

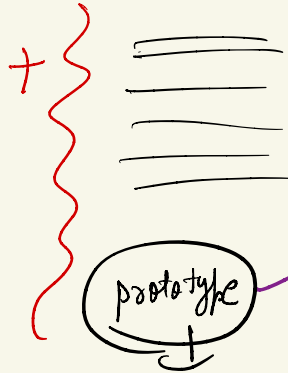


\* Array  $\rightarrow$  fn + obj

Browsers engine

\* arr  $\rightarrow$  array + obj

Array  $\rightarrow$  function() {  
 // it's having logic  
 // of constructing  
 // an array  
}



key in the  
Array obj

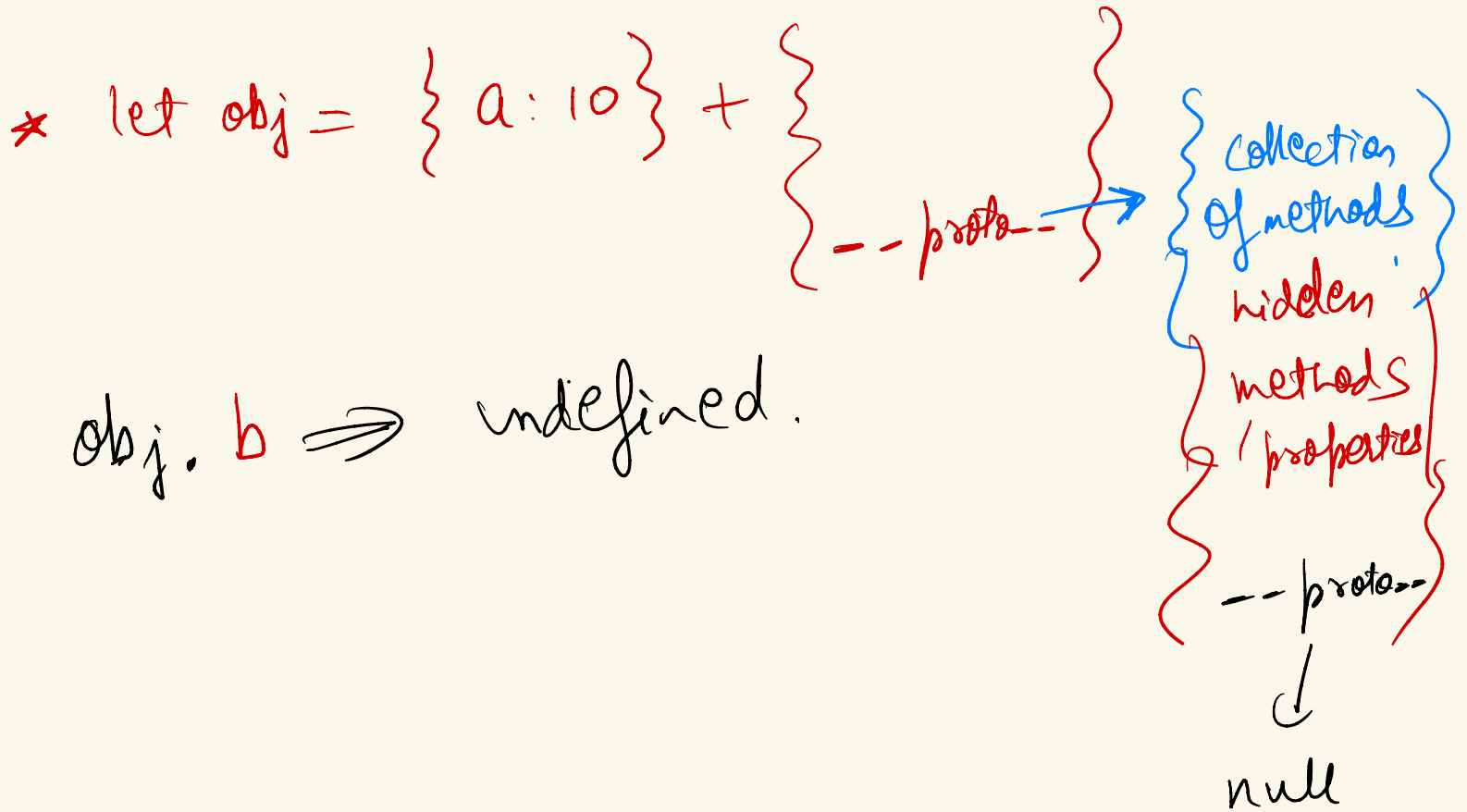
\* map  
- \* for each  
- \* length  
- \* basically all  
 properties of  
 arrays



Parent Class → constructor fn + }  
prototype → }  
this property of Parent class as obj, stores hidden methods & properties

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Child Inst → the D.S. type + }  
-- proto-- }



Array  $\rightarrow$  fn + {  
prototype

collection of  
hidden methods  
/ properties of  
array

array  $\rightarrow$  [ ] + {  
--proto--

--proto--

{  
hidden methods  
& properties  
of objects

--proto--

null