

Learn

main.js

```
1 let day = 'Sunday';
2 let alarm;
3
4 ▶ let person = {
5   name: 'Tyron',
6   age: 40,
7   weekendAlarm: 'No alarms needed',
8   weekAlarm: 'Alarm set to 7AM',
9   ▶ sayHello() {
10     return `Hello, my name is ${this.name}` .
11   },
12   ▶ sayGoodbye() {
13     return 'Goodbye!';
14   }
15 };
16
17 ▶ if(day === 'Sunday' || day === 'Saturday') {
18   alarm = 'weekendAlarm';
19   ▶ }else{
20     alarm = 'weekAlarm';
21   }
22
23 ▶ person.hobbies= ['tennis', 'painting'];
24 ▶ person.hobbies= ['tennis'];
25
26 ▶ console.log(person['name']);
27 ▶ console.log(person['age']);
```

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Objects hold data and functions, which we can use to represent real-world things in JavaScript.

The next step is to create methods that operate on the data inside of the same object.

Let's try it by using the `hasDineInSpecial` property in the `openRestaurant()` method:

```
const restaurant = {
  name: 'Italian Bistro',
  seatingCapacity: 120,
  hasDineInSpecial: true,
  entrees: ['Penne alla Bolognese', 'Chicken
Cacciatore', 'Linguine pesto'],
  openRestaurant() {
    if (hasDineInSpecial) {
      return 'Unlock the door, post the special
on the board, then flip the open sign.';
    } else {
```

 Instructions

Community Forums

Report a Bug

Ops! The test returned an error. Maybe you have a syntax error, or a typo. See full error.

Run



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