Module 7 – Objects

What is inheritance and where do we use it
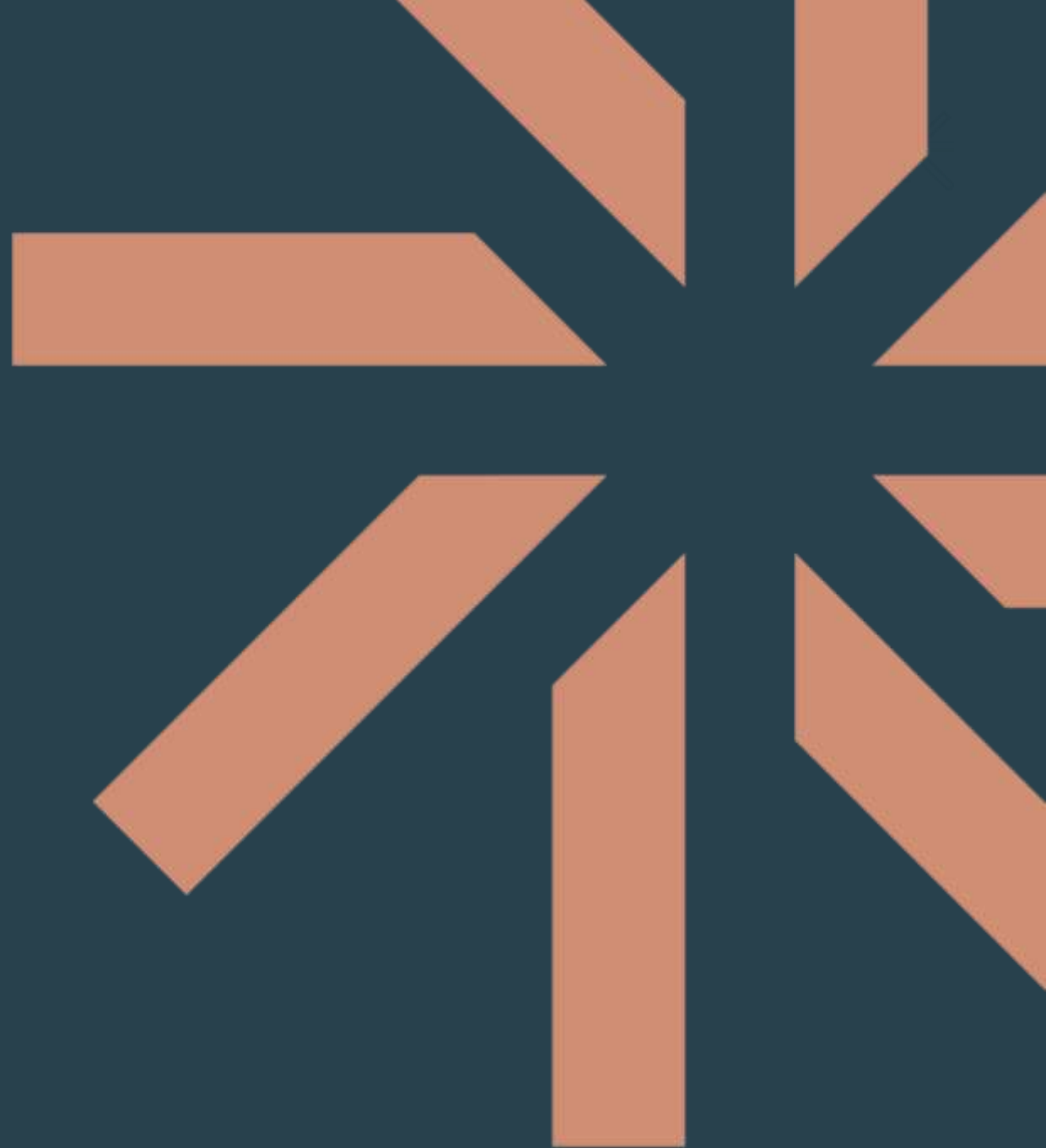
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From last class

- What is this in objects?

- When do we use it?

- What is destructing?

- What is spread operator?

- How can we get all the keys or values from an object?

Class plan

- What is inheritance in OOP
- Prototypal inheritance
- The prototype chain
- Constructor

What is inheritance?

- One of the core concepts of OOP

- It is a process of basing one object on the model of another schematic or template

- JavaScript uses only objects, so it has Prototypal inheritance

Prototypal inheritance

- Unlike class-based inheritance, prototypal inheritance inherit directly from objects instead of classes

- When objects are inheriting, they create a prototype chain

- Constructor functions are usually used for inheritance for all the objects built from that constructor function to have the right inherited properties and methods

Questions?

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