**About objects and its internal representation in Javascript**

Objects are important data types in javascript. Objects are different than primitive datatypes (i.e. number, string, boolean, etc.). Primitive data types contain one value but Objects can hold many values in form of Key: value pair. These keys can be variables or functions and are called properties and methods, respectively, in the context of an object.

Every object has some property associated with some value. These values can be accessed using these properties associated with them.

var myCar = new Object();

myCar.make = 'Suzuki';

myCar.model = 'Altros';

myCar.year = 1978;

myCar.wheels = 2;

After creating myCar object, the value inside the object can be accessed using keys.

i.e.

myCar.year

Output: 1978

These values can be accessed using brackets notation also.

myCar[year]

Output: 1978

**Syntax for adding property to an object :**

ObjectName.ObjectProperty = propertyValue;

**syntax for deleting a property from an object :**

delete ObjectName.ObjectProperty;

**syntax to access a property from an object :**

objectName.property

**OBJECT METHODS:**

1. **Create JavaScript Object with Object Literal :**

let bike = {name: 'SuperSport', maker:'Ducati', engine:'937cc'};

**2 . Create JavaScript Object with Constructor:**

Constructor is nothing but a function and with help of new keyword, constructor function allows to create multiple objects of same flavor.

For e.g:

function Vehicle(name, maker) {

this.name = name;

this.maker = maker;

}

let car1 = new Vehicle(’Fiesta’, 'Ford’);

let car2 = new Vehicle(’Santa Fe’, 'Hyundai’)

console.log(car1.name); //Output: Fiesta

console.log(car2.name); //Output: Santa Fe