















Home

Announcements

Assignments

Discussions

Grades

Pages

Syllabus

Quizzes

Modules

View All Pages

Inheritance (Object.create())

Why Inheritance?

Understand concept of Inheritance

· How nature implements inheritance

Imagine you have to create different species. Will you keep on creating a new copy from scratch every single time?

We inherit the properties of our parents/grandparents. Fundamentally, we are not a completely new product but rather some stuff of our own contracts of the properties of our parents/grandparents. Fundamentally, we are not a completely new product but rather some stuff of our own contracts of the properties of the pand some of our parents. The same is also found in extending a particular species like different types of Cats, different species of the same plant (Rose).

· How Murtis/status/toys are made (moulds)



- reuse > re-invent In programming, no need to always start from scratch
- · Inheritance is efficient

Inheritance is efficient because you can borrow existing properties and save memory/space from adding the same properties from scratch. Imagine just for a one-day photoshoot, you borrowing a friend's DSLR vs buying a new DSLR.

Where have you seen Inheritance?

- Think where did you need to borrow properties in a JS program

In Js, it's better to borrow, than own a property or method.

What is an Inheritance?

One object gets access to properties and methods of other object.

Js has Prototypal Inheritance.

We can use Js Prototypal inheritance in two ways:

1. Function Constructors

```
Person.prototype.showName=function () { console.log( this.name )
```

2. Object.create() method

```
var a = Object.create(b)
```

Inheritance using Object.create()

Create a family hierarchy using Object.create

```
JavaScript ES6
                                         Frames
                                                     Objects
→ 1 const parents ={
   father:'krishna',
   3
         mother: 'priya'
   4 }
   5
  6 const son = Object.create(parents)
  8 son.name='raj'
  9
  10 const daughter =Object.create(parents
  11
  12 daughter.name='rashmi'
  13
  14
  15 //practical applications - profiles (

    Iine that just executed

→
next line to execute
            < Prev Next >
```

Create an animal ecosystem demonstrating inheritance using Object.create

- Create a cat ecosystem, where we have Tigers, Lions etc. using Object.create().

```
const Cat={
  type:'cat',
  legs:4,
  tail:true,
  }

var Tiger=Object.create(Cat)

Tiger.nonVeg=true

console.log(Tiger)
```

Where are these properties Stored?

- Try console.log(Tiger) and figure out where properties have been added.
- Understand [[Prototype]]

 $Important\ Note: In\ pre-class\ [[Prototype]]\ is\ mentioned\ as\ _proto_.\ Chrome\ replaced\ it\ with\ [[prototype]]\ recently.$

[[Prototype]]?

Points to original model (prototype) from which it is built from.







◆ Previous





Dashboard

Courses

Home

Announcements

Assignments

Discussions

Grades

Pages

Syllabus

Quizzes

Modules

Calendar Sy



Inbox

 \leftarrow

View All Pages

Prototype

What is a Prototype?

An original model on which something is patterned.



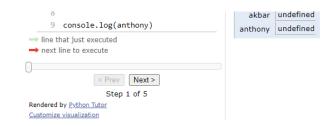
Explore prototype property

- Explore prototype property available on objects, arrays, strings etc. like toString(), concat(), slice() etc. where can we find them?

Understand Prototype concepts

- Why its called prototypal inheritance (Because we use prototype property of Objects to implement Inheritance)
- Understand prototype chain





Getting and setting the prototype of Objects

How to set and get the prototype of an object



◆ Previous







Inbox Help



Announcements

Assignments

Discussions

Grades

Pages

Syllabus

Ouizzes

Modules

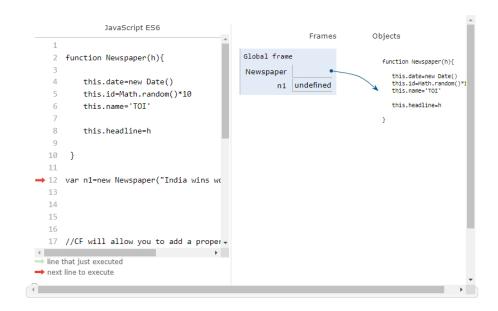
View All Pages

Inheritance (Constructor Function)

.Prototype property of Constructor Functions

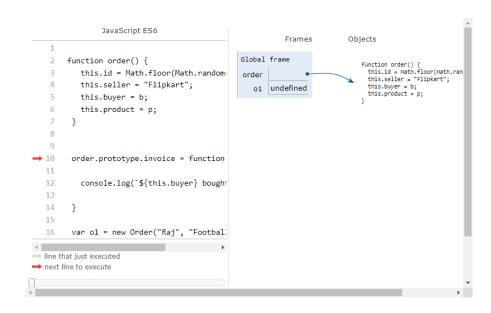
Introduction to .prototype

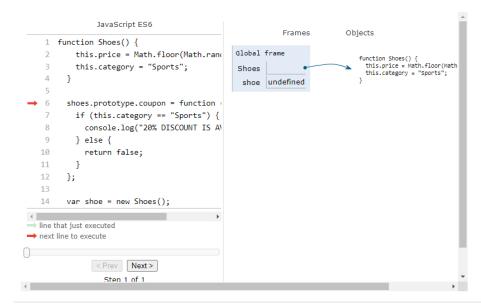
- CF is a blueprint. If we add any property to the blueprint it will be applicable to all objects, we can do that using .prototype



Where and Why to use .prototype property?

Create a ORDER SYSTEM using CF.





◆ Previous Next ►

















Home

View All Pages

Announcements Assignments

Discussions

Grades

Pages

Syllabus

Quizzes

Modules

Everything in Js is an Object

What that means is, Js has an object as its base prototype. From that, it creates other data types and methods that we can use on them.

It's just how Js was decided to be built.

Uncover Prototype

See the prototype of String, Array, Function on console tab using chrome inspect element.

Objects

var o = {a: 1};

- 1. The newly created object o has Object.prototype as its Prototype
- 2. So o inherits hasOwnProperty from Object.prototype
- 3. Object.prototype has null as its prototype.
- 4. o ---> Object.prototype ---> null

functions

function f() { return 2;

- 1. Functions inherit from Function.prototype
- 2. (which has methods call, bind, etc.)
- 3. f ---> Function.prototype ---> Object.prototype ---> null

Array

var cities = ['Pune', 'Mumbai', 'Delhi'];

- 1. Arrays inherit from Array.prototype
- 2. (which has methods indexOf, length, push etc.)
- 3. The prototype chain looks like:
- 4. b ---> Array.prototype ---> Object.prototype ---> null