Note: There is no class in JavaScript!!!

Create a object in javascript:

Var objectName = {

“propertyName” : propertyValue,

......

}

Example:

var bio=

{

"name" : "黎志杨",

"role" : "Java工程师",

"cantactInfo" : "what the fuck!",

"bioPic" : "images/fry.jpg",

"welcomeMassage" : "Hey, guys!",

"skills" : ["joking","talk","sleep"]

}

Add or change the property of the object:

Use dot:

objectName.propertyName = propertyValue;

Example:

Bio.name = “Yang”;

Bio.age = 23;

Use bracket:

objectName[“propertyName”] = propertyValue;

Example:

Bio[“name”]=”Yang”;

Bio[“age”]=23;