

**EXAMPLE 51: ITS POSSIBLE TO OVERRIDE
PROPERTIES OF BUILT-IN OBJECTS TOO!**

EXAMPLE 51: ITS POSSIBLE TO OVERRIDE OR
ADD PROPERTIES OF BUILT-IN OBJECTS TOO!

ALL OBJECTS HAVE A **prototype** - THE
OBJECT object

THIS **prototype** CAN BE MODIFIED TO
ADD, REMOVE OR MODIFY PROPERTIES

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OBJECT `Object`

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THIS IS TRUE FOR BUILT-IN OBJECTS (SUCH AS
STRINGS) AS WELL AS USER-DEFINED OBJECTS!

(BUT - BE CAREFUL MESSING
AROUND WITH BUILT-IN OBJECTS!)

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```
String.prototype.sayHello = this.sayHello = function(  
    console.log("I am a smart string – not just any string  
but a smart string. Oh, and btw, my value is: " + this);  
}
```

```
var someString = "Vitthal Srinivasan";  
var someOtherString = "Humpty Dumpty";  
someString.sayHello();  
someOtherString.sayHello();
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**THIS SHOWS HOW SIMPLE IT IS TO ADD A PROPERTY
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```

SIMPLY ADD A `sayHello` PROPERTY TO THE prototype OF THE STRING CLASS

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THIS SHOWS HOW SIMPLE IT IS TO ADD A PROPERTY **sayHello** TO A STRING OBJECT

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```
I am a smart string – not just any string, but a smart string. Oh, and btw, my value is: Vitthal Srinivasan  
I am a smart string – not just any string, but a smart string. Oh, and btw, my value is: Humpty Dumpty
```

NOW, ALL STRINGS CREATED WILL HAVE A **sayHello** PROPERTY!

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I am a smart string – not just any string, but a smart string. Oh, and btw, my value is: Humpty Dumpty
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