Objects Questions?

1. Object: Object refers to a particular instance of a class, where the object can be a combination of variables, function and data structure. In other words it is a collection of properties, and a property is an association between a name (or key ) and a value.
2. Ways to access object properties: Basically an object property can be accessed in two different ways namely
   * 1. Using Dot notation, for example ObjectName.PropertyName

Ii) Using Bracket notation, for example ObjectName[‘PropertyName’]

Prototype Questions?

1. Uses of the NEW keyword: the NEW keyword is used to instanciate an object, this it creates a copy of an object. In other words it creates an object from a constructor function. Usually it as to be placed before the constructor function call thus it returns the newly created object.
2. Difference between constructor and method: constructor is used to initialize an object whereas method is ued to exhibits functionality of an object. Also constructors are invoked implicitly whereas methods are invoked explicitly.

Callback question?

1. Why we need callback: Callback are necessary for asynchronous programming. Real life examples include waiting for a user request, making a request to another server and doing something with the response, loading a file, dealing with set timeout and set interval etc.