(Source: https://www.w3schools.com/js/js_object_constructors.asp)

JavaScript Object Constructors - Allows the reuse of object structures and properties

this - refers an instance property of an object

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Ex. 1 (constructor using functional declaration)
//capitalize the name of the constructor function
function School(name,city,nickname) {
      this.name = first;
this.city = last;
       this.nickname = name;
this.cheer = function(){
           console.log(`Go ${this.nickname}!!`); //'Go Jackets!!', using template literals
}
//georgiaTech is an instance of the constructor School
var georgiaTech = new School("Georgia Tech", "Atlanta, GA", "Jackets");
Ex. 2 (constructor using functional expression)
 //capitalize the name of the constructor function
var Car = function(make, model, year, color) {
      this.make = make;
this.model = model;
      this.model = model;
this.year = year;
this.color = color;
this.honk = function(){
    console.log("Beep! Beep!"); //'Beep! Beep!'
//maserati is an instance of the constructor Car
var maserati = new Car("Maserati", "Quattroporte", 2019);
Ex. 3 (constructor using class declaration)
//capitalize the name of the class
class Shape {
      constructor(type,color,id){
  this.type = type;
  this.color = color;
  this.id = id;
           //you can make methods as expressions
          this.printShapeTypeAndId = function(){
  console.log(`I'm a ${this.type} and my id is ${this.id}`);
         //...or you can make methods by declarations
        printShapeType(){
  console.log(`I'm a ${this.type}`)
//square is an instance of the constructor Shape
var square = new Shape("Rhombus", "blue", "023091");
square.printShapeTypeAndId(); //"I'm a square and my id is 023091"
square.printShapeType(); //"I'm a square"
Ex. 4 (constructor using class expression)
//capitalize the name of the constructor function
var Star = class{
    constructor(type,temp,isBinary,age){
         this.type = type;
this.temp = temp;
this.isBinary = isBinary;
          this.age = age;
      printStarTypeAndTemp(){
  console.log(`I'm a ${this.type} star, burning @ a temperature of '${this.temp}'!`)
///neutron is an instance of the constructor Star
var neutron = new Star("neutron", "pretty damned hot", false, 8000000001);
neutron.printStarTypeAndTemp(); //I'm a neutron star, burning @ a temperature of 'pretty damned hot'!
```