**Using the same inheritance idea, for another 25 points, put the member functions of car into the prototype, and access that using inheritance. You still must use an array and for loops in calling the functions of the specific type. I would also like you to add the car types to apply generally to the cars (coupe, sedan, truck, SUV) to the prototype like so:**

**Car.prototype.type = "coupe";**

**For a better code layout, please check the GitHub Repo in the link below.**

[**https://github.com/AhmedAbdelRazak/RCC/blob/master/Chapter13/carPrototype.html**](https://github.com/AhmedAbdelRazak/RCC/blob/master/Chapter13/carPrototype.html)

**Note => Please make sure to read the comment 😊**

<html lang="en">

    <head>

        <meta charset="utf-8" />

        <title>Add Member Function To Car | Inheritance</title>

        <script>

            function Car(params) {

                this.make = params.make;

                this.model = params.model;

                this.year = params.year;

                this.color = params.color;

                this.passengers = params.passengers;

                this.convertible = params.convertible;

                this.mileage = params.mileage;

                this.started = false;

            }

            //1st Ask...

            //Unlike Lab12, I will add the methods that used to be in the Car constructor as a prototype to the same constructor.

            //Now, each car object will inherit the below methods!

            Car.prototype.start = function () {

                this.started = true;

            };

            Car.prototype.stop = function () {

                this.started = false;

                console.log(this.make + " " + this.model + " Stopped!");

            };

            Car.prototype.drive = function () {

                if (this.started) {

                    console.log(this.make + " " + this.model + " goes zoom zoom!");

                } else {

                    console.log("Start the engine first.");

                }

            };

            var cadiParams = {

                make: "GM",

                model: "Cadillac",

                year: 1955,

                color: "tan",

                passengers: 5,

                convertible: false,

                mileage: 12892,

            };

            var chevyParams = {

                make: "Chevy",

                model: "Bel Air",

                year: 1957,

                color: "red",

                passengers: 2,

                convertible: false,

                mileage: 1021,

            };

            var taxiParams = {

                make: "Webville Motors",

                model: "Taxi",

                year: 1955,

                color: "yellow",

                passengers: 4,

                convertible: false,

                mileage: 281341,

            };

            var fiatParams = {

                make: "Fiat",

                model: "500",

                year: 1957,

                color: "Medium Blue",

                passengers: 2,

                convertible: false,

                mileage: 88000,

            };

            var testCarParams = {

                make: "Webville Motors",

                model: "Test Car",

                year: 2014,

                color: "marine",

                passengers: 2,

                convertible: true,

                mileage: 21,

            };

            //2nd Ask...

            //Car "type" should be as a prototype and will be inherited in the object

            var chevy = new Car(chevyParams);

            //Here is directly the required in ask 2

            //Car.prototype.coupe="coupe"

            Car.prototype.chevy = "chevy";

            //Here, I just thought of adding an array that holds all the car types.

            //The reason why I took this approach is to print it in the console and give you the output.

            //We can use the push method or spread operator

            Car.prototype.carTypes = ["chevy"];

            var cadi = new Car(cadiParams);

            Car.prototype.cadi = "cadi";

            Car.prototype.carTypes = [...Car.prototype.carTypes, "cadi"];

            var taxi = new Car(taxiParams);

            Car.prototype.taxi = "taxi";

            Car.prototype.carTypes = [...Car.prototype.carTypes, "taxi"];

            var fiat = new Car(fiatParams);

            Car.prototype.fiat = "fiat";

            Car.prototype.carTypes = [...Car.prototype.carTypes, "fiat"];

            var testCar = new Car(testCarParams);

            Car.prototype.testCar = "testCar";

            Car.prototype.carTypes = [...Car.prototype.carTypes, "testCar"];

            var cars = [chevy, cadi, taxi, fiat, testCar];

            for (var i = 0; i < cars.length; i++) {

                console.log(cars[i].carTypes[i], "Inherited Object");

                cars[i].start();

                cars[i].drive();

                cars[i].drive();

                cars[i].stop();

            }

        </script>

    </head>

    <body></body>

</html>

Here is the output:

A picture containing text

Description automatically generated