

What about JavaScript?

Not quite like traditional OOP

Classes are not “TRUE” classes

JavaScript “classes” are functions with a special syntax

No real types

Every “class” you instantiate just produces generic objects

Methods are just functions

“Methods” are just regular functions attached to objects

No delegates

Function pointers are not tied to individual instances

Prototype based

Objects share features through “prototypes”

“OOP” in JavaScript

Every function can be a
constructor

TS program.ts

```
function max(a, b) {  
  return a > b ? a : b;  
}
```

```
var v1 = max(10, 20); // v1 = 20  
var v2 = new max(10, 20); // v2 = ?
```

Wait,
WHAT???

