
const user = {
    username: 'AzureDiamond',
    password: 'hunter2'
};

// Freeze the object
const newUser = Object.freeze(user);

newUser.password = '*******';
newUser.active = true;

console.log(newUser);
```

And for amazing stuff you can follow me

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References:

https://www.digitalocean.com/community/tutorials/how-to-use-object-methods-in-javascript