

Classes

- A Class is like a blueprint for an object (it describes how one should be made)



Classes

Car blueprint



Properties

- it's colour
- it's model
- engine size

Functionality

- ☞ - drive
- reverse
- brake

Classes

User Class

```
{  
    username,  
    email,  
    login(),  
    logout(),  
}
```



```
new User('ryu', 'ryu@thenetninja.co.uk')  
new User('ken', 'ken@thenetninja.co.uk')  
new User('mario', 'Mario@thenetninja.co.uk')
```

Prototypes

- Every object in JavaScript has a prototype
- Prototypes contain all the methods for that object type



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Date prototype

getDay()

getMonth()

etc ...

Array prototype

sort()

filter()

etc ...

Prototypes

Array prototype
sort(), filter(), etc ...

new Array
[1, 2, 3, 4, 5]
- length
__proto__

new Array
[1, 5, 9, 15]
- length
__proto__

Prototypes

