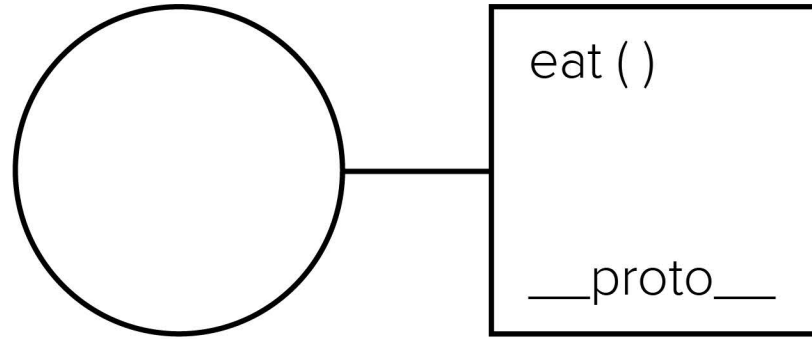


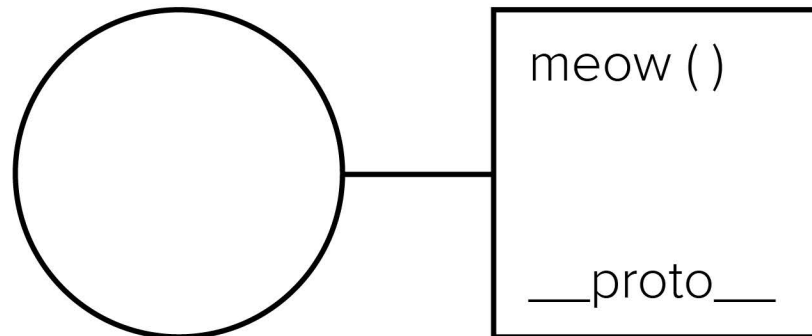
Animal

Animal.prototype



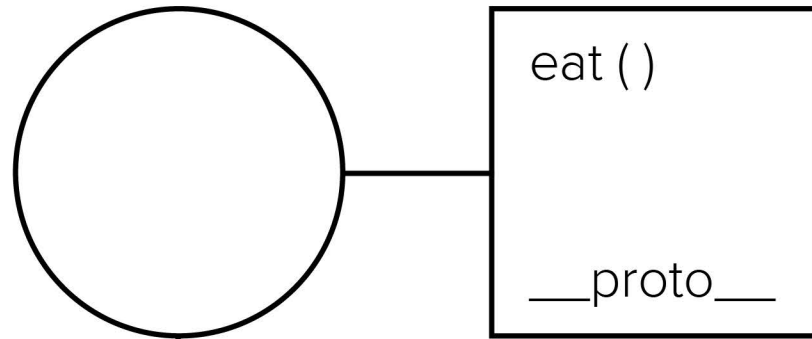
Cat

Cat.prototype

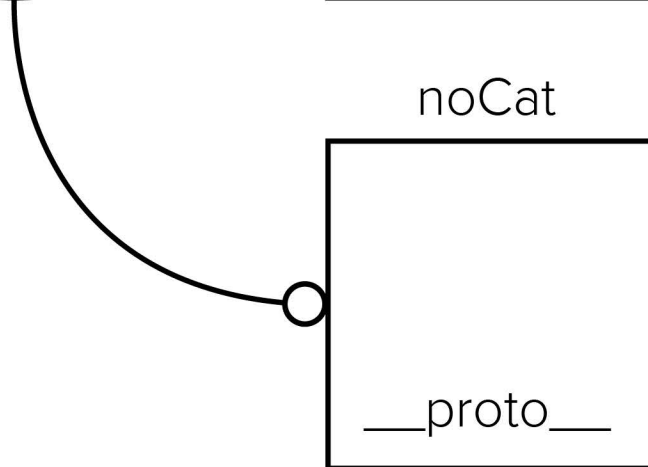


Animal

Animal.prototype

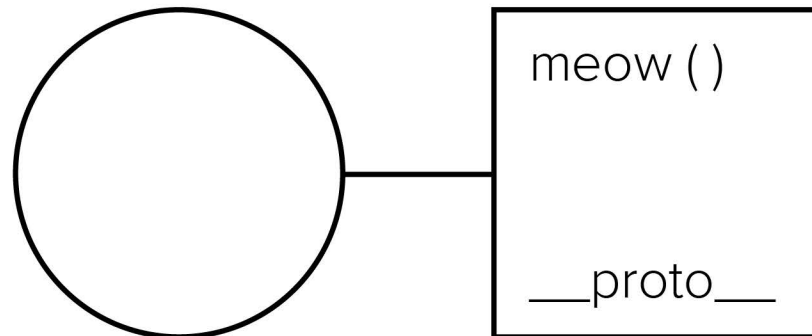


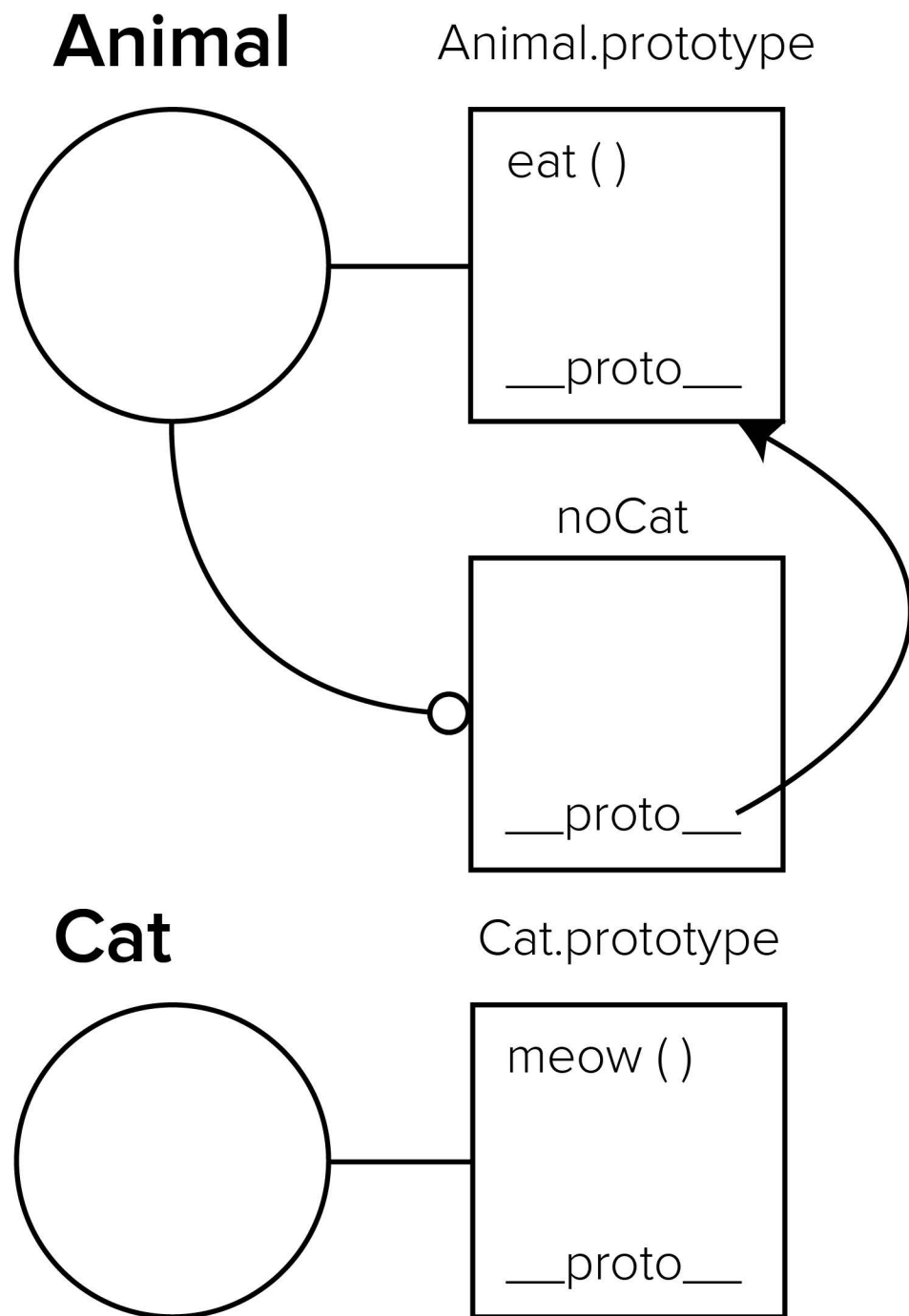
noCat

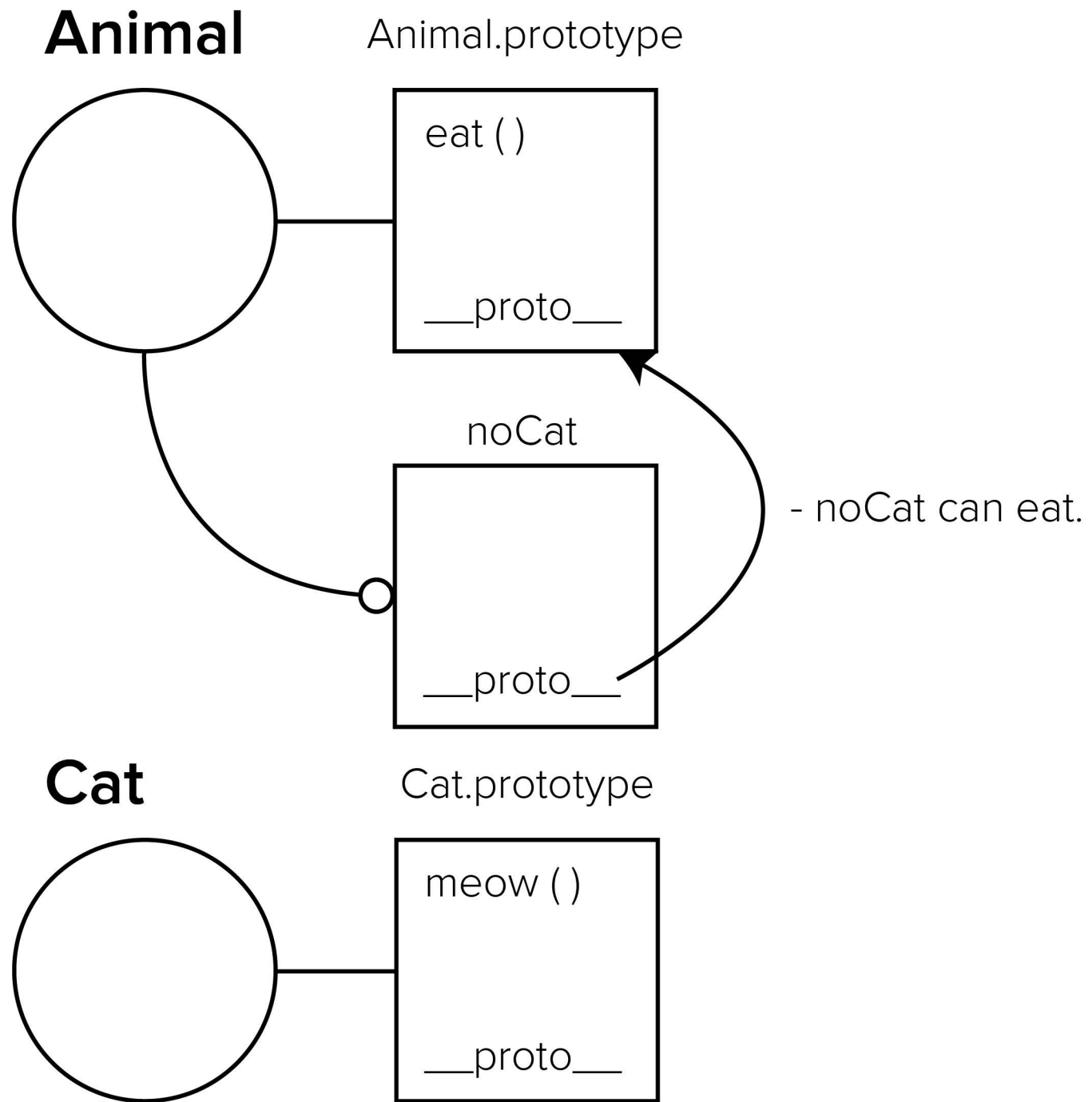


Cat

Cat.prototype

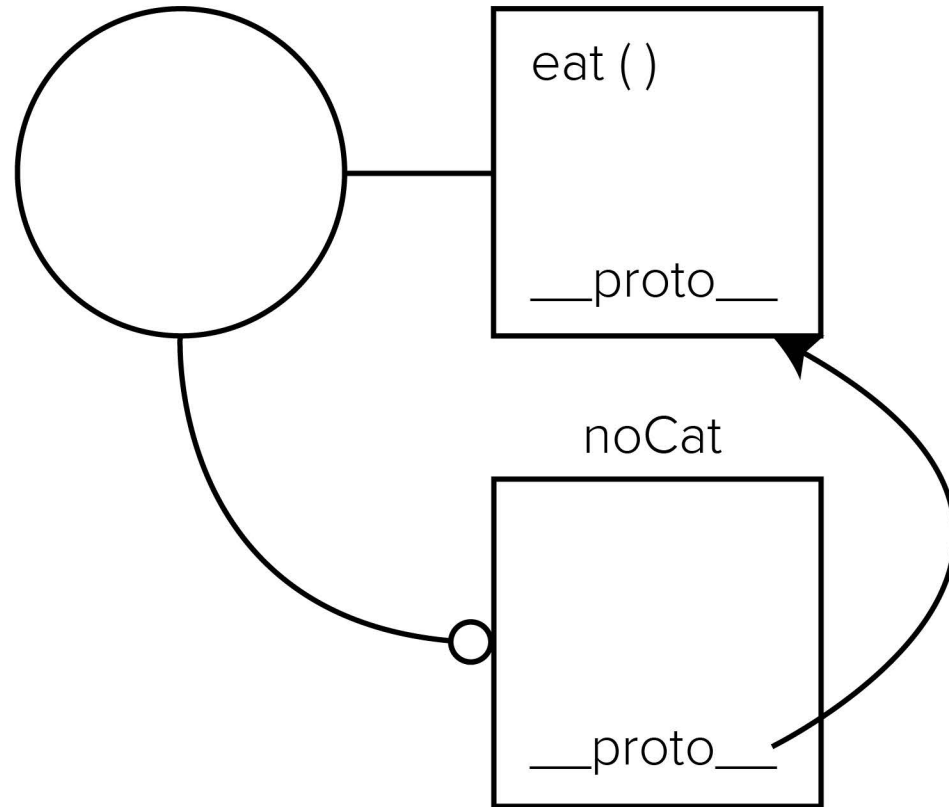






Animal

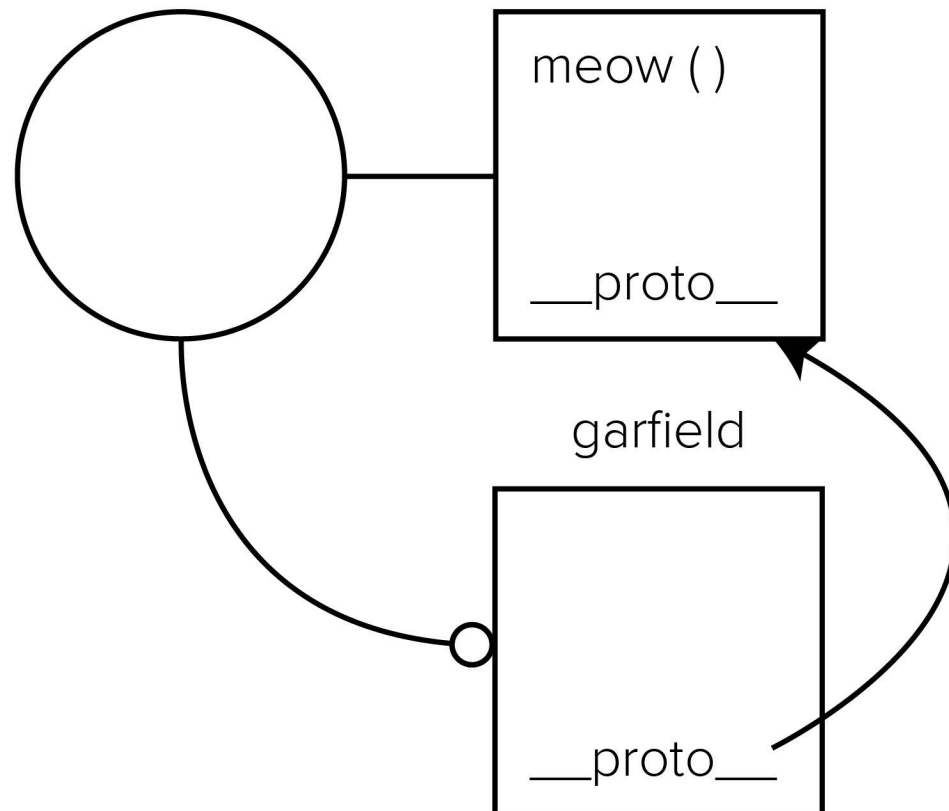
Animal.prototype



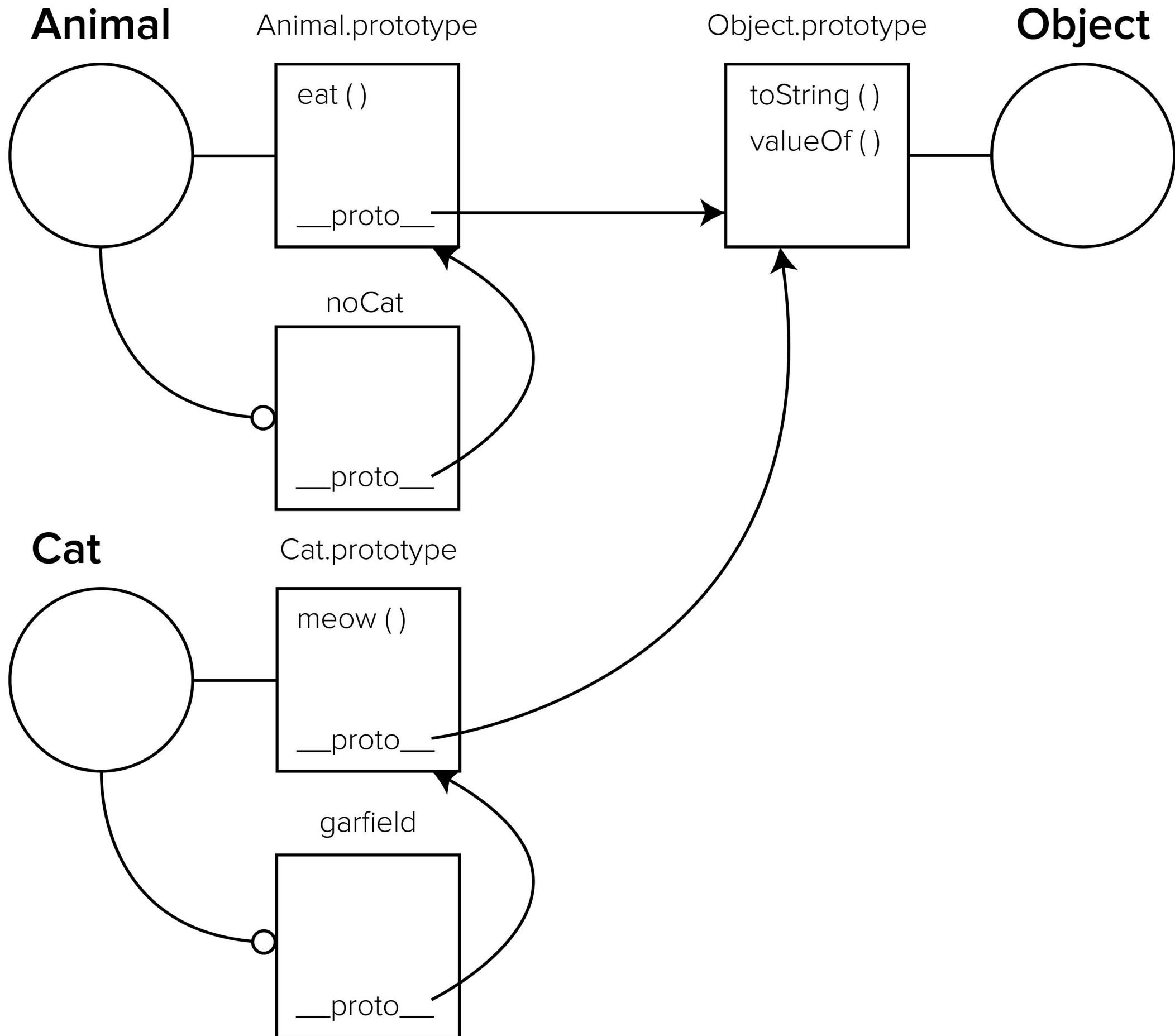
- noCat can eat.

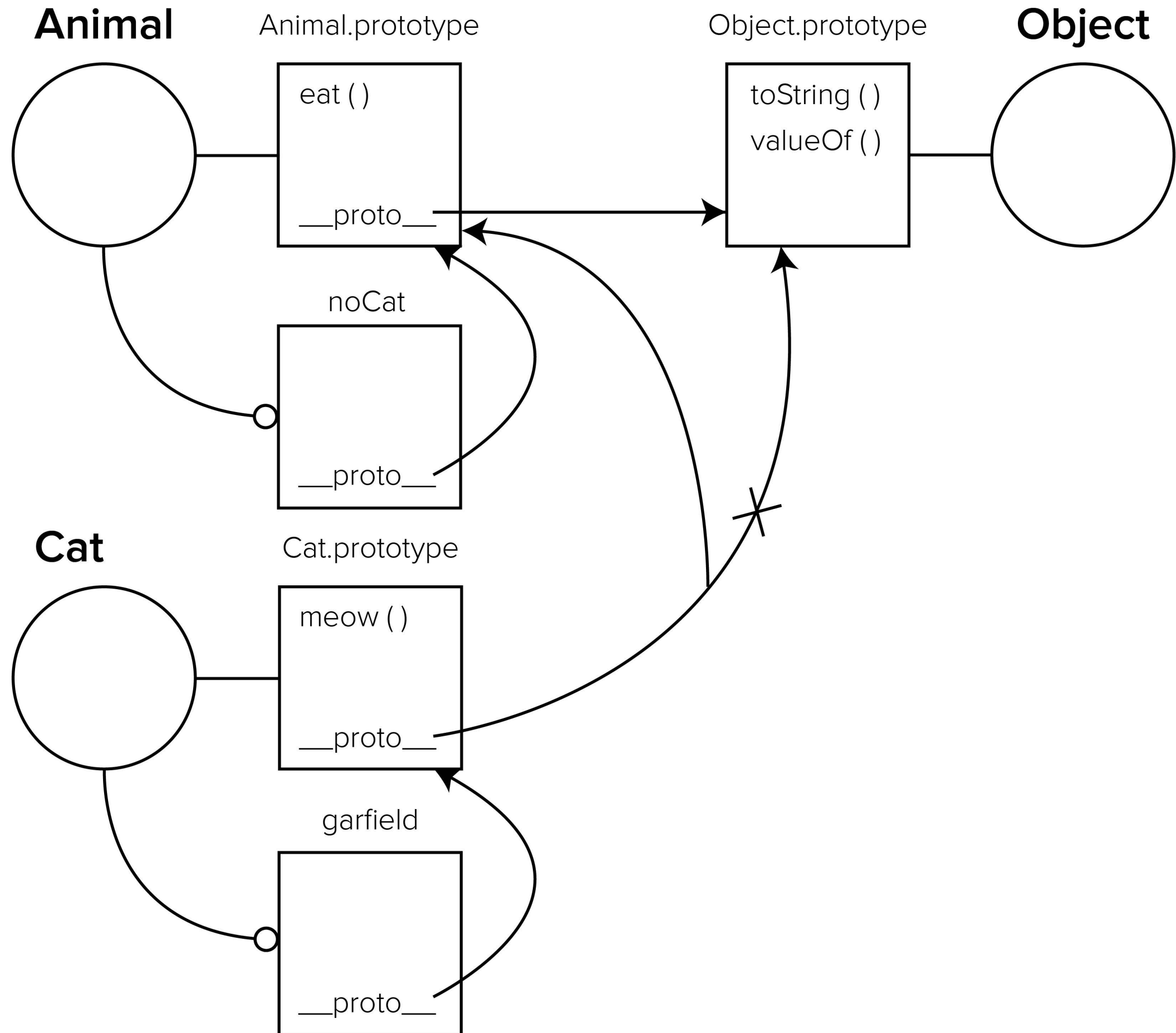
Cat

Cat.prototype



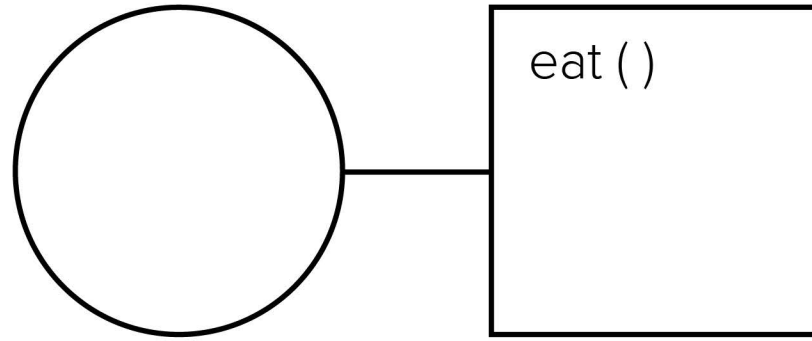
- garfield can meow, but cannot eat.





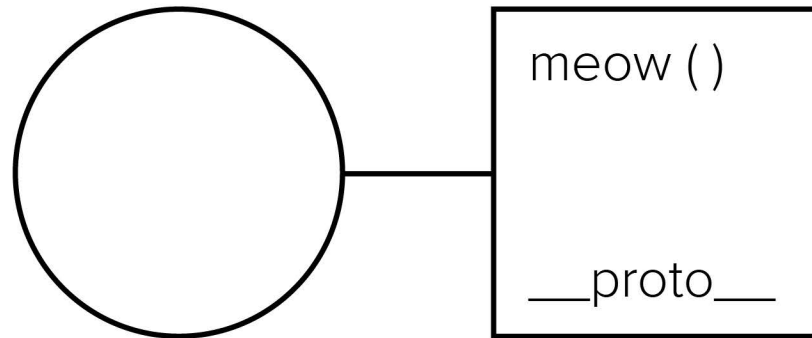
Animal

Animal.prototype



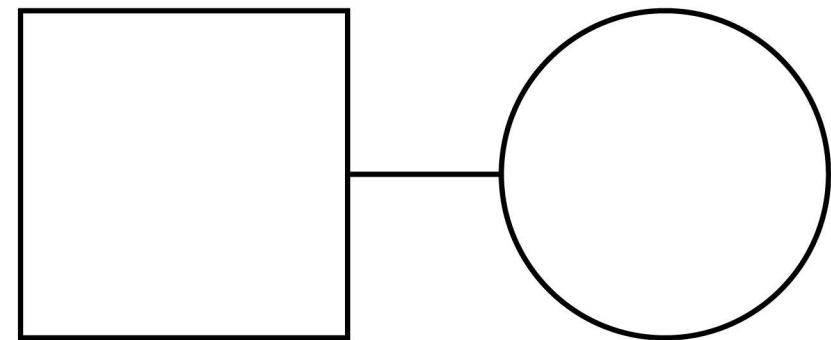
Cat

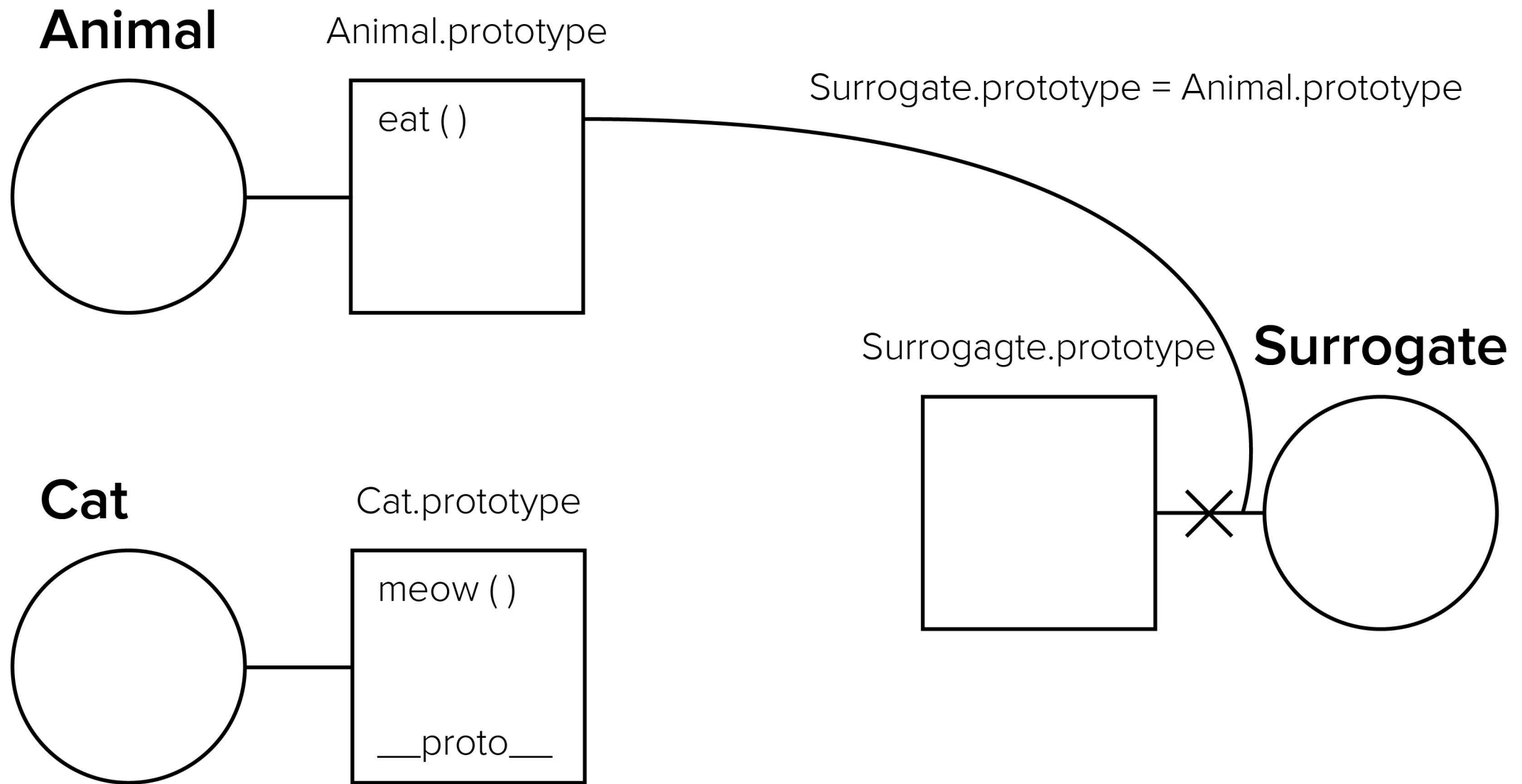
Cat.prototype

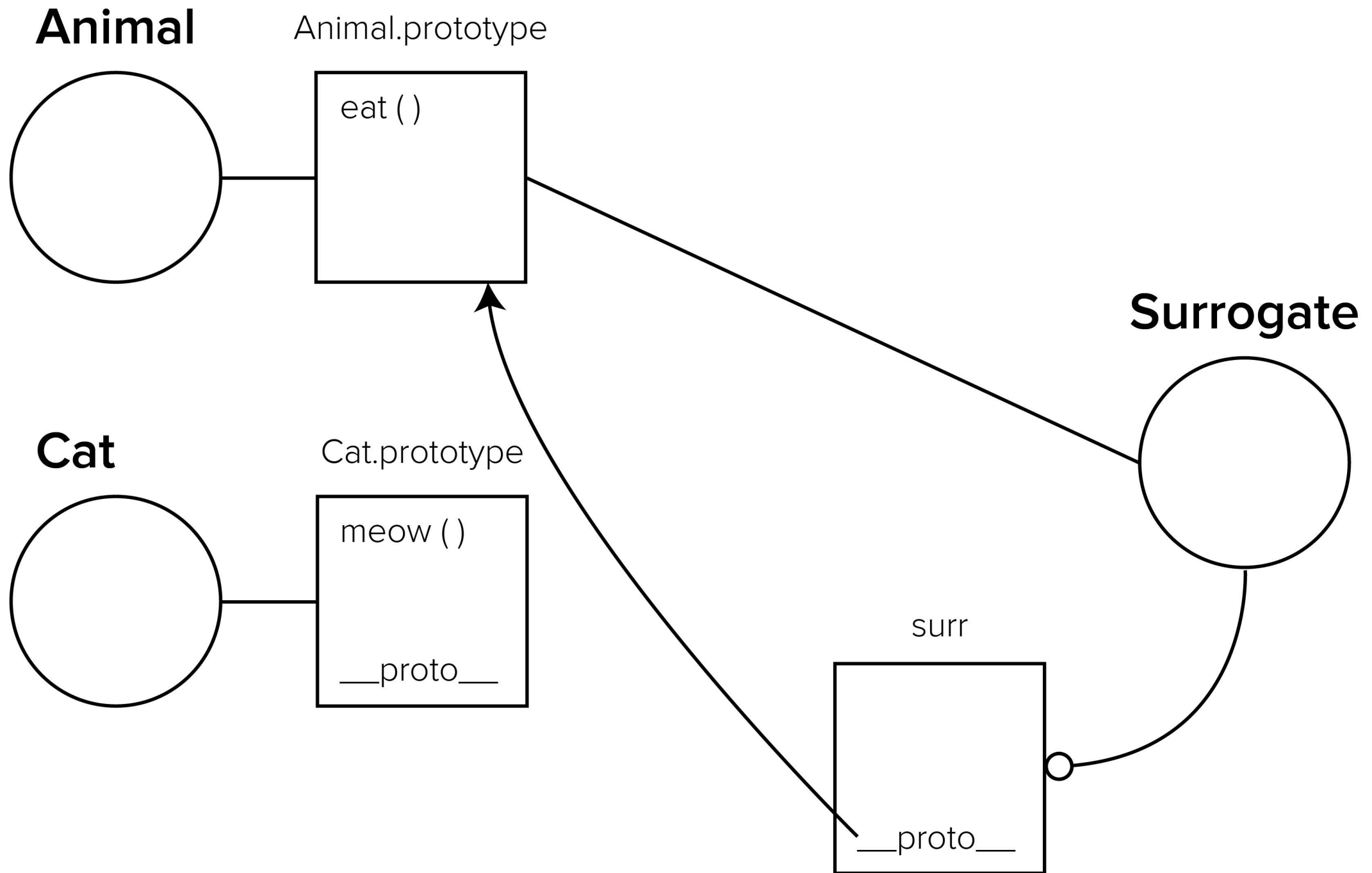


Surrogagte.prototype

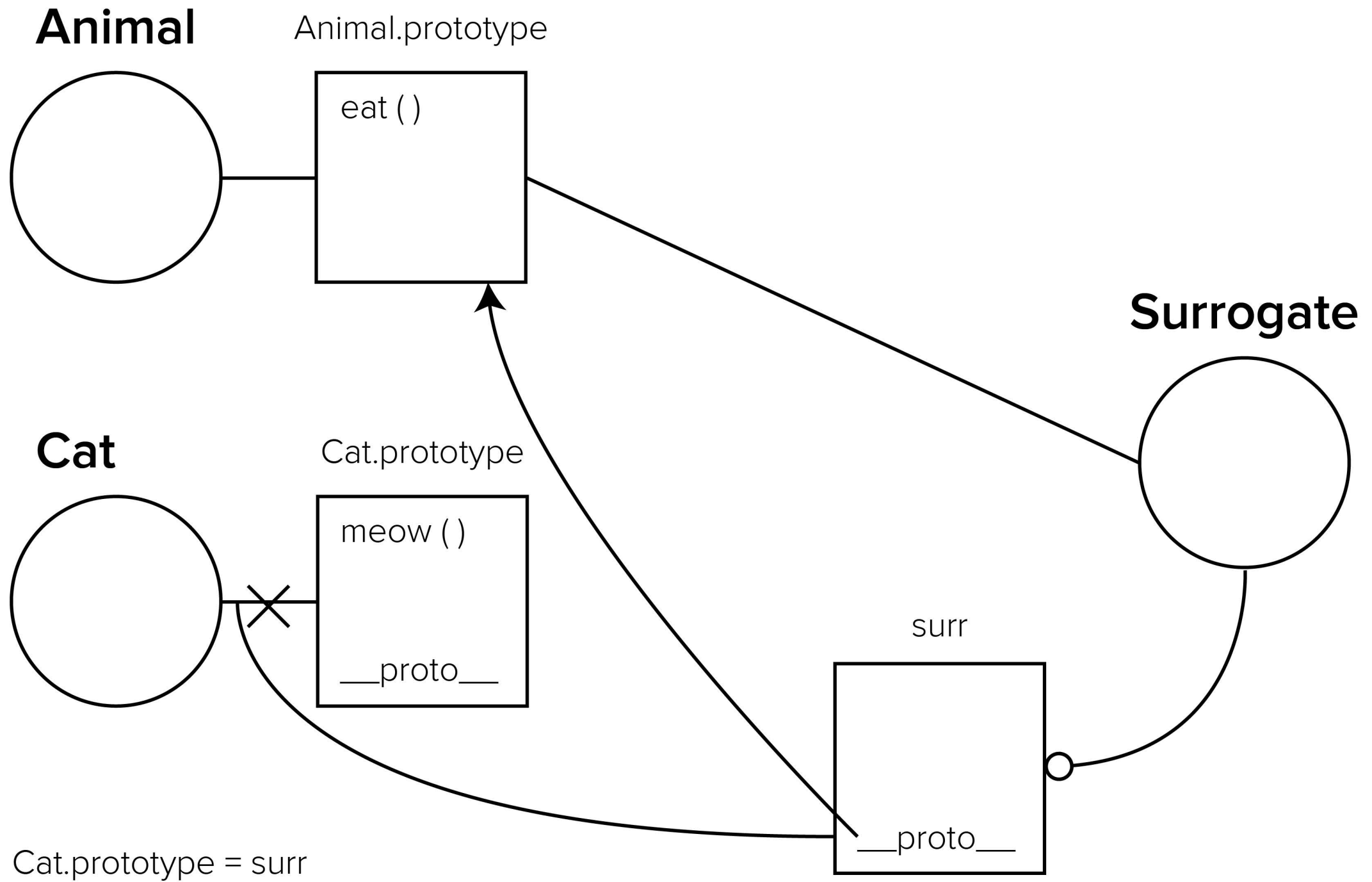
Surrogate

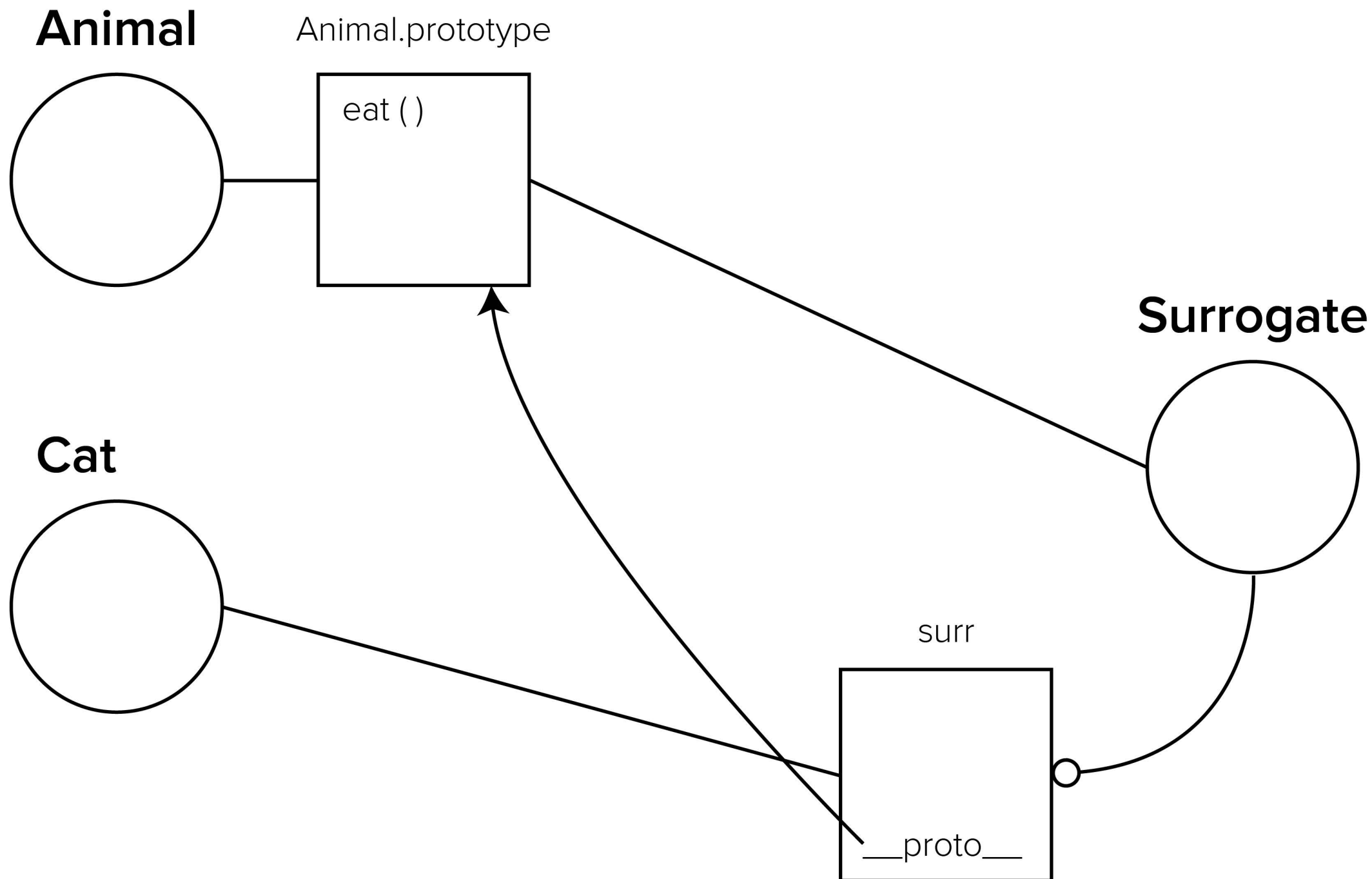






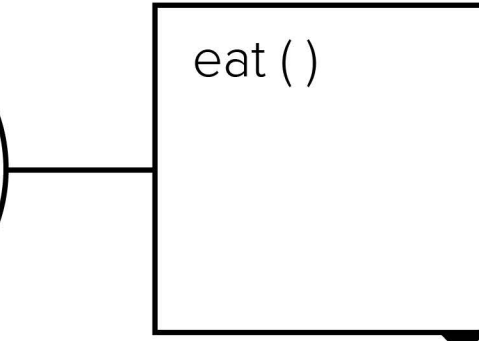
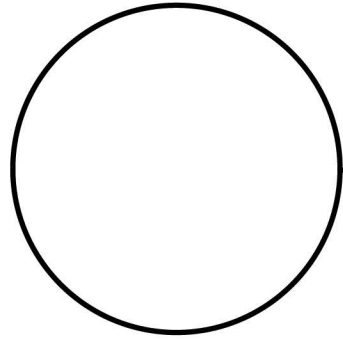
```
const surr = new Surrogate ()
```





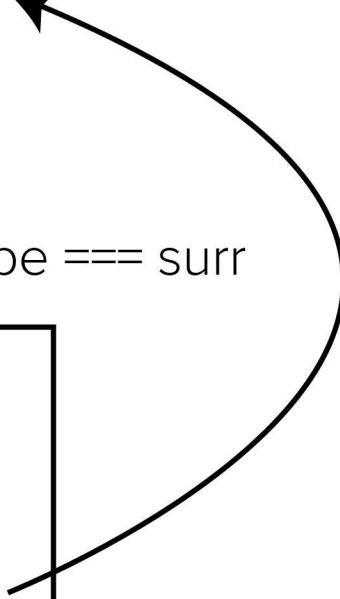
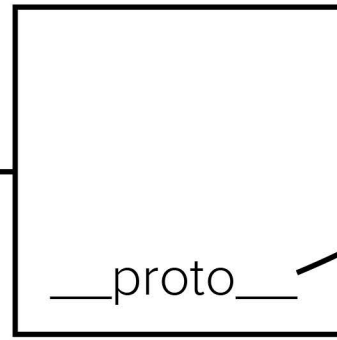
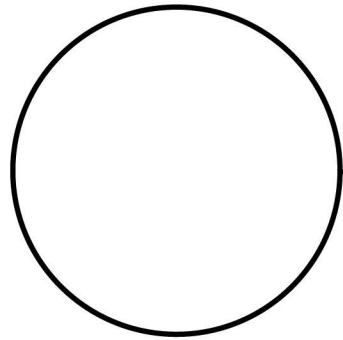
Animal

Animal.prototype



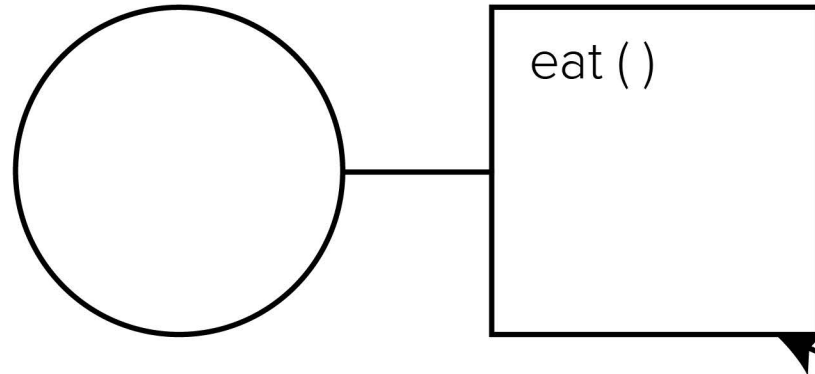
Cat

Cat.prototype === surr



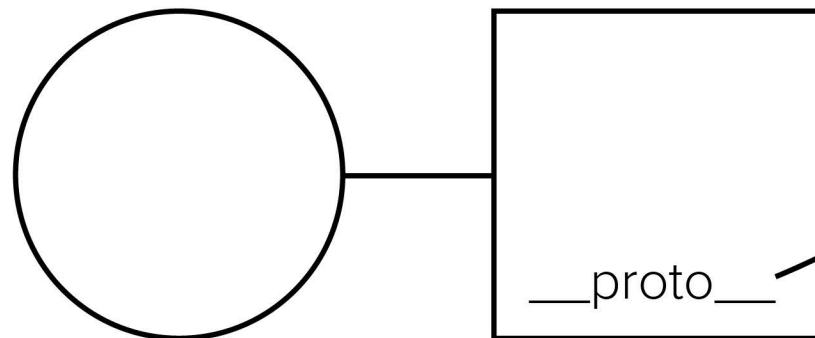
Animal

Animal.prototype



Cat

Cat.prototype === surr



Code snippet

```
function Surrogate () {}  
Surrogate.prototype = Animal.prototype  
const surr = new Surrogate ()  
Cat.prototype = surr  
Cat.prototype.constructor = Cat
```

