**Constructor Functions**

**Object Types (Blueprints) (Classes)**

The examples from the previous chapters are limited. They only create single objects.

Sometimes we need a "**blueprint**" for creating many objects of the same "type".

The way to create an "object type", is to use an **object constructor function**.

In the example above, function Person() is an object constructor function.

Objects of the same type are created by calling the constructor function with the new keyword:

Graphical user interface, text

Description automatically generated