

JS

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Object Prototypes

in **Javascript**

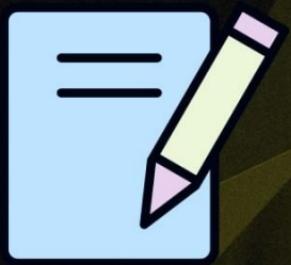
In JS, Objects use themselves to **share properties** and **inherit features** from one another and this is **done using prototypes.**



```
function Car () {  
    this.company = 'Lamborghini',  
    this.doors = 4  
}  
  
const car = new Car();  
console.log(Car.prototype);
```



The prototype is itself an object, so the prototype will have its prototype, making what's called a **prototype chain**. The chain ends when we reach a prototype that has **null** for its prototype.



Prototype Inheritance is used to **add methods and properties** to objects.

```
function Car () {  
    this.company = 'Lamborghini',  
    this.doors = 4  
}  
  
const car1 = new Car();  
const car2 = new Car();  
  
Car.prototype.model = 'Aventador';  
console.log(Car.prototype);  
console.log(car1.model);  
console.log(car2.model);  
  
//output - {"model":"Aventador"}  
// "Aventador"  
// "Aventador"
```





Prototypes are used because:

1. They use **less memory**.
2. There is **less coupling**.
3. Prototypes can be **easily extended**.

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