**//Es5**

**function User (name, agex, color)**

**{**

**this.name = name**

**this.agex = agex**

**this.color = color**

**}**

**//odwolanie do konstruktora, aby utworzyc objekt**

**const newUser = new User( `Puzel`, 20, `blue`);**

**const newUser2 = new User( `Apuzel`, 120, `red`);**

**//prototype <rodzic> objektu USER ktory nadaje wszystkim objektom wspolna czesc.**

**User.prototype.hello = function ()**

**{**

**return `Cześć - ${this.name}, ${this.agex} lat, ${this.country}`;**

**}**

**User.prototype.country = `Poland`;**

**newUser.hello();**

**newUser2.hello();**

**newUser.country;**

**//es6 - konstrukor CLASS tworzy szablon obiektu**

**class User2**

**{**

**static NAMES = "static from User2"; //stała**

**constructor(name, age, wzrost, waga)**

**{**

**this.name = name**

**this.age = age**

**this.wzrost = wzrost**

**this.waga = waga**

**}**

**}**

**//prototyp**

**User2.prototype.getInfo = function ()**

**{**

**return `${this.name}, ${this.age} lat, wzrost ${this.wzrost}m, waga ${this.waga}kg, gatunek: ${this.gatunek}`**

**}**

**User2.prototype.getBMI = function ()**

**{**

**const BMI =  this.waga / (Math.pow(this.wzrost, 2))**

**const bmiFloor = Math.floor(BMI)**

**return `BMI ${this.name} = ${bmiFloor}`**

**}**

**const mojeDane = new User2("Pyza", 30, 1.74, 65);**

**console.log(User2.NAMES)**

**console.log(mojeDane.getInfo())**

**console.log(mojeDane.getBMI())**

**//dziedziczenie**

**class Pet extends User2**

**{**

**constructor (name, age, wzrost, waga, gatunek) {**

**super (name, age, wzrost, waga);**

**this.gatunek = gatunek;**

**}**

**}**

**const olowek = new Pet ("Olowek", 2, 0.2, 3, "kot");**

**console.log(olowek.getInfo());**

**console.log(olowek.getBMI());**

**//Arrow function**

**let myFunction = (a, b) => a \* b;**

**hello = () => {  
  return "Hello World!";  
}**

**hello = function() {  
  return "Hello World!";  
}**