JAVASCRIPT OOPS

* JAVASCRIPT OBJECTS

Constants in JS are fixed. Variables in JS contain only single value. Objects are variables too. But objects can contain many values.

The values are written as name : value pairs

Kind of like Python’s dictionary.

Creation:

M1:

var person = {  
  firstName: "John",  
  lastName: "Doe",  
  age: 50,  
  eyeColor: "blue"  
};

M2:

var person = new Object();  
person.firstName = "John";  
person.lastName = "Doe";  
person.age = 50;  
person.eyeColor = "blue";

* OBJECT PROTOTYPE

Prototype is an umbrella under which all standard object functions are included. Prototypes are kind of a template objects that include standard functions of all objects.

Eg. for array push, pop, slice etc. all are included in the prototype.

We can add custom functions and properties to prototype object.

Eg. String.prototype.yell = function(){

Console.log(“Hello!”);

}

“Yash”.yell(); 🡪 Yash Hello

Original methods or properties of the object stored in prototype can be overwritten as well.

Eg: Array.prototype.pop = function(){

Console.log(“Sorry!”);

}

Arr.pop() ; 🡪 Sorry

--proto-- : Reference to prototype object

* OOPS

OOPS🡪 To provide various blueprints and templates to the user for easier manipulation and functioning for the features to be added to the application.

* FACTORY FUNCTION

Building up an object from the passed parameters.