



# Prototypal Inheritance Conclusion

 [\\_ \(https://github.com/learn-co-curriculum/phase-1-prototypal-inheritance-conclusion\)](https://github.com/learn-co-curriculum/phase-1-prototypal-inheritance-conclusion)  [\\_ \(https://github.com/learn-co-curriculum/phase-1-prototypal-inheritance-conclusion/issues/new\)](https://github.com/learn-co-curriculum/phase-1-prototypal-inheritance-conclusion/issues/new)

You've now learned about the Prototypal model of Object-Oriented used by JavaScript, *natively*. These days, most OO JS will be written using `class` and the ES2016 standard, but you will likely encounter and might well be interviewed on questions around the Prototypal model.

While the syntax changes, Object-Oriented *does not*. We still use constructors to pass instance data, we still write methods that have access to the instance data, we still use objects to help us maintain intelligible code. **The only difference** is how you write the class and how you instantiate the instance.