



# What is a Constructor?

## ✓ Definition:

A **constructor** is a special function in a class that **automatically runs when an object is created** from that class. It is used to **initialize properties** of the object.

## ✓ Key Points:

- It's defined using the `constructor()` keyword.
- It runs **only once** when the object is created.
- Commonly used to **set initial values** for properties.

## ✓ Example in JavaScript:

```
class Person {  
    // Constructor method to initialize object properties  
    constructor(name, age) {  
        this.name = name; // 'this' refers to the current object  
        this.age = age;  
    }  
  
    // A regular method  
    greet() {  
        console.log(`Hello, my name is ${this.name} and I'm ${this.age} years  
old.`);  
    }  
}  
  
// Creating an object of the class  
const person1 = new Person("Milan", 25);  
person1.greet(); // Output: Hello, my name is Milan and I'm 25 years old.
```

## ✓ Explanation (Point-by-Point):

1. `constructor(name, age)` is called **automatically** when `new Person("Milan", 25)` is used.
2. `this.name = name` assigns the passed value "Milan" to the object's name property.
3. `this.age = age` does the same for the age property.
4. `person1.greet()` uses the values initialized by the constructor.

## ✓ When to Use:

Use constructors when you want every object created from a class to start with some **default or given values**.