- Bonk Account C Object properties hidden methods one in Constructor \* bank A(count) ( \* Saving Account ( Object \* Bank Account. prototype -> is having hidden methods of Bank

\* Saving Account prototype -> is having hidden is having hidden methods of Savings Account.

Saving Account > {n+} Rockey's Account { } + { == |prote} Bank Account > In+} add money -- hroto--Saving Account prototype -- proto --= Bank Account. prototype

Goodnotes

t new Memory formed function Soving Account () } \* Bonk Account twis withdraw Limit = 1000; new memory Junction Bonk Account () { tuis. name = none;

Made with Goodnotes

new Savings Account ( Rockey's Acond = & Rockey. Saving Account (2) \* Rockey. Bank Account();

\* Rockey. Saving Account(); & none & withdraw \* new Newary

rockey = new Sovings Account (); Junction Saving Acoust()'s Bonk Account ()'s Yockey \* rockey Saving Account();

function Saving Account (none); function Bonk Account had { this. none = name this.limit = 10000; Const nitish = new Saving Account ('nitish') 's S = Soving Account + ();

Made with Goodnotes

Junction Savings Account() } Bonk Account. Call (this, name, branch); >> rest of logic of Sovia Account;