

Prototypes

Q. how you create an array in J.S.

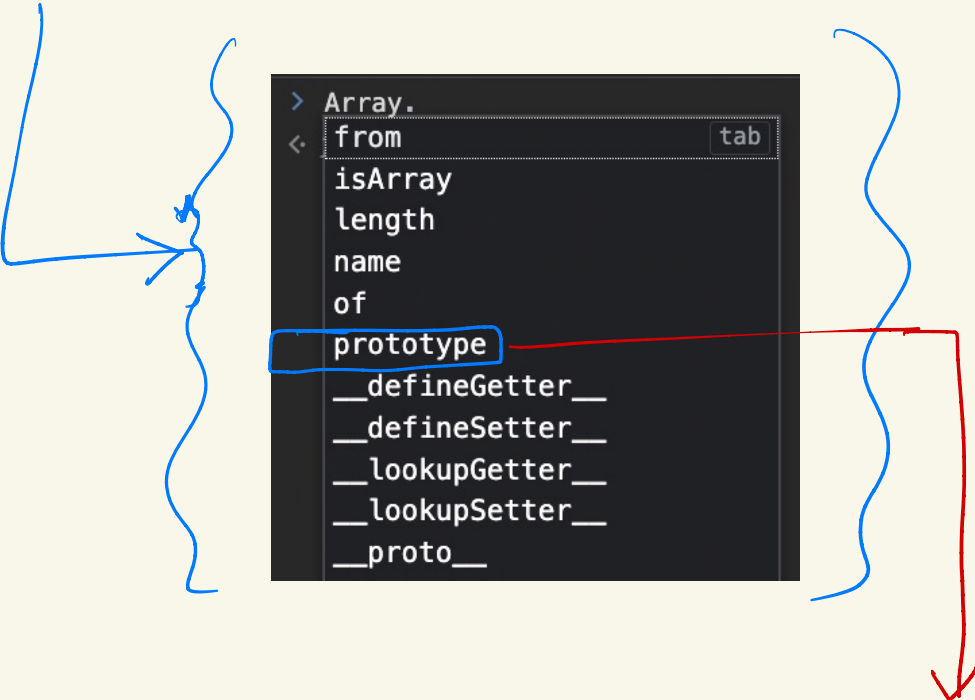
① → `let arr = [];`

② `let arr = new Array();`

Array → function

* new keyword creates a new memory for
Array instance.

* Array



```
> Array.  
< from tab  
  isArray  
  length  
  name  
  of  
  prototype  
  __defineGetter__  
  __defineSetter__  
  __lookupGetter__  
  __lookupSetter__  
  __proto__
```

```
> Array.prototype  
< ▶ [constructor: f, at: f, concat: f, copyWithin: f, fill: f, ...]  
>
```

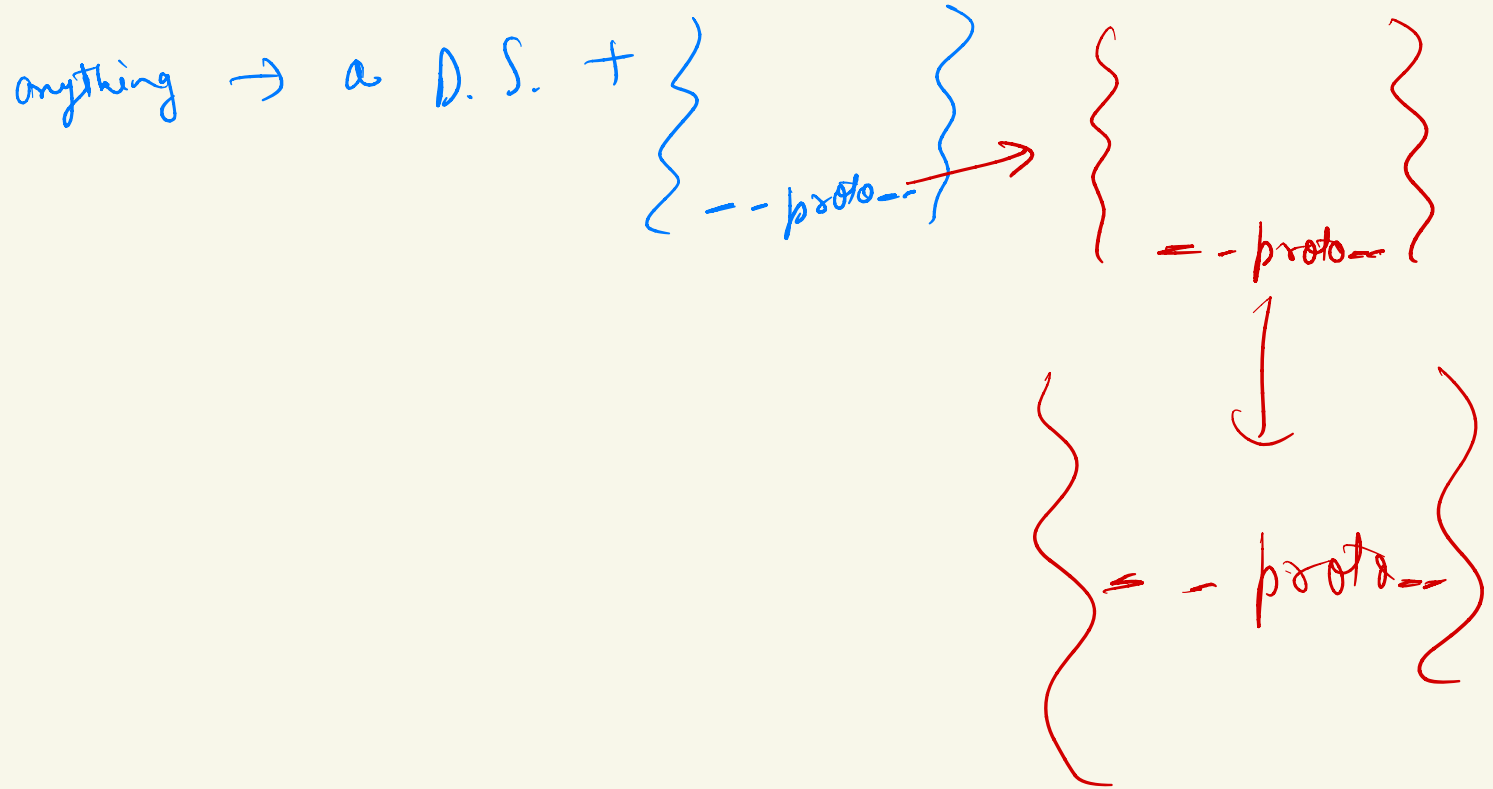
Array $\rightarrow f_n + \left\{ \begin{array}{l} \vdots \\ \text{prototype} \end{array} \right.$

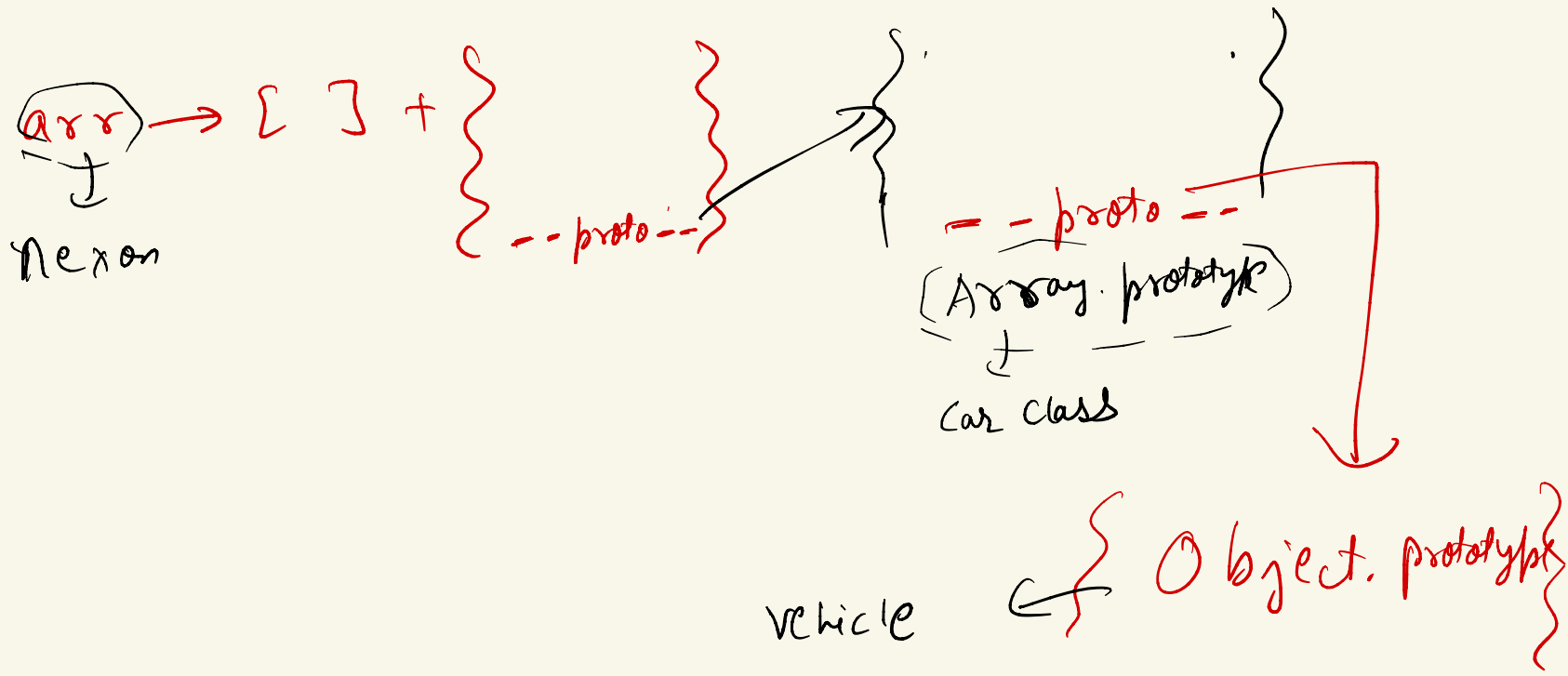
```
let arr = new Array();
```

$$arr \rightarrow [] + \{ \text{--- proto ---} \}$$

+ arr.map

- * anything is an instance
- * when you write anything.method or anything.property.





- * `arr.__proto__` → Array prototype.
- * `arr.__proto__.__proto__` → Object prototype.
- * `arr.__proto__.__proto__.__proto__` → null

