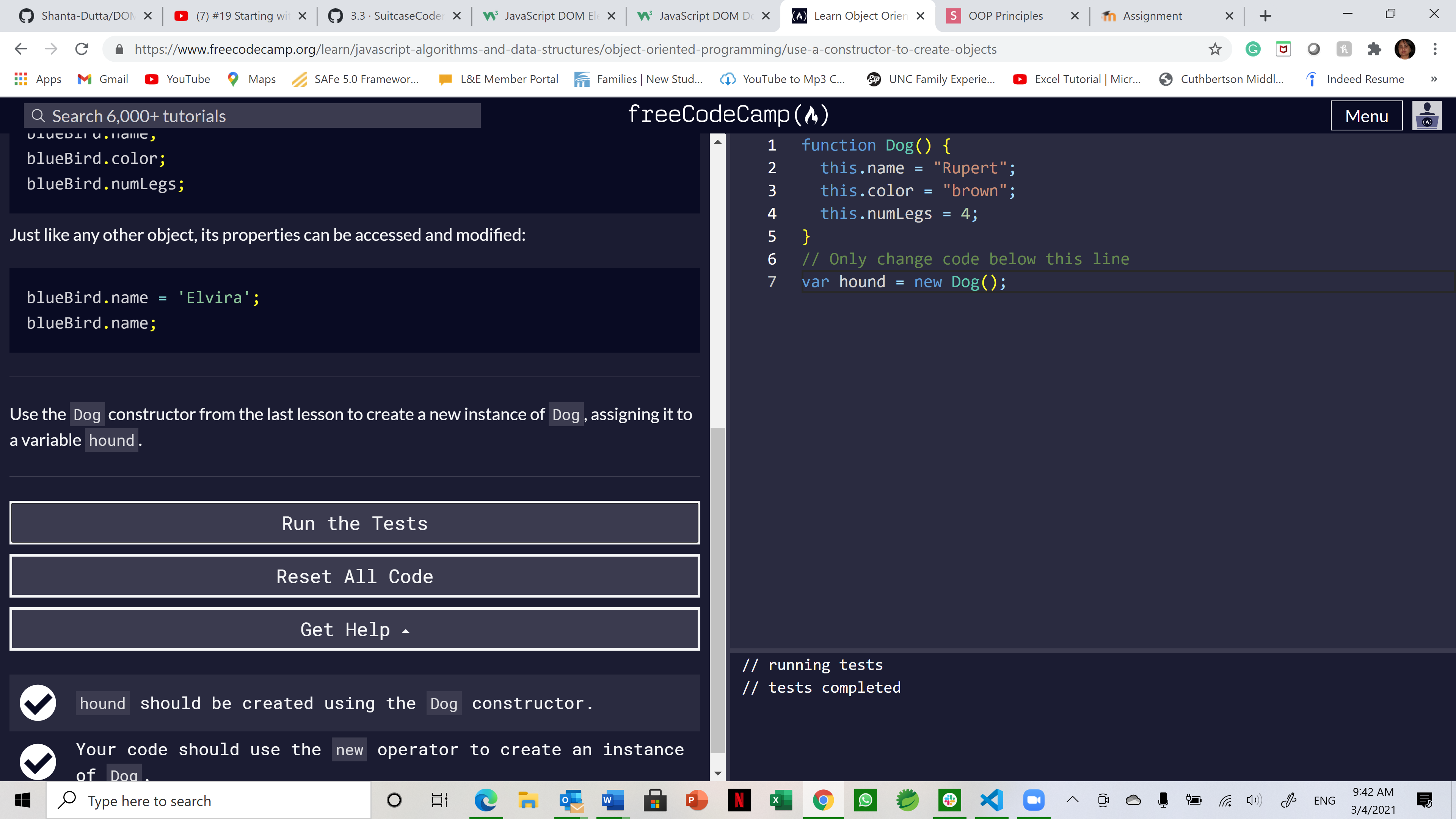
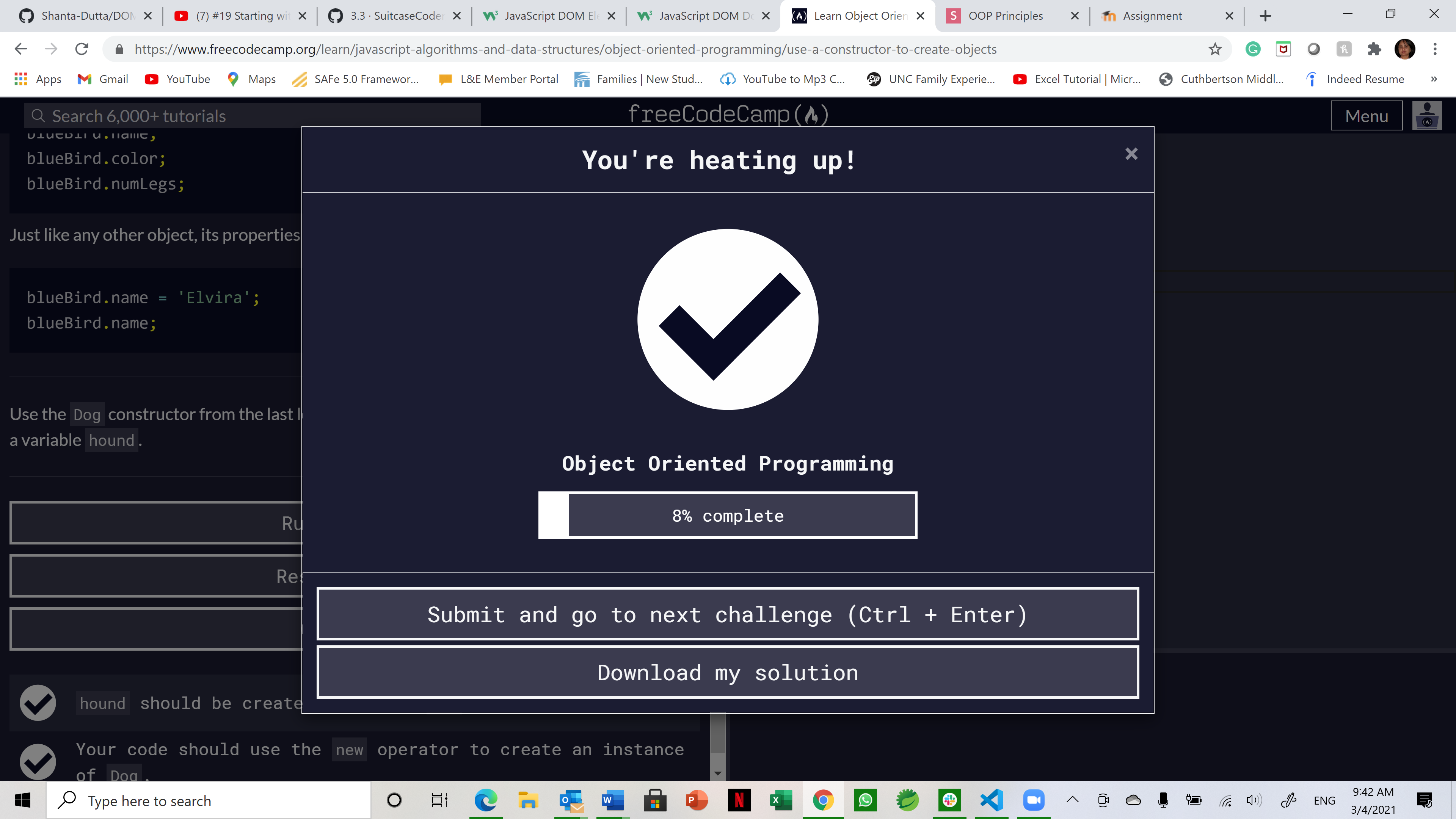
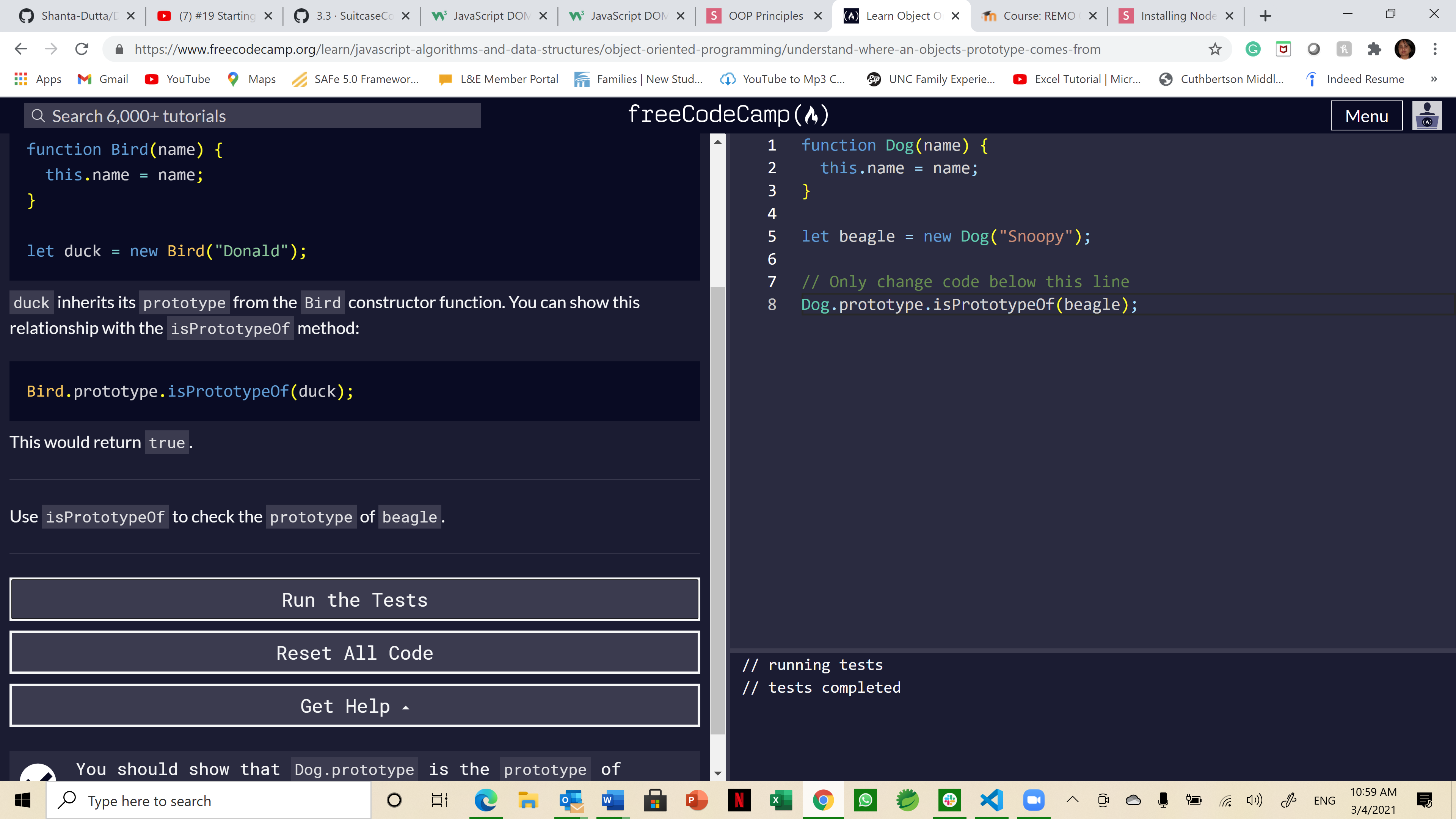
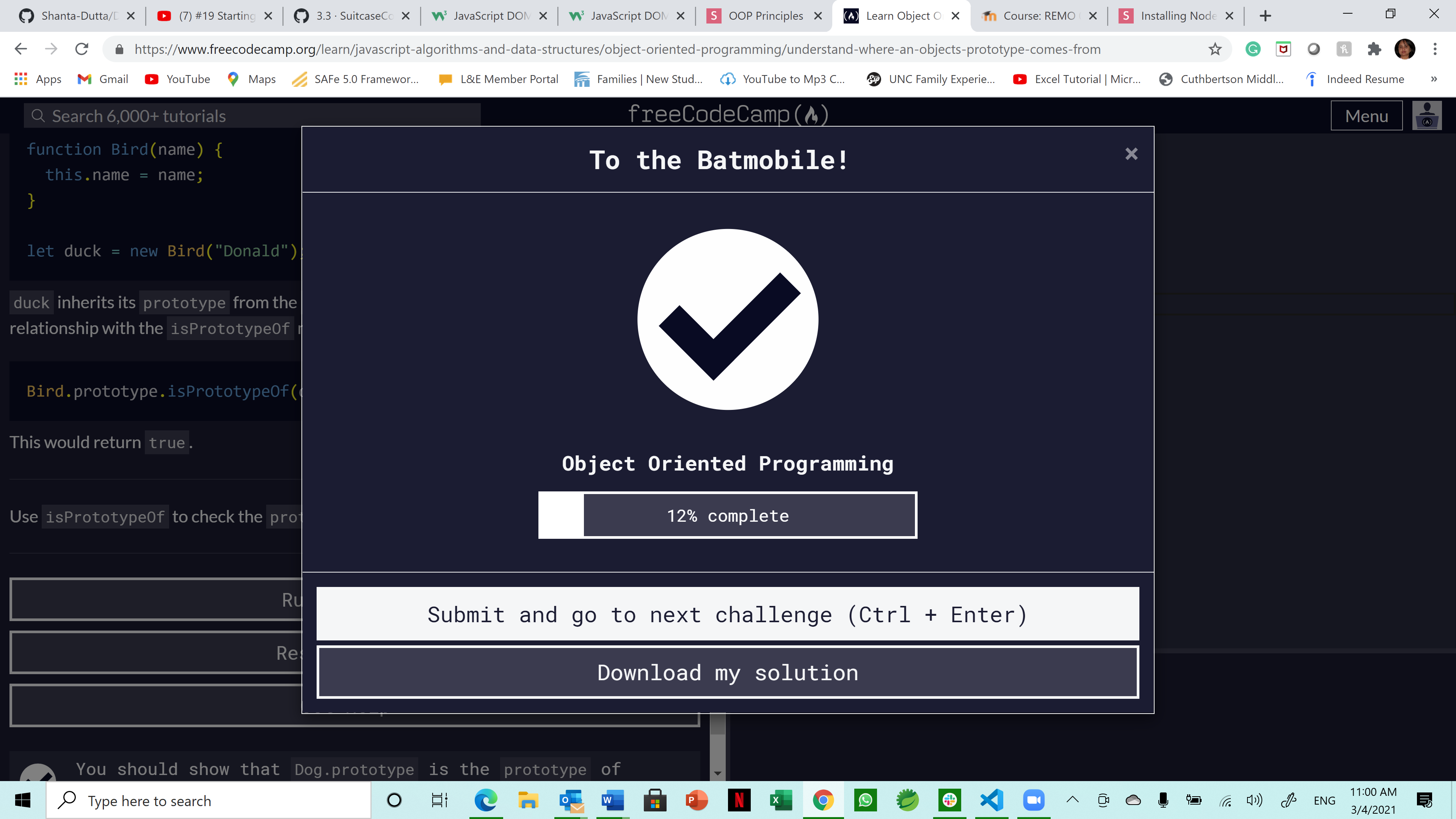
1. **Use a Constructor to Create Objects**





1. **Understand Where an Object’s Prototype Comes From**





1. **Understand the Prototype Chain**

