

Objekter i JavaScript

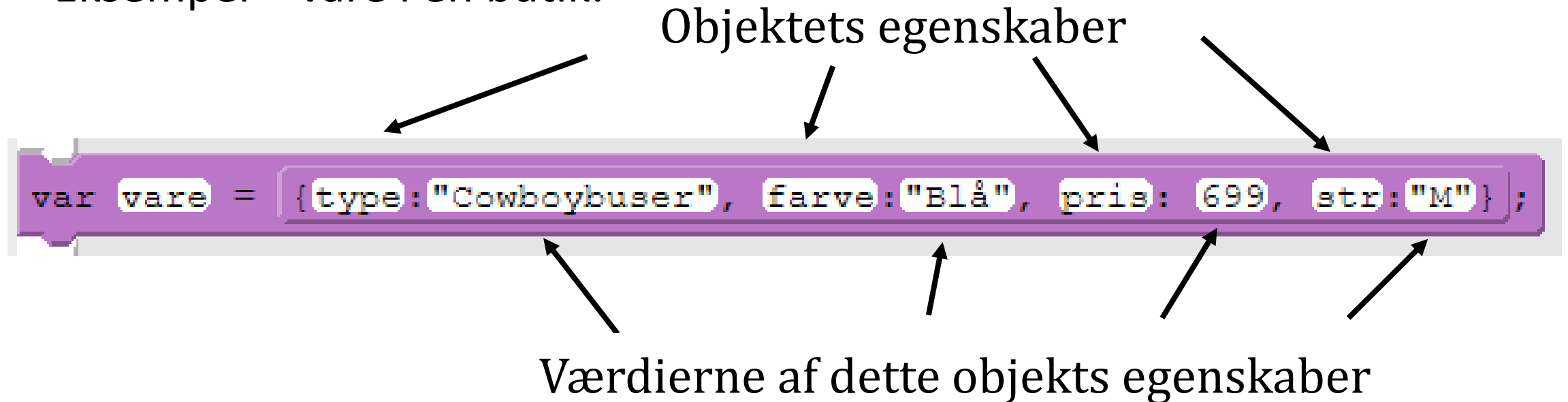
Objekter

- Et objekt i JavaScript er en datatype, som kan bruges til at gemme komplekse oplysninger om en størrelse
- Eksempel – vare i en butik:

```
var vare = {type: "Cowboybuser", farve: "Blå", pris: 699, str: "M"};
```

Objekter

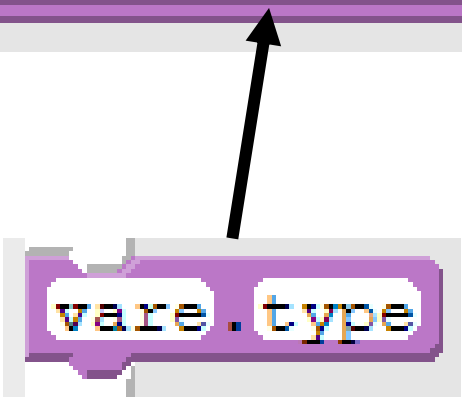
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- Eksempel – vare i en butik:



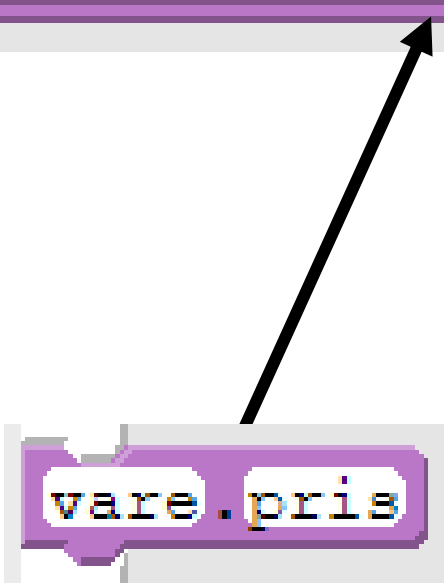
For at få fat i værdierne...

```
var vare = {type: "Cowboybuser", farve: "Blå", pris: 699, str: "M"};
```

`vare.type`

A black arrow points from the text 'vare.type' in a purple box to the 'type' property of the object in the code line above.

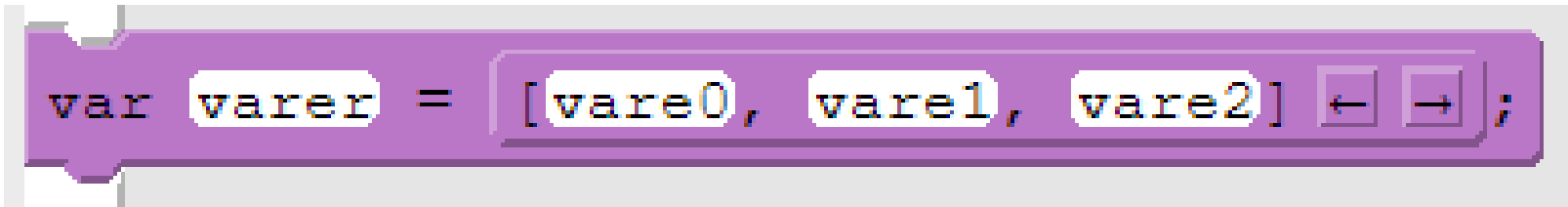
`vare.pris`

A black arrow points from the text 'vare.pris' in a purple box to the 'pris' property of the object in the code line above.

Hver vare kan repræsenteres vha. én variabel...

```
var vare0 = {type: "Cowboybuser", farve: "Blå", pris: 699, str: "M"};  
var vare1 = {type: "Nederdel", farve: "Gul", pris: 250, str: "S"};  
var vare2 = {type: "Bluse", farve: "Grøn", pris: 499, str: "L"};
```

Alle butikkens varer kan gemmes i et array...

A purple Scratch code block with a notch on the left side, containing the text 'var varer = [vare0, vare1, vare2] ← → ;'. The variables 'vare0', 'vare1', and 'vare2' are highlighted in white boxes. The block has a small arrow pointing left and a small arrow pointing right next to the closing bracket of the array.

```
var varer = [vare0, vare1, vare2] ← → ;
```

"Vare" tabellen

id	type ⚙	farve ⚙	billede ⚙	pris ⚙
#	enter text	enter text	enter text	enter text
1	"Spisebord"	"Træ"	"https://nimara.dk/cdn/shop/files/Designudennavn_4.png?v=1714726226"	1500
2	"Stol"	"Sort"	"https://nimara.dk/cdn/shop/products/Sort-Comfort-Stol-SideFront_1000x.jpg?v=1620046648"	450
3	"Tæppe"	"Rødtligt"	"https://erling-christensen.dk/images/aagte-tapper-Reza-iran-1404821-p.jpg"	950
4	"Vase"	"Rosa"	"https://sw12669.sfststatic.io/upload_dir/shop/AnnaVonLipa/thumbs/295-50 w900 h900 backdrop ing"	450

Hver række i tabellen repræsenterer en vare

JavaScript – alle varerne

id	type ⚙	farve ⚙	billede ⚙	pris ⚙
#	enter text	enter text	enter text	enter text
1	"Spisebord"	"Træ"	"https://nimara.dk/cdn/shop/files/Designudennavn_4.png?v=1714726226"	1500
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Den tredje vare repræsenteret
som et objekt og så videre...

Alle varerne gemmes i et array:

```
var varer = [];
```

Elementerne i arrayet skal være hver enkel vare repræsenteret ved et objekt!



JavaScript – alle varerne

id	type ⚙	farve ⚙	billede ⚙	pris ⚙
#	enter text	enter text	enter text	enter text
1	"Spisebord"	"Træ"	"https://nimara.dk/cdn/shop/files/Designudennavn_4.png?v=1714726226"	1500
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Arrayet varer

varer[0]	varer[1]	varer[2]	varer[3]	varer[4]
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Objektet som repræsenterer tæppet: `varer[2]`

Tæppets farve: `varer[2].farve`