

# Constructor pattern

- You can use the **new** operator to create object in javascript
- You can use prototype property to create method on the object

```
function Student(id, name){  
  this.id = id;  
  this.name = name;  
}  
Student.prototype.getName = function() {  
  return this.name;  
};  
var s = new Student(1, 'Ed');  
console.log(s.getName()); // prints 'Ed'
```

- When you add new to a function call is that a new object is created (just `var s = new Object()`) and that the **this** within the function points to the new Object you just created

# Javascript classes

- Javascript classes are introduced in ECMAScript 2015

```
class Student {  
  constructor(userId, name) {  
    this.id = id;  
    this.name = name;  
  }  
  
  getName() {  
    return this.name;  
  }  
}  
var s = new Student(1, 'Ed');
```