

# Introduction

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- Lesson is a deeper dive into object creation in greater detail
- Unlike other languages, JS doesn't implement behavior sharing using class-based inheritance
- Instead, it uses object prototype to share properties, which is critical to understanding how JS generates individual objects and forms the basis of object-creation patterns that feature behavior sharing
- Start with looking at different ways to generate individual objects, then explore object prototype
- Explore two OOP object generating approaches: classical approach and prototype-based behavior sharing

## Object Playground Video

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<http://www.objectplayground.com/>

- JS keyword `instanceof` looks at constructor of an object to let you know where it came from (in classical model, not prototype model)