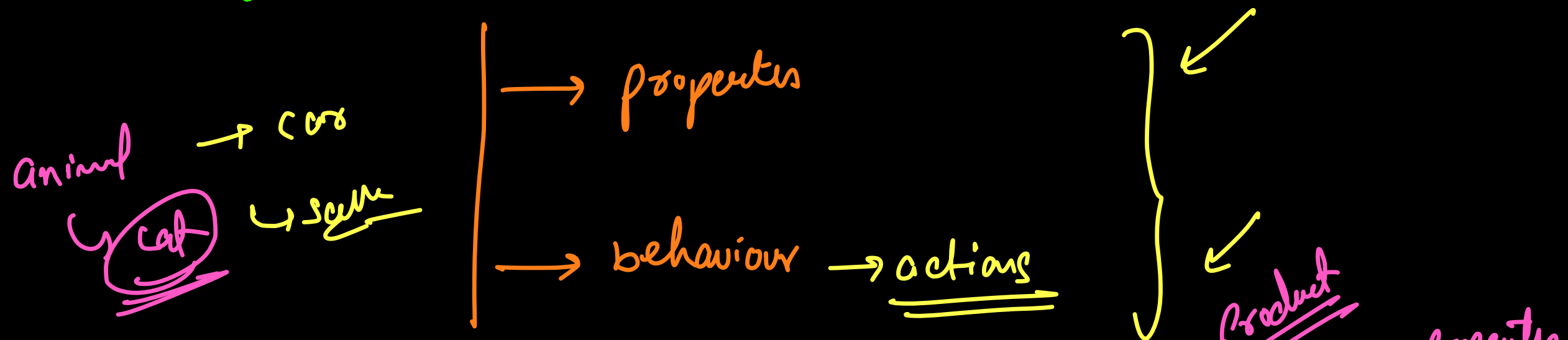


↳ In programming, we have blueprints of real life entities

↳ any real life entity has 2 features:



Objects are instance
of classes.

Blueprint → classes

Real life entity → objects

Acme → foodent ← class

User ← class

Company ← class

1phar/4pro ← object

abc@gmail. ← object

RealMe Index ← object

Bookings

↓
Movie

Ticket

↪ Fighter

→ JS → class ← keyword

class <Name> {

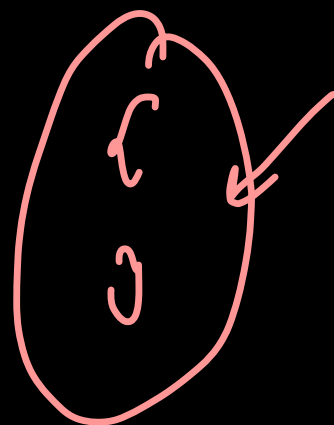
} properties

} behaviours / methods

}

how to
create classes

how to create
objects of a class.



key: value

new Promise((r) => { })

constructor funcⁿ → this is the first funcⁿ that executes
when we create an object.

→ new keyword → 4 steps

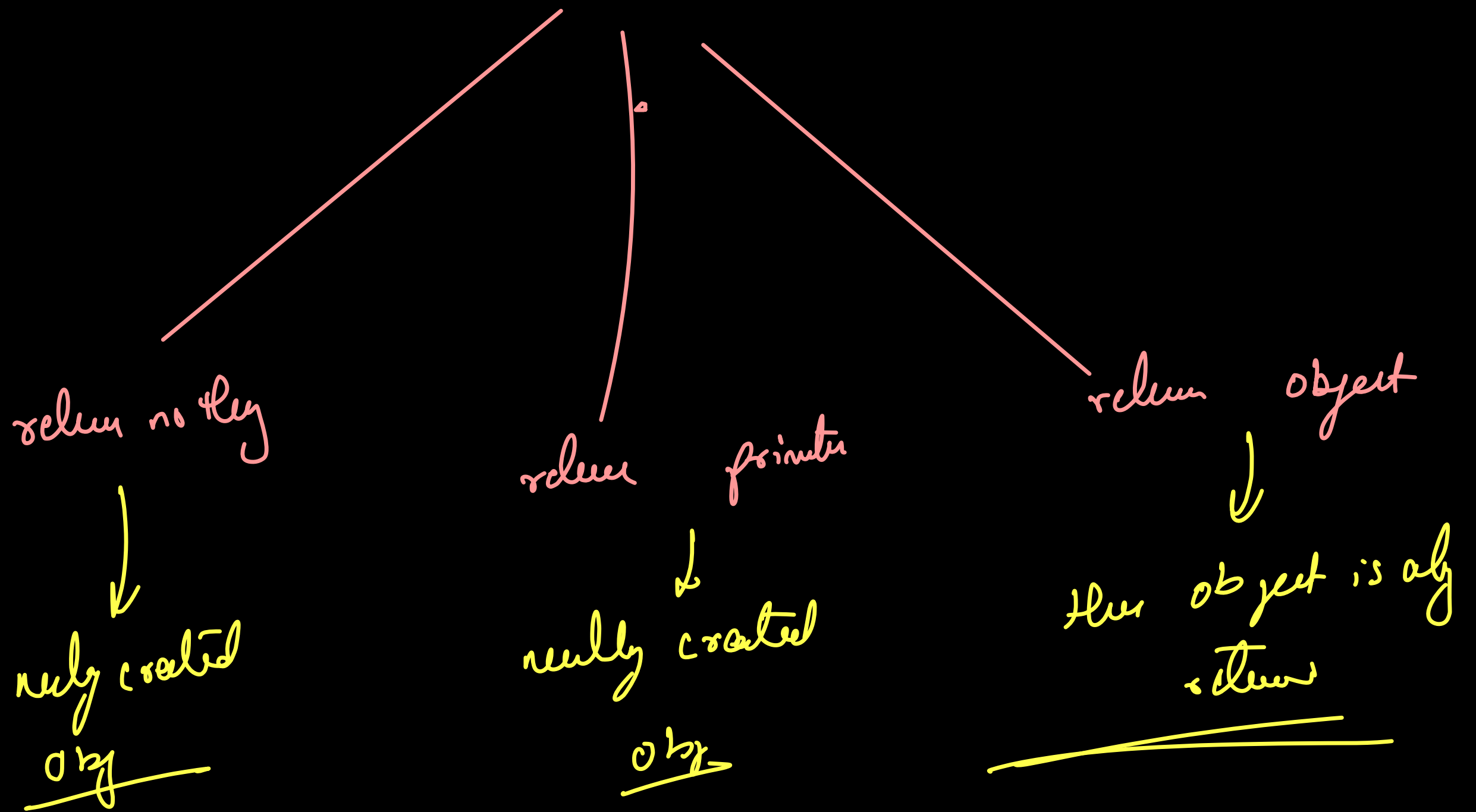
(1 2) new —

- ① It first creates a plain new JS object.
- ② It does some kind of linking (we learn later)
- ③ It gives access of the newly created object to the this keyword.

④ Starts execution of constructor funcⁿ. If the constructor funcⁿ does not return anything, then the constructor funcⁿ returns the newly created obj. Else if

constructor funcⁿ returns another object - then the obj is returned.

If you return a pointer then also newly created obj. is returned.



new Product();

↓ plan obj

