

let savings Account = {

✓ Bank Name: "Axis"

"nayyem" Account no: " -- "

Account Balance:

withdraw: ==

deposit : ==

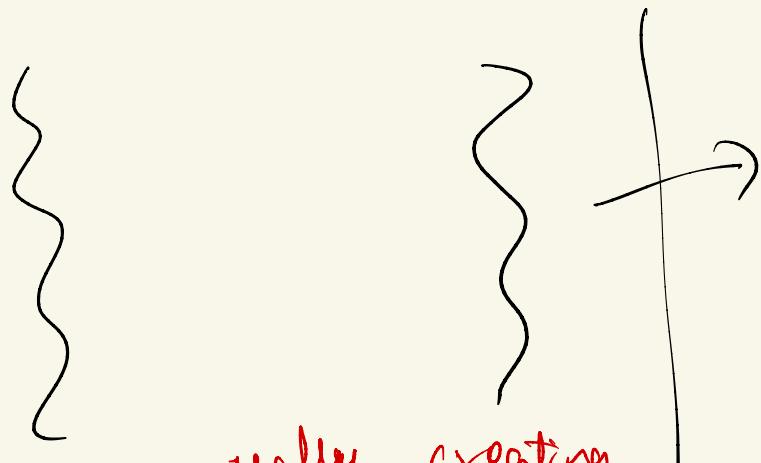
}

```
let user = {  
    name: "Suyash",  
    accountBalance: "",  
    bankName: "",  
    addMoney: {}  
}
```

```
function createCustomer(name, balance,  
    bankName) {  
    let user = { };  
    user.name = name;  
    user.balance = balance;  
    user.bankName = bankName;  
    user.addMoney =>  
        return user;  
}
```

①

manually creating
obj



Creating user Obj
through fn

let user = {

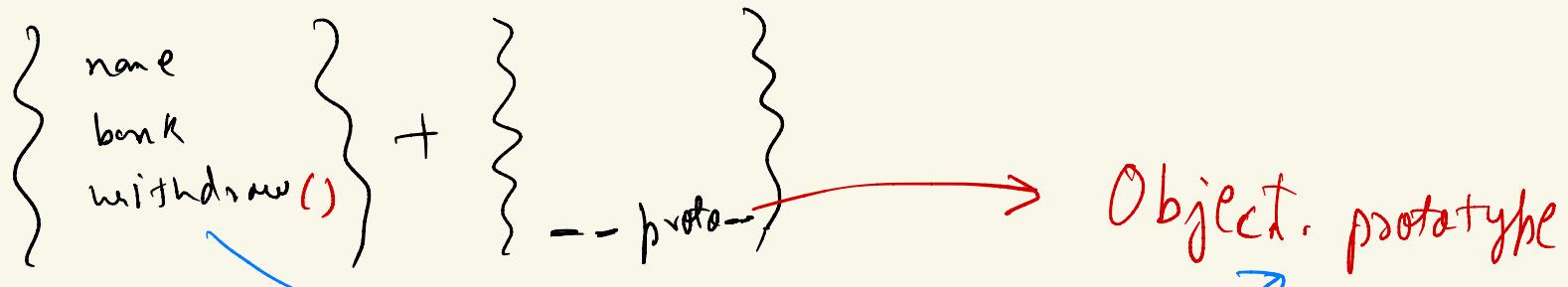
name →

bankName →

accountBalance →

withdraw → {}

}



- * we will be able to solve memory issue.*
- * create customer → const fn.

function createCustomer () {

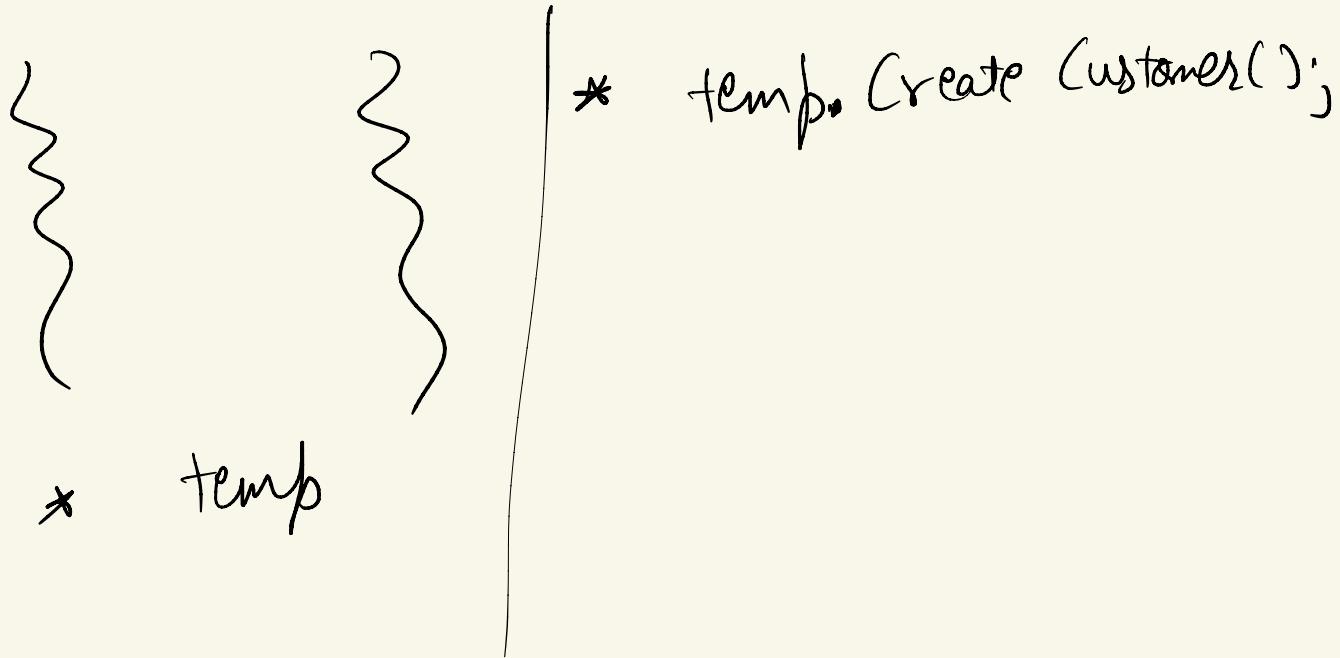
}

Creates a new memory

let user = new createCustomer();

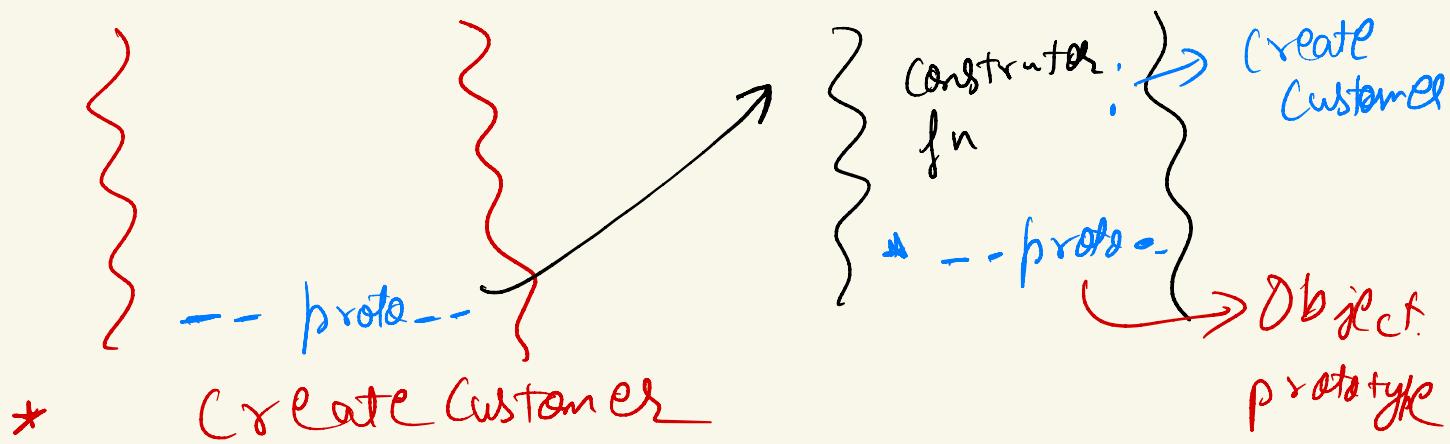
- * new keyword → creates a new memory.
- * createCustomer is called with ref of new memory.

* let user = new CreateCustomer();



```
constructorFn.js:30
▼ CreateCustomer {name: 'naveen', bankName: 'axis', balance: 5000} ⓘ
  balance: 5000
  bankName: "axis"
  name: "naveen"
▼ [[Prototype]]: Object
  ► constructor: f CreateCustomer(name, bankName, balance)
  ► [[Prototype]]: Object
>
```

* let user = new CreateCustomer();



method 1 , method 2

Object



User, User 2

method 3 → new
key word

{
 -- proto --> } Constructor
fn: CreateCustom
er
{
 -- proto --> }

Object



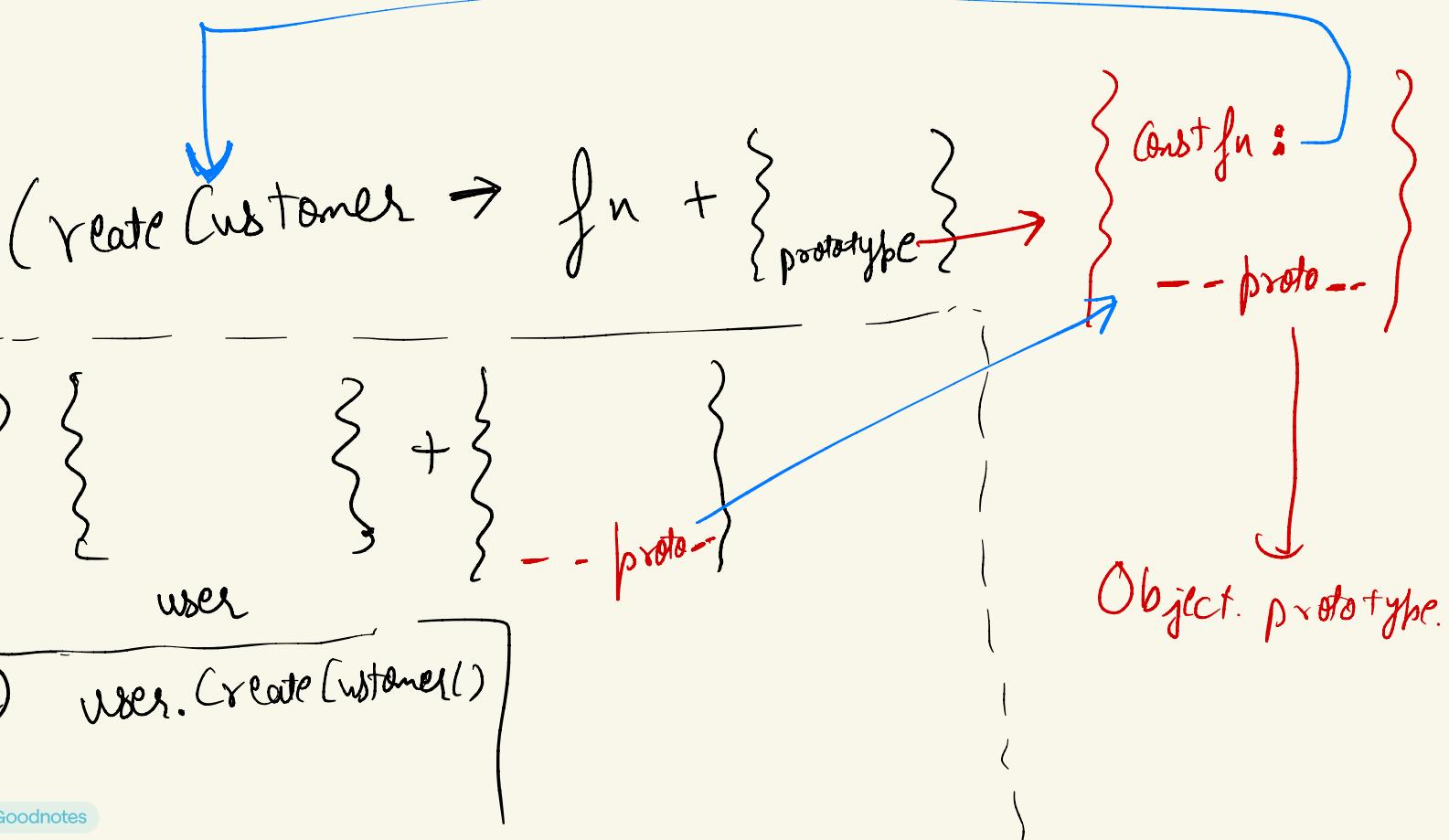
CreateCustom



User 3

Object.
prototype

* user = new CreateCustomer();



- ① new keyword Creates a new memory (user)
 - ② CreateCustomer is executed with the ref of new memory created.
 - ③ --proto-- of new memory created points to CreateCustomer.prototype.
-

`(createCustomer → fn + {prototype})` → `{Constfn:}`

`user1 = new CreateCustomer();`

`user2 = new CreateCustomer();`

`user1 → {} + {}
---proto---`

`user → {} + {}
---proto---`