

## **Declaring Objects in JS**

In JavaScript, an object is a collection of properties and methods that are used to represent a real-world object or concept. Objects can be used to store and manipulate data, and to organize and structure code. There are several ways to declare objects in JavaScript:

1. Using object literal notation:

2. Using the object constructor:

3. Using object.create():

JavaScript object keys are given in double quotes if it has space or some special character or if the keys start with a digit.



## **Access the Properties**

1. Using the dot notation:

```
var myObj = {
    property1: "value1",
    property2: "value2"
};
console.log(myObj.property1); // logs "value1"
console.log(myObj.property2); // logs "value2"
```

2. Using the bracket notation:

```
var myObject1 = {
    property1: "value1",
    property2: "value2"
};
console.log(myObject1["property1"]); // logs "value1"
console.log(myObject1["property2"]); // logs "value2"
```

## Add and Delete Properties

In JavaScript, you can add and delete properties of an object using the following methods:

1. Adding a property:

```
var myObj = {};
myObj.property1 = "value1";
console.log(myObj); // logs { property1: "value1" }
```

You can also use the bracket notation to add a property:

```
var myObj = {};
myObj["property1"] = "value1";
console.log(myObj); // logs { property1: "value1" }
```

2. Deleting a property:

```
var myObject = {
    property1: "value1",
    property2: "value2"
};
delete myObject.property1;
console.log(myObject); // logs { property2: "value2" }
```

You can also use the bracket notation to delete a property:

```
var myObject = {
    property1: "value1",
```



```
property2: "value2"
};
delete myObject["property1"];
console.log(myObject); // logs { property2: "value2" }
```