



BETA

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Lesson

Classes

Path: [Front End Engineering - Atlanta - September 2016](#)**Unit:** JavaScript Lessons

Classes are like blueprints for creating Objects in JavaScript. The object created from a class is called an instance of that class. You can also think of classes like cookie cutters and instances like the cookies. Syntax

```
class Foo {
  constructor() {
    // in here `this` refers to the new object
  }
  doSomething() {
    // do something
  }
}
```

The `constructor` function is special, and it is run when a new instance is created. You can create an instance of `Foo` from above like so:

```
let foo = new Foo();
```

If you pass params when creating an instance, those params are passed to the constructor function:

```
class Bar {
  constructor(param) {
    console.log(param); // 5
  }
}
let bar = new Bar(5);
```

Constructors

The class is new in ES6 and is replacing a construct in ES5 known as constructor functions. You can create the same `Foo` as before using constructors like so:

```
function Foo() {
  // in here `this` refers to the new object
```

```

}
Foo.prototype.doSomething = function() {
  // do something
}

```

Constructor functions aren't going away, and whether you use constructors or classes, the end result behaves generally the same.

Demos

```

class Zoo {
  constructor(city) {
    this.animals = [];
    this.info = {
      count: 0,
      location: city
    };
  }
  addAnimals(specificAnimal) {
    this.animals.push(specificAnimal);
    this.info.count = this.animals.length;
    return specificAnimal.name + ' has been added!';
  }
}

```

```

class Animal {
  constructor(options) {
    let opts = options || {};
    this.name = opts.name;
    this.species = opts.species;
    this.age = opts.age;
  }
  speak() {
    return this.name + 'says groooowwwllll!';
  }
}


```

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