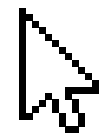




Computer Science : JavaScript

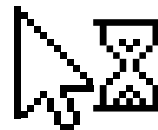


Advanced 3: Objects



Objects

Objects are data types that can store custom properties and behaviors.





Object Literals

```
let food = {}
```

```
// food is an empty object
```



`{}` are used to assign object literals



Key-value Pairs

```
let places = {  
  'Restaurant': 'Tao',  
  color: 'black' }  
// keys: 'Restaurant', color  
// values: 'Tao', black  
// separate by comma
```



Key: key name or identifier, they are strings but the quotations can be omitted

Value: can be any datatype



Practice

Create the object boat with
key-values:
'Boat Speed' set to 20
color set to orange
boatSize set to small





Object Properties

```
let places = {  
  'Restaurant': 'Tao',  
  color: 'black' }  
  
places.color // black  
places['Restaurant'] // 'Tao'
```



There are 2 methods:

Dot notation: object.**property**(or key
name)

Bracket notation: object[**property**]

Reassigning Properties

```
let car = {  
  energyType : 'Electric',  
  color : 'grey'  
  'Car Dealership': 'Sals' }
```

```
car.energyType = 'Diesel'  
car[color] = 'red'
```



1. You must call the property so either use the dot (.) or the bracket [] notation
2. Set equal to new value



Practice

Using previous practice problem.

Call the color property

Reassign 'Boat Speed' to 50 and
color to white.

Use either . or [], and log each to
check





Other properties

```
let car = {  
  energyType : 'Electric' ,  
  color : 'grey'  
  'Car Dealership': 'Sals' }  
  
car.speed = 20' // creates a new  
property  
delete car.color // deletes color  
property
```



To create a new property just call the new property name and set a value

To delete first type 'delete' and then call the property



Object Methods

```
const device = { destroy() {  
  console.log('Self-destruct!')  
}}
```

```
device.destroy()
```

```
// When invoked prints:  
Self-destruct!
```



You can create methods for specific objects that you can call on

Method syntax reminder: `.method()`



Practice

Create the object attendance

Assign a method called rollCall
that logs "Who is here?"

Assign the key numPeople to 25

Invoke the method

Log the numPeople property

