

Objects, their Methods and the Dot Notation

Methods

```
function moveSuitcase {  
  alert("May I take your suitcase?");  
  pickUpSuitcase();  
  move();  
}
```



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```
var bellBoy1 = {  
  name: "Timmy",  
  age: 19,  
  hasWorkPermit: true,  
  languages: ["French", "English"]  
}
```



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```
var bellBoy1 = {  
  name: "Timmy",  
  age: 19,  
  hasWorkPermit: true,  
  languages: ["French", "English"],  
  moveSuitcase: function() {  
    alert("May I take your suitcase?");  
    pickUpSuitcase();  
    move();  
  }  
}
```



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Call Method

```
bellBoy1.moveSuitcase();
```



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Constructor Function

```
function BellBoy (name, age, hasWorkPermit, languages) {  
  this.name = name;  
  this.age = age;  
  this.hasWorkPermit = hasWorkPermit;  
  this.languages = languages;  
  this.moveSuitcase = function() {  
    alert("May I take your suitcase?");  
    pickUpSuitcase();  
    move();  
  }  
}
```



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```
var tom1 = new Audio("sounds/tom-1.mp3");  
tom1.play();
```

```
function Audio (fileLocation) {  
  this.fileLocation = fileLocation;  
  this.play = function() {  
    //Tap into the audio hardware  
    //Check the file at fileLocation exists  
    //Check the file at fileLocation is a sound file  
    //Play the file at fileLocation  
  }  
}
```

Constructor Function

```
function Audio (fileLocation) {  
  this.fileLocation = fileLocation;  
  this.play = function() {  
    //Tap into the audio hardware  
    //Check the file at fileLocation exists  
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var tom1 = new Audio("sounds/tom-1.mp3");  
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