JavaScript Prototype Object

JavaScript is a prototype-based language that facilitates the objects to acquire properties and features from one another. Here, each object contains a prototype object.

In JavaScript, whenever a function is created the prototype property is added to that function automatically. This property is a prototype object that holds a constructor property.

Syntax:

ClassName.prototype.methodName

What is the requirement of a prototype object?

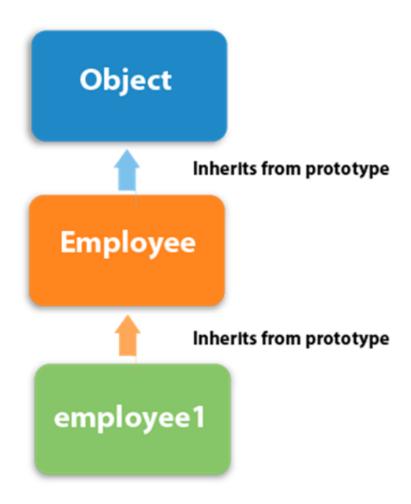
Whenever an object is created in JavaScript, its corresponding functions are loaded into memory. So, a new copy of the function is created on each object creation.

In a prototype-based approach, all the objects share the same function. This ignores the requirement of creating a new copy of function for each object. Thus, the functions are loaded once into the memory.



Prototype Chaining

In JavaScript, each object contains a prototype object that acquires properties and methods from it. Again an object's prototype object may contain a prototype object that also acquires properties and methods, and so on. It can be seen as prototype chaining.



JavaScript Prototype Object Example 1

Let's see an example to add a new method to the constructor function.

```
<script>
function Employee(firstName,lastName)
{
    this.firstName=firstName;
    this.lastName=lastName;
}

Employee.prototype.fullName=function()
{
    return this.firstName+" "+this.lastName;
}

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    v Employee("Duke", "William");
```

```
document.writeln(employee1.fullName()+"<br>");
document.writeln(employee2.fullName());
</script>
```

Test it Now

Output:

```
Martin Roy
Duke William
```

Example 2

Let's see an example to add a new property to the constructor function.

Test it Now

Output:

```
Martin Roy Javatpoint

Duke William Javatpoint
```

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