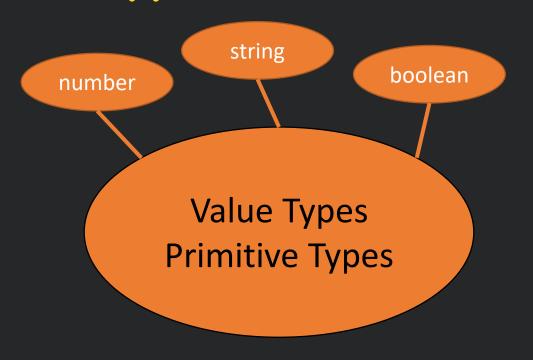
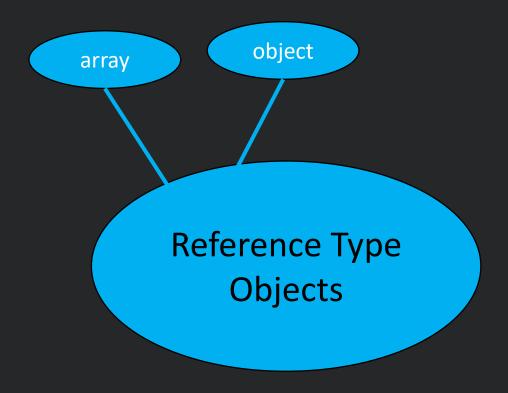


JavaScript for Developers Data Types (part 3: object) (part 3: object)



Data Types

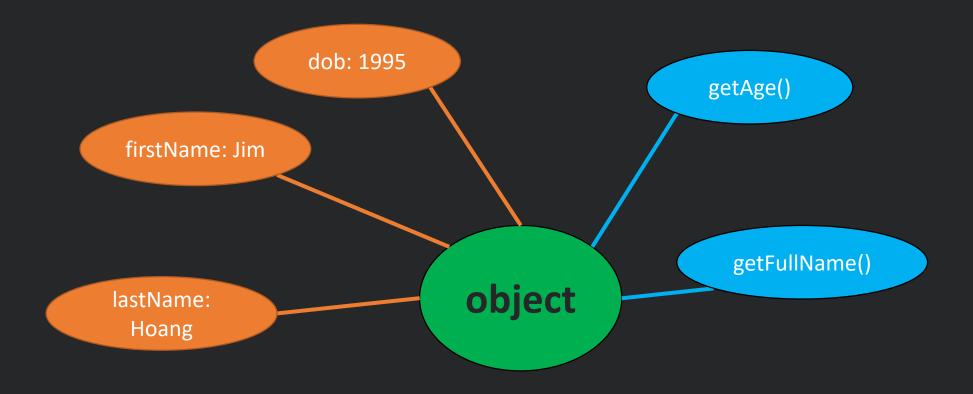






1. object

object is collection of properties and methods



1. object

object literal

```
const thisIsJSObject = {
    firstName: "Jim",
    lastName: "Hoang",
    dob: 1990,
    getAge() {
        return 2021 - this.dob;
    },
    getFullName() {
        return this.firstName + " " + this.lastName;
    },
};
```

1. object

object is collection of properties and methods

→ We can attach properties or methods to it.

```
const another = {};
another.name = "Jack";
another.getFullName = function () {
    return this.name + " Alan";
};
console.log(another);
```

2. Object Contructor Function

→ Create Objects of primitive types:

```
const myNumber = 10;
const myNumberObj = new Number(10);
console.log(typeof myNumber, typeof myNumberObj);
//! => number object
const myString = "aloha":
const myStringObj = new String("aloha");
console.log(typeof myString, typeof myStringObj);
//! => string object
// const a = {}
const a = new Object();
// const b = []
const b = new Array();
// const c = true
const c = new Boolean(true);
```

Contructor Function



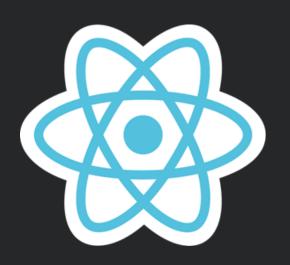
2. Object Contructor Function

→ You can CREATE AN OBJECT from a FUNCTION



```
function Person(name, age) {
    this.name = name;
    this.age = age;
}

const a = new Person("Jack", 10);
const b = new Person("Bob", 20);
```



Contructor Function



3. Prototype Inheritance

→ Another way to adding properties and method to a contructor function

```
function Person(name, age) {
    this.name = name;
    this.age = age;
Person.prototype.dob = 1990;
Person.prototype.show = function () {
    return this.name + " - " + this.age;
};
const b = new Person("Bob", 20);
console.log(b);
console.log(b.dob);
console.log(b.show());
```

Refs

- https://www.w3schools.com/js/js_object_constructors.asp
- https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Object/ constructor