**GUVI FSD61WD-T Day 2 Task – SARASRAMAN**

**Objects in JavaScript**

**What is a JavaScript Object:**

**“*An object is a collection of properties, and a property is an association between a name (or key) and a value. A property's value can be a function, in which case the property is known as a method”***. This means that an object contains several key-value pairs where the key is used to access its respective value placed inside the objects. Objects are reference types where the assignment of an object to a variable reference the memory location of the object not the object itself.

**Creation:**

An object in JavaScript can be created using curly braces **{}** which is known as object literals.

**var obj = {**

**propertyName: value1,**

**2: value2;**

**“property name”: value3,**

**}**

As shown above the property name or the key could be a name or number or string literals. More over every data-type in JavaScript is an object like Array, function and primitive data types like Number, String.

Since JavaScript has a prototype inheritance model where other programming languages like Java has class. This is one of the differences between Java and JavaScript. In JavaScript the Object protype is the top-level member of the tree and every object is connected to the Object prototype.

**Accessing Properties:**

The properties of the object can be accessed using the property name (key) as by writing the name of the object followed by a dot or period (.) and the property name. There is also another syntax for accessing the property by using square brackets (**[]**) as object name and the property name is written inside the opening and closing square braces.

**Object\_name.property\_name; (for accessing and setting value)**

**object\_name[property\_name]; (for accessing and setting value)**