**Prototypes – Prototypal Inheritance in practise**

* All functions in JS have a automatically has a property called prototype
* Every object that is created by a constructor function will have access to the methods/properties defined on the constructor’s prototype property

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Description automatically generated

* Methods/properties set on the prototype object are accessible by all object instances of the Person constructor function
* This means the method doesn’t have to be re-created every time a new Person object is instantiated
* This works because any object always has access to the methods/properties from its prototype
* The prototype of variable harley is the prototype property of the Person object



* When **new** keyword is used, the empty new object is linked to the prototype, so the \_\_proto\_\_ property is created on the object and sets its value to the prototype property of the constructor function (see line 21 above)

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* Species property created on the Person.prototype property
* harley object has access to this property because of prototypal inheritance, but it is not its own property
* harley object can access its prototype and any methods/properties declared on it