**__Proto__:**

- A property of an object/instance.
- __proto__ is an object in every class instance that points to the prototype it was created from.
  I.e. __proto__ is an internal property of an object, pointing to its prototype.
- __proto__ is the actual object that is used in the lookup chain to resolve methods.

**Prototype:**

- A property of a constructor function.
- prototype is the object that is used to build __proto__ when you create an object with new.
- The prototype property is special only for function objects and only when using the new operator to call a function as constructor.

**Examples:**

1. Consider the code and output below:

```
function Person(firstname, lastname, gender,age){
    this.firstname = firstname
    this.lastname = lastname
    this.gender = gender
    this.age = age
}

const Rick = new Person ("Rick", "Lan", "Male", "20")
console.log(Rick)
console.log(Person.prototype)
console.log(Rick.__proto__ === Person.prototype)
```


Notice that the __proto__ value of Rick is the same as the prototype value of Person.

2. Consider the code and output below:

```
function Person(firstname, lastname, gender,age){
    this.firstname = firstname
    this.lastname = lastname
    this.gender = gender
    this.age = age
}

Person.prototype.x = 12

const Rick = new Person ("Rick", "Lan", "Male", "20")
const Person2 = new Person("Rick", "Lan", "Male", "20")
const Person3 = new Person("Rick", "Lan", "Male", "20")

// All prints 12.
console.log(Rick.x)
console.log(Person2.x)
console.log(Person3.x)
```

```
12
12
12
```

Notice that Rick.x, Person2.x and Person3.x all prints 12.