



Built-in Objects

— `console.log(new Array(1,2,3,4,5));`



▼ (5) [1,2,3,4,5]

0:1

1:2

2:3

3:4

4:5

length:5

▼ -proto- : Array(0)

► concat : f.concat()

► constructor : f.Array()

|| many more

▼ -proto-: Object

▶ constructor: f.Object()

|| many more

▶ set-proto - : f-proto()

what happens is that we are storing all methods on array prototype and also inheriting methods from object prototype.

- just for quick understanding purpose consider below ex.
 console.log(new XMLHttpRequest);



▼ XMLHttpRequest { onreadystatechange: null, ... }

onabort: null

onerror: null

|| and many more

▼ -proto-: XMLHttpRequest

DONE: 6

|| and many more

▼ -proto-: XMLHttpRequestEventTarget

ontimeout: (...)

|| many more

▼ -proto-: EventTarget

|| many more

▼ -proto-: Object

||

▶ set-proto - : f-proto()

Everything ultimately inherits from the objects

this will be the last thing in chain