

Classes & Objects

Apna College

Prototypes in JS

A JavaScript object is an entity having state and behavior (properties and method).

JS objects have a special property called prototype.

We can set prototype using `__proto__`

***If object & prototype have same method,
object's method will be used.**

Classes in JS

Class is a program-code template for creating objects.

Those objects will have some state (variables) & some behaviour (functions) inside it.

```
class MyClass {  
    constructor( ) { ... }  
    myMethod( ) { ... }  
}
```

```
let myObj = new MyClass( );
```

Classes in JS

Constructor() method is :

- automatically invoked by new
- initializes object

```
class MyClass {  
    constructor() { ... }  
    myMethod() { ... }  
}
```

Inheritance in JS

inheritance is passing down properties & methods from parent class to child class.

```
class Parent {  
  
}
```

```
class Child extends Parent {  
  
}
```

***If Child & Parent have same method, child's method will be used. [Method Overriding]**

super Keyword

The super keyword is used to call the constructor of its parent class to access the parent's properties and methods.

```
super( args ) // calls Parent's constructor
```

```
super.parentMethod( args )
```

Let's Practice

Qs. You are creating a website for your college. Create a class User with 2 properties, name & email. It also has a method called `viewData()` that allows user to view website data.

Qs. Create a new class called Admin which inherits from User. Add a new method called `editData` to Admin that allows it to edit website data.

Error Handling

try-catch

```
try {  
    ... normal code  
} catch ( err ) { //err is error object  
    ... handling error  
}
```