

Prototype Methods in JavaScript		
Method	Description	Use Case
toString()	Returns a string representation of the object	Converting objects to strings, debugging
valueOf()	Returns the primitive value of the object	Converting objects to primitive values
hasOwnProperty(prop)	Returns a boolean indicating whether the object has a property	Checking property existence, iterating over properties
isPrototypeOf(obj)	Returns a boolean indicating whether the object is a prototype of another object	Checking prototype relationships
propertyIsEnumerable(prop)	Returns a boolean indicating whether a property is enumerable	Checking property enumerability
toLocaleString()	Returns a string representation of the object, localized to the current locale	Converting objects to localized strings
constructor	Returns the constructor function of the object	Creating new instances of an object
__proto__	Returns the prototype of the object	Accessing the prototype chain
Additional Prototype Methods		
Method	Description	Use Case
Object.assign(target, ...sources)	Copies properties from one or more source objects to a target object	Merging objects, cloning objects
Object.create(proto, [propertiesObject])	Creates a new object with a specified prototype and properties	Creating objects with a specific prototype
Object.defineProperty(obj, prop, descriptor)	Defines a new property on an object or modifies an existing one	Creating or modifying properties with specific attributes
Object.defineProperties(obj, props)	Defines multiple new properties on an object	Creating multiple properties with specific attributes
Object.entries(obj)	Returns an array of key-value pairs from an object	Enumerating over object properties
Object.freeze(obj)	Freezes an object, making it non-extensible and non-configurable	Creating immutable objects
Object.getOwnPropertyDescriptor(obj, prop)	Returns a property descriptor for a specified property	Getting property attributes
Object.getOwnPropertyDescriptors(obj)	Returns an object with property descriptors for all own properties	Getting all property attributes
Object.getOwnPropertyNames(obj)	Returns an array of all own property names of an object	Enumerating over object properties
Object.getOwnPropertySymbols(obj)	Returns an array of all own symbol properties of an object	Enumerating over symbol properties
Object.getPrototypeOf(obj)	Returns the prototype of an object	Accessing the prototype chain
Object.isExtensible(obj)	Returns a boolean indicating whether an object is extensible	Checking object extensibility
Object.isFrozen(obj)	Returns a boolean indicating whether an object is frozen	Checking object immutability
Object.isSealed(obj)	Returns a boolean indicating whether an object is sealed	Checking object sealability
Object.keys(obj)	Returns an array of all own enumerable property names of an object	Enumerating over object properties
Object.preventExtensions(obj)	Prevents an object from being extended	Creating non-extensible objects
Object.seal(obj)	Seals an object, making it non-extensible and non-configurable	Creating sealed objects
Object.setPrototypeOf(obj, proto)	Sets the prototype of an object	Changing the prototype chain