

**EXAMPLE 47: YOU CAN CHANGE THE
PROTOTYPE OF AN OBJECT AT ANY TIME!**

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SAY WE HAVE AN OBJECT
CONSTRUCTOR CALLED **BIRD**

SAY WE HAVE AN OBJECT
CONSTRUCTOR CALLED **COUNTRY**

SAY WE HAVE AN OBJECT CONSTRUCTOR CALLED BIRD

SAY WE HAVE AN OBJECT CONSTRUCTOR CALLED COUNTRY

WE NOW CREATE AN OBJECT CONSTRUCTOR NAMED
TURKEY

AND SET PROTOTYPE OF TURKEY TO BE BIRD

SAY WE HAVE AN OBJECT CONSTRUCTOR CALLED

SAY WE HAVE AN OBJECT CONSTRUCTOR CALLED

WE NOW CREATE AN OBJECT CONSTRUCTOR NAMED
TURKEY

AND SET PROTOTYPE OF **TURKEY** TO BE

WE CREATE A BUNCH OF **TURKEY** OBJECTS WHICH
BEHAVE LIKE **BIRDS**

SAY WE HAVE AN OBJECT CONSTRUCTOR CALLED

SAY WE HAVE AN OBJECT CONSTRUCTOR CALLED

WE NOW CREATE AN OBJECT CONSTRUCTOR NAMED

**AND THEN - WE CHANGE OUR MIND: WE
MEANT TURKEY THE COUNTRY, NOT THE BIRD**

AND SET PROTOTYPE OF

**JAVASCRIPT LET'S US JUST CHANGE THE PROTOTYPE
OF THE TURKEY OBJECT TO COUNTRY FROM BIRD**

BEHAVE LIKE

SAY WE HAVE AN OBJECT CONSTRUCTOR CALLED **BIRD**

SAY WE HAVE AN OBJECT CONSTRUCTOR CALLED **COUNTRY**

WE NOW CREATE AN OBJECT
CONSTRUCTOR NAMED **TURKEY**
AND SET PROTOTYPE OF **TURKEY** TO BE

AND THEN - WE CHANGE OUR MIND: WE
MEANT **TURKEY THE COUNTRY, NOT THE BIRD**

JAVASCRIPT LET'S US JUST CHANGE THE

ALL PRE-EXISTING TURKEY OBJECTS
WILL CONTINUE TO BE BIRDS

ALL NEW TURKEY OBJECTS WILL
NOW BE COUNTRIES

ALL **PRE-EXISTING** TURKEY OBJECTS
WILL CONTINUE TO BE **BIRDS**

ALL **NEW** TURKEY OBJECTS WILL NOW
BE **COUNTRIES**

DESPITE BEING CREATED FROM THE SAME
CONSTRUCTOR, **THESE OBJECTS ARE TOTALLY DIFFERENT**

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```
// Turkey refers to the Bird  
Turkey.prototype = new Bird();  
// Create some Turkey objects  
// they will behave like birds  
var turkey = new Turkey();  
turkey.sayHello();  
turkey.fly();
```

I am a bird, of type = Turkey

I am a bird, of type = Turkey

I am a country, and my name is Turkey

My currency is the Lira

```
// Oops, I meant for Turkey to be the country, not the bird.  
// Change the prototype  
Turkey.prototype = new Country();  
// Pre-existing turkeys continue to be birds  
turkey.sayHello();  
turkey.fly();
```

```
// but any new turkeys will now be countries.  
var turkey1 = new Turkey();  
turkey1.sayHello();  
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