

10/8/2020

## W3D5\_6 Call Inheritance Review Questions

1. What is the general purpose of inheritance in programming languages?
2. What is the `[[Prototype]]` property?
3. What is `__proto__` and what is its usage?
4. What is the prototype inheritance chain and what happens when the JS compiler looks for a property on an object?
5. What happens if an object has a property with the same name as a property on a prototype?
6. What is the value of 'this' inside an inherited method? What is the object-before-dot rule?
7. How does the object-before-dot rule work when an object inherits a method that uses 'this'?
8. What are the two conventions for using constructor functions?
9. How do constructor functions relate to object literals?
10. What are the hidden effects of using the new operator with a function constructor?
11. What happens if you forget to use new?