

Classes & Objects

- Objects, Classes, Constructor, Inheritance, Super , error handling

Apna College

Prototypes in JS

A JavaScript object is an entity having state and behavior (properties and method).

JS objects have a special property called prototype.

We can set prototype using `__proto__`

reference to an object

*If object & prototype have same method,
object's method will be used.

Classes in JS

Class is a program-code template for creating objects.

Those objects will have some state (variables) & some behaviour (functions) inside it.

```
class MyClass {  
    constructor( ) { ... }  
    myMethod( ) { ... }  
}
```

let myObj = new MyClass() ;

Classes in JS

Constructor() method is :

- automatically invoked by new
- initializes object

```
class MyClass {  
    constructor( ) { ... }  
    myMethod( ) { ... }  
}
```

Inheritance in JS

inheritance is passing down properties & methods from parent class to child class.

```
class Parent {  
  
}
```

```
class Child extends Parent {  
  
}
```

*If Child & Parent have same method, child's method will be used. [Method Overriding]

super Keyword

The super keyword is used to call the constructor of its parent class to access the parent's properties and methods.

`super(args)` // calls Parent's constructor

`super.parentMethod(args)`

Let's Practice

1 ✓ Qs. You are creating a website for your college. Create a class User with 2 properties, name & email. It also has a method called `viewData()` that allows user to view website data.

2 ✓ Qs. Create a new class called Admin which inherits from User. Add a new method called `editData` to Admin that allows it to edit website data.



Error Handling

try-catch

```
try {
```

```
    ... normal code
```

```
} catch ( err ) { //err is error object
```

```
    ... handling error
```

```
}
```