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