Prototype

Prototypes are the mechanism by which JavaScript objects inherit features from one another.

Ques 2: Explain the difference between \_\_proto\_\_ and prototype in JavaScript. Explanation:

Ans : \_\_proto\_\_: It points to the prototype of an object and is used for inheritance and accessing the prototype chain.  
Prototype: It exists on constructor functions to set up inheritance for objects which is created by that function, defining shared properties and methods for instances.

Ques 3: What is setPrototypeOf?   
Explanation: setPrototypeOf is a method used to set the prototype (the object's internal [[Prototype]]) of a specified object to another object or null. It allows changing the prototype dynamically after an object has been created.  
  
Ques 4: What is instanceof?  
Explanation: instanceof is an operator that checks if an object is an instance of a specific constructor or its prototype chain. It returns true if the object is an instance of the constructor or a constructor's prototype chain.   
  
Ques 5: How can you create an object without a prototype in JavaScript?  
Explanation: You can create an object without a prototype by using Object.create(null). This creates an object with no prototype chain, making it free from any inherited properties or methods.

Ques 7: Deep Clone an object in JS Explanation: The deepClone function recursively creates a deep copy of an object, including nested objects and arrays, ensuring that the cloned object is completely independent of the original object.