

SOURCE CODE

01.func-and-prototyping.html

```
<!DOCTYPE html>
<html lang="en">
<head>
  <meta charset="UTF-8">
  <meta name="viewport" content="width=device-width, initial-scale=1.0">
  <title>Document</title>
  <script src="func-and-prototyping.js"></script>
</head>
<body>
  FUNCTIONS AND PROTOTYPING DEMO
</body>
</html>
```

func-and-prototyping.js

```
// In JS we can use functions to create objects

function Student(name, age, school) {
  this.name = name;
  this.age = age;
  this.school = school;
  this.display = function () {
    return "STUDENT DETAILS\n<< " + this.name + " , " + this.age + " , " +
this.school + " >>";
  }
};

//invoking function

stud = new Student("Student1", 12, "School1");
console.log(stud.name);
console.log(stud.age);
console.log(stud.school);
console.log(stud.display());

// Use prototype to add new properties
```

```
// and to add additional methods.

//before adding new property
console.log("Before adding Total Mark = "+stud.totalMark);

Student.prototype.totalMark=99;

//after adding new property
console.log("After adding Total Mark = "+stud.totalMark);


stud1 = new Student("Student2", 10, "School2");
console.log(stud1.name);
console.log(stud1.age);
console.log(stud1.school);
console.log(stud1.totalMark);
console.log(stud1.display());

//change value of totalMark

stud1.totalMark=100;
console.log("New Total Mark = "+stud1.totalMark);
```