

Objects → Prototypes in JS

↳ Objects in JS can be created using new keyword
under class constructor or function constructor OK
by just initializing it like {...}

class Product {

==

()

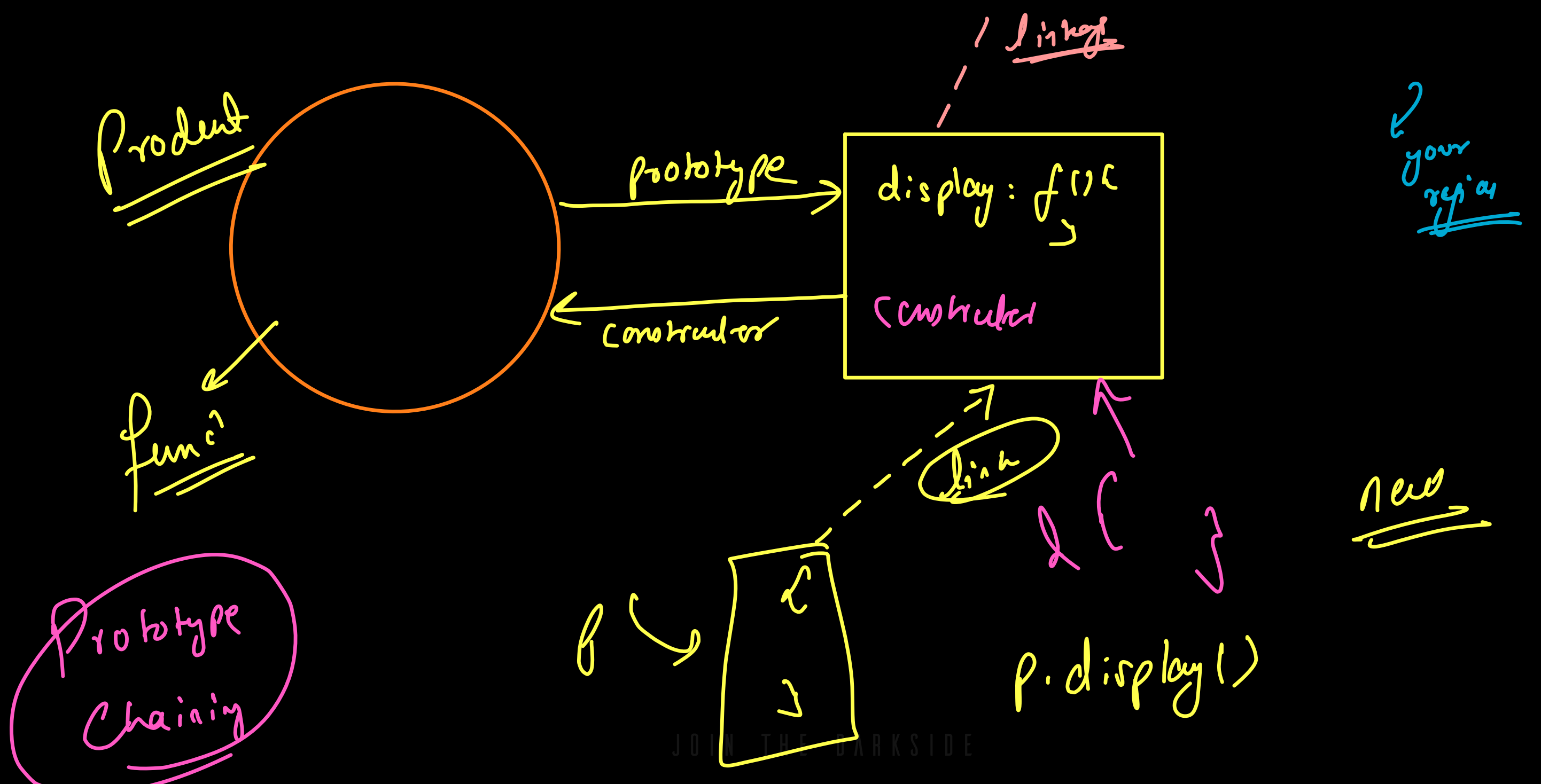
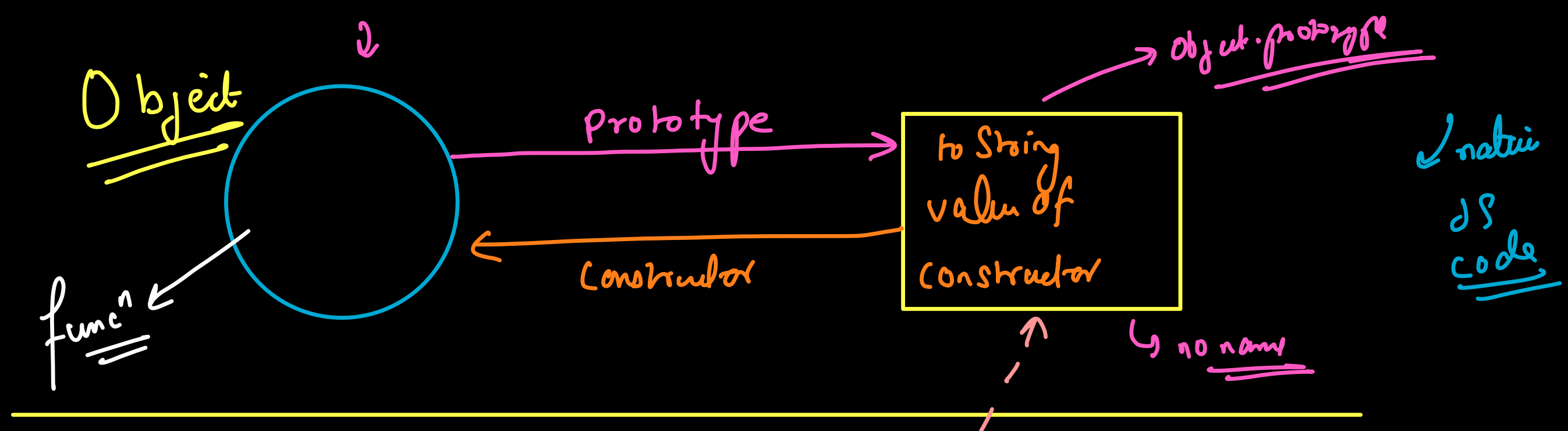
()

:

}

→

p = new Product();

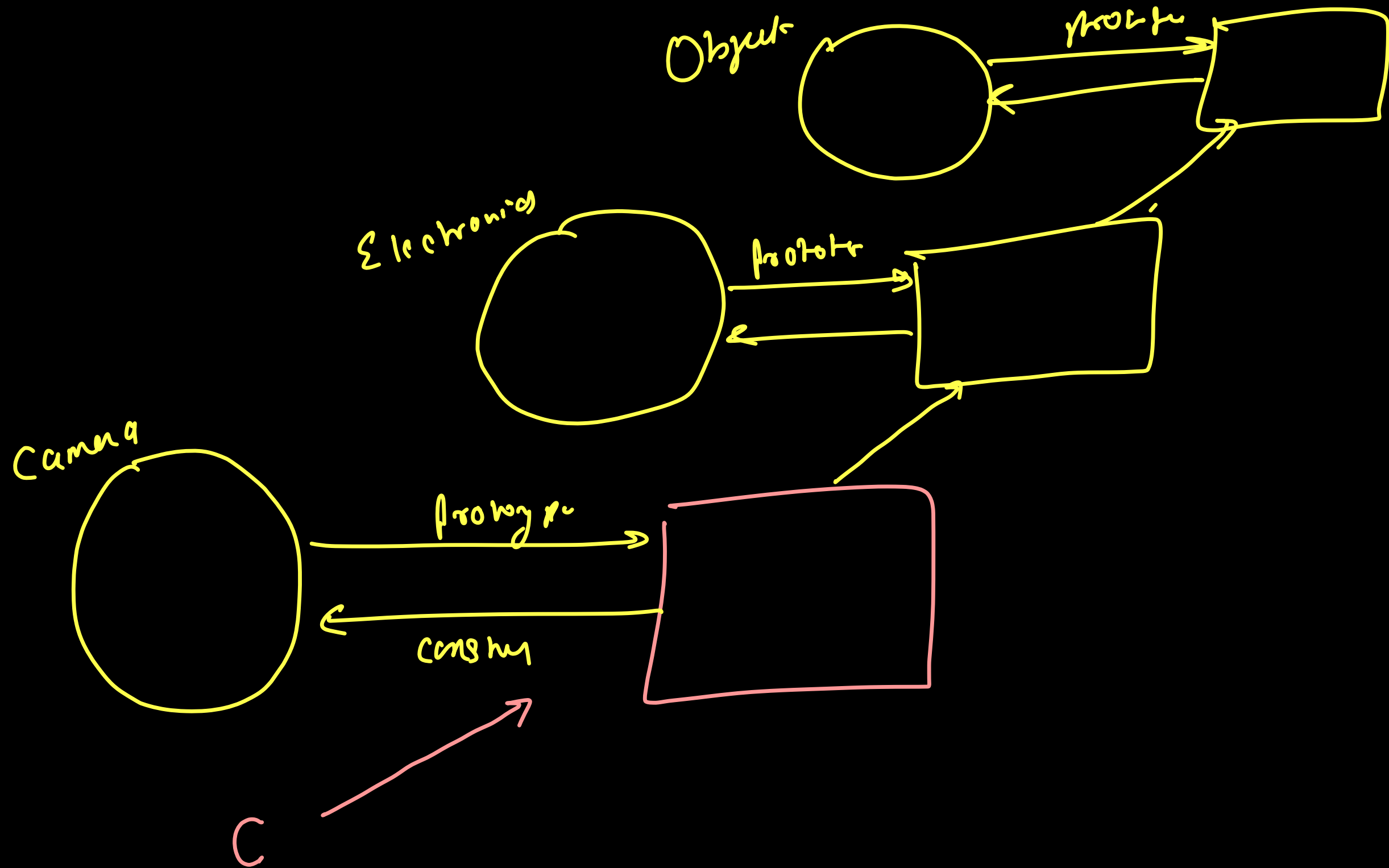


p_0 — — p_{roto} — —



dunder proto

Inheritance refers to passing down characteristics from
parent to child.



Object \rightarrow { key: value }

m = new Map();

m.set(key, value)