**A picture containing text

Description automatically generatedPrototype Inheritance on Built-in Objects**

**Prototype chain:**

* harley.\_\_proto\_\_ - > Person.prototype property
* harley.\_\_proto\_\_.\_\_proto\_\_ -> Object.prototype property
* harley.\_\_proto\_\_.\_\_proto\_\_.\_\_proto\_\_ -> null

**Array.prototype:**

* All user created arrays are objects created by the Array constructor function.
* Graphical user interface, application, Teams

  Description automatically generatedArray.prototype contains all the methods which user-created arrays inherit from
* Using array literal syntax ( **arr = [ … ]** ) is the shorthand for using **new Array =**

**Graphical user interface, application, Teams

Description automatically generatedCreating method on built-in prototype properties:**

* Generally bad idea to set properties/methods on in-built prototypes:
  + JS could introduce a method with that name and break the code
  + Other developers might get confused by this
* In the example above, I’ve made a **unique** method on the Array.prototype property which returns unique elements from an array
* this is used as its set to the array on which the method is called (remember using **new keyword** invokes this behaviour)