ANNOUNCEMENTS

- Midterm #2
TWO-DIMENSIONAL ARRAYS

- JavaScript does not support actual two-dimensional arrays.
- You can simulate two-dimensional arrays by using arrays of arrays.

About two-dimensional arrays

- You can pass them and return them from functions like one-dimensional arrays.
- Any modifications in the function will be permanent.
- You can have ragged arrays.
- Nested loops (in particular for loops) are used with two-dimensional arrays.

Example: TwoDimensionalArrays.html
Example: Let’s define a two-dimensional array of strings
BREAK STATEMENT

- break cause the innermost loop to exit immediately.
- It is only legal if it appears inside a loop or switch statement.
- **Example:** Break.html
- break can also be used with a label.
**OBJECTS**

- **Object** – entity that aggregate multiple values in a single unit.
- **Property** – Entity associated with an object that has a name and a value. They are like variables (you can store values in them and read values from them).
- **Object** (alternate definition) – unordered collection of properties, where each property has a name and a value.
- A property value can be any data type we have seen, including objects.
OBJECTS

- You use the . (period) operator to access an object’s properties
  - `<OBJECT>..<PROPERTY>`
- A property value can be any data type we have seen including objects.
- You can create your own objects by either:
  - `var myObj = {};
    var myOtherObj = new Object();`
- You can create properties by assigning a value to it (we do not use `var`).
  - `myObj.created = “Monday”;
- You can update the property by assigning a new value.
- You can delete a property with the delete operator.
  - `delete myObj.created;`
- You can check for the existence of a property using the “in” operator.
- **Example**: ObjectEx.java