## https://www.freecodecamp.org/lee3

## **SCREENSHOTS**



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ticles, tutorials, and books	freeCodeCamp(A)					
	Challenge	Solution	Completed			
	Change the Prototype to a New Object		Aug 29, 2025			
	Understand the Constructor Property		Aug 29, 2025			
	Iterate Over All Properties	All Properties Aug 29, 2025				
	<u>Use Prototype Properties to Reduce Duplicate Code</u> Aug 29, 2025					
	Understand Own Properties		Aug 29, 2025			
	Verify an Object's Constructor with instanceof		Aug 29, 2025			
	Extend Constructors to Receive Arguments	Aug 29, 2025				
	Use a Constructor to Create Objects	se a Constructor to Create Objects Au				
	Define a Constructor Function		Aug 29, 2025			
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Challenge	Solution	Completed
Request Header Parser Microservice	View ▼	Aug 30, 2025
Timestamp Microservice	View ▼	Aug 30, 2025
Use an IIFE to Create a Module		Aug 29, 2025
Understand the Immediately Invoked Function Expression (IIFE)		Aug 29, 2025
Use Closure to Protect Properties Within an Object from Being Modified Externally		Aug 29, 2025
Use a Mixin to Add Common Behavior Between Unrelated Objects		Aug 29, 2025
Override Inherited Methods		Aug 29, 2025
Add Methods After Inheritance		Aug 29, 2025
Reset an Inherited Constructor Property		Aug 29, 2025
Set the Child's Prototype to an Instance of the Parent		Aug 29, 2025
Inherit Behaviors from a Supertype		Aug 29, 2025
Understand Where an Object's Prototype Comes From		Aug 29, 2025
Use Inheritance So You Don't Repeat Yourself		Aug 29, 2025
Understand the Prototype Chain		Aug 29, 2025
Remember to Set the Constructor Property when Changing the Prototype		Aug 29, 2025
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