

-JavaScript Objects A JavaScript object is an entity having state and behavior (properties and method). For example: car, pen, bike, chair, glass, keyboard, monitor etc. JavaScript is an object-based language. Everything is an object in JavaScript. -Creating Objects in JavaScript There are 3 ways to create objects. 1.By object literal 2.By creating instance of Object directly (using new keyword) 3.By using an object constructor (using new keyword)

1) JavaScript Object by object literal The syntax of creating object using object literal is given below: `object={property1:value1,property2:value2.....propertyN:valueN}` As you can see, property and value is separated by : (colon). Let's see the simple example of creating object in JavaScript.

2) By creating instance of Object The syntax of creating object directly is given below: `var objectname=new Object();` Here, new keyword is used to create object. Let's see the example of creating object directly.

3) By using an Object constructor Here, you need to create function with arguments. Each argument value can be assigned in the current object by using this keyword. The this keyword refers to the current object. The example of creating object by object constructor is given below.

- 1 `Object.assign()` This method is used to copy enumerable and own properties from a source object to a target object
- 2 `Object.create()` This method is used to create a new object with the specified prototype object and properties.
- 3 `Object.entries()` This method returns an array with arrays of the key, value pairs.
- 4 `Object.freeze()` This method prevents existing properties from being removed.
- 5 `Object.isFrozen()` This method determines if an object was frozen.
- 6 `Object.isSealed()` This method determines if an object is sealed.
- 7 `Object.keys()` This method returns an array of a given object's own property names.
- 8 `Object.preventExtensions()` This method is used to prevent any extensions of an object.
- 9 `Object.seal()` This method prevents new properties from being added and marks all existing properties as non-configurable.
- 10 `Object.values()` This method returns an array of values.