**new keyword**

**new is a keyword related to objects and it’s used to:**

1. **Creates** a new empty object.
2. **Sets** the value of implicit prototype “\_\_proto\_\_” of a new empty object to its Constructor.prototype.
3. **Calls** its Constructor function with “newly created memory location address” with “list of arguments” if passed.
4. **Returns** the reference of new object, if Constructor function does not return anything explicitly.