

# Advanced Javascript Development

## Lab Exercise 4

1. What are the advantages of using object-oriented design in programming?

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2. How would you extend the Calculator class to include addition? (Hint: you can extend an object using the .prototype.)
3. What are the advantages of using modules?

```
function Calculator(myType) {  
    this.type = myType;  
}  
Calculator.prototype = {  
    ...  
};
```

4. Namespaces are a good way to create a public API to be used publicly. Write a small namespace object for calculator, having addition and multiplication of two values.



```
var calculator = (function() {  
    // private methods  
    var addition = ...  
    var multiplication = ...  
  
    // public API  
    return {  
        add: addition,  
        mult: multiplication  
    };  
})();
```

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