dans fa

proto: 0,

| var M = {

```
flag.prototype.toggle = function() { this.value = !this.value; }
                      ||X 2 □ 3 □ "a" □ undefined
                                                                                                                                                                                                                                                                                                                                                        □ 2 🕱 3 🗆 "a" 🗆 undefined
                                                                域 2 □ 3 □ "a" □ undefined
                                                                                                                                                                                                                                                                                                              □ 2 💥 3 🗆 "a" 🗆 undefined
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    this.value = value;
                                                                                                                                                    | var M = {
| __proto__: 0,
| x: 3
Que yaut M.x?
                                                                                                                                                                                                                                                                                         Que vaut M.x?
                                                                                                                                                                                                                                                                                                                                                                             Que vaut J.a?
                                                                                                                                                                                                                                                                                                                                   Que vaut J.x?
                                             Que vaut 0.x?
                                                                                                                                                                                                                                                 __proto__: M
                                                                                          10. var 0 = {
    x: 2,
    a: "a"
                                                                                                                                                                                                                             var 3 = {
```

.

Que vaut flag.value ?

🗆 true 🗇 False 🗅 undefined

Que vaut t.value?

🗇 Vrai 🗆 Faux

L'objet ${\bf t}$ a pour prototype l'objet flag.prototype.

var t = new flag(true);
t.toggle();

x: 2, a: "a"

9. var 0 = {

```
flag.prototype.toggle = function() { this.value = !this.value; }
                                                    Que vaut M.x?
图 2 □ 3 □ "a" □ undefined
                                                                                                            XI 2 🗆 3 🗀 "a" 🗆 undefined
                                                                                                                                                                                                                                                                                                                               🗆 2 🗷 3 🗀 "å" 🗀 undefined
                                                                                                                                                                                                                                                                                                                                                                    □ 2 🗗 3 🗆 "a" 🗆 undefined
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t.toggle();
                                                                                                                                                                                                                                                                                                                                                                                                                                  11. function flag(value) {
    this.value = value;
                                                                                                                                                                                       var M = {
__proto__: 0,
x: 3
        ___proto__: 0,
};
                                                                                           Que vaut 0.x?
                                                                                                                                                                                                                                                                                                                                                  Que vaut J.x?
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                                                                                                                                                                                                                                                                                                             Que vaut M.x?
                                                                                                                                                                                                                                                                        _proto_: M
                                                                                                                                   10. var 0 = {
    x: 2,
    a: "a"
var M = {
                                                                                                                                                                                                                                                        var ] = {
```

L'objet t a pour prototype l'objet flag. prototype.

🗷 true 🗇 false 🗆 undefined

Que vaut t.value?

🕫 Vrai 🗅 Faux

🗆 true 🗅 false 🕟 undefined

Que vaut flag.value?

cc.

Que vaut M.x? X2 □ 3 □ "a" □ undefined

var M = {

10. | var 0 = {

x: 2, a: "a"

flag.prototype.toggle = function() { this.value = !this.value; } L'_i objet t a pour prototype l'objet flag. prototype. var t = new flag(true);
t.toggle();

□ 2 💢 3 □ "a" □ undefined

Que vaut J.x?

Que vaut M.x?

__proto__; M

Var 3 = {

□2 🕱 3 □ "a" □ undefined

Que vaut J.a?

□2 □3 🎘 "a" 🗆 undefined

11. |function flag(value) {
 this.value = value;

🗆 true 💢 false 🗔 undefined Que vaut t.value? N A Vrai □ Faux

🗆 true 🛭 false 🕱 undefined Que vaut flag.value?

```
mouton de dos (10 ex heuvoux?)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            flag.prototype.toggle = function() { this.value = !this.value; }
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     L'objet t a pour prototype l'objet flag, prototype.
                                                                                                                                                                                                                                                                                                                                                   Que vaut M.x?

□ 2 🙀 3 □ "a" 🗈 undefined
                                                                                X 2 □ 3 □ "a" □ undeftned
                                                                                                                            X 2 🗆 3 🗆 "a" 🗆 undefined
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t.toggle();
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    this.value = value;
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                     __proto__: 0,
                                                                                                                                                                                                                                                                                                              __proto__: M
                                                               Que vaut M.x?
                                                                                                          Que vaut 0.x?
                                                                                                                                                       10. var 0 = {
    x: 2,
    a: "a"
var M = {
                                                                                                                                                                                                                         var M = {
```

ო

🗆 true 💢 false 🗅 undefined

Vrai 🗆 Faux Que vaut t.value? 🗆 true 🗆 false 📉 undefined

Que vaut flag.value?

12. Dessinez un mouton.

Ø2 □3 □ "a" □ undefined

Que vaut M.x?

| var M = {

x: 2, a: "a"

 $9. | var 0 = {$

🗭 2 🗆 3 🗀 "a" 🗀 undefined

Que vaut 0.x?

```
flag.prototype.toggle = function() { this.value = !this.value; }
                                                                                                                                                                                                                    □ 2 📝 3 🗆 "a" 🗆 undefined
                                                                                                                                                                                                                                                                □ 2 対 3 □ "a" 🗆 undefined
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t.toggle();
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    this.value = value;
                                                                 var M = {
__proto__: 0,
                                                                                                                                                                                             Que vaut M.x.?
                                                                                                                                                                                                                                                                                    Que vaut J.a?
                                                                                                                                                                                                                                        Que vaut 3.x?
                                                                                                                                                      _proto_: M
10. var 0 = {
    x: 2,
    a: "a"
                                                                                                                                    var 3 = {
```

L'objet ${\bf t}$ a pour prototype l'objet flag.prototype.

🗆 true 🐹 false 🗆 undefined

Que vaut t.value?

X, Vrai 🗆 Faux

Que vaut flag, value?

🗆 true 🗆 false 🔯 undefined

```
flag.prototype.toggle = function() { this.value = !this.value; }
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             L'objet t a pour prototype l'objet flag.prototype.
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t.toggle();
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   this.value = value;
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x: 3
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                                                                                 __proto__: 0,
                                                                                                                          Que vaut M.x?
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                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   Que vaut J.a?
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    x: 2,
    a: "a"
9, var 0 = {
x: 2,
a: "a"
                                                                                                                                                                                                                                                                                                                                                     var ] = {
                                                                Var M = {
                                                                                                                                                                                                                                                                                      Var M = {
```

.

```
Que vaut M.x?
X z 🗆 3 🗀 "a" 🗅 undefined
                                                                               Que vaut 0.x?
X 2 🖂 3 🗀 "a" 🗇 undeftned
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                                                                                                                    10. var 0 = {
    x: 2,
    a: "a"
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var M = {
                                                                                                                                                                         var M = {
```

flag.prototype.toggle = function() { this.value = !this.value; } □2 □3 🔌 "a" □ undefined var t = new flag(true);
t.toggle(); 11. | function flag(value) {
 this.value = value;

L'objet t a pour prototype l'objet flag. prototype.

□ true Ø false □ undefined

Que vaut t.value? 🗙 Vrai 🚜 Faux

X true 🗆 false 🗇 undefined

Que vaut flag.value?

```
Dessinez un mouton.
```

文 D 3 日 "a" □ undefined

Que vaut 0.x?

Que vaut M.x?

__proto__: 0,

var M = {

9. | var 0 = {

```
flag.prototype.toggle = function() { this.value = !this.value; }
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        L'objet t a pour prototype l'objet flag. prototype.
🛱 2 🗆 3 🗅 "a" 🗅 undefined
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t.toggle();
                                                                                                                                                                                                                                                                                                                                                                                 11. |function flag(value) {
   this.value = value;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 Que vaut flag.value?
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                                                                                                                                                                                                                                                                                     Que vaut J.x?
                                                                                                                                                                                                                                                                                                                                  Que vaut 3.a?
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                              10. var 0 = {
    x: 2,
    a: "a"
                                                                                                  var M = { ·
                                                                                                                                                                        var ] = {
```

ď

🗆 true 🗆 false 🕅 undefined

```
vor Mouton place = martin (12)
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commissions furth him
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   this.value = value;
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    __proto__: 0,
    x: 3
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                                                     Que vaut 0.x?
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                                                                                                                                                                                  var ] = {
                                                                                                    x: 2,
a: "a"
```

flag.prototype.toggle = function() { this.value = !this.value; }

L'objet t a pour prototype l'objet flag. prototype.

var t = new flag(true); t.toggle();

🗆 true 💥 false 🗅 undefined

Que vaut t.value?

🖈 Vrai 🗆 Faux

Que vaut flag.value?

□ true □ false 🌣 undefined

function nouton (size)

X 2 □ 3 □ "a" □ undefined

Que vaut M.x?

 $9. | var 0 = {$

Dessinez un mouton.

Que vaut M.x?

| __proto__: 0, |};

Var M = {

9. var 0 = {
 x: 2,
 a: "a"

```
flag.prototype.toggle = function() { this.value = !this.value; }
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  L'objet t a pour prototype l'objet flag.prototype.
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t.toggle();
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   this.value = value;
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    __proto__: 0,
    x: 3
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Que vaut 0.x?
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                                                 10. | var 0 = {
                                                                     x: 2,
a: "a"
```

9. | var 0 = {

```
0
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                                                  Que vaut M.x?
Se 2 □ 3 □ "a" □ undefined
                                                                                      Que vaut 0,×?
X2 □ 3 □ "a" □ undefined
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t.toggle();
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    this.value = value;
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x: 3
               __proto__: 0,
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                                                                                                                                                                                                                                               var ] = {
                                                                                                                               10.|\text{var }0 = \{
var M = {
                                                                                                                                              x: 2,
                                                                                                                                                                                       var M = {
```

🗆 true 🗆 false 🖨 undefined

Que vaut flag.value?

🗆 true 🖒 False 🗅 undefined

Que vaut t.value?

L'objet t a pour prototype l'objet f'lag, prototype. \bigodot Vrai $\ \square$ Faux

var M = {

```
□ 2 X 3 □ "a" □ undefined
Que vaut 3.x?
□ 2 X 3 □ "a" □ undefined
                                              ¥ 2 □ 3 □ "a" □ undefined
                                                                                                                                                                                                                                                                                                                                                        🗆 2 🗆 3 🗶 "a" 🗅 undefined
                                                                                   ¥ 2 □ 3 □ "a" □ undefined
                                                                   Que vaut 0.x?
                                                                                                                                                                                                                                                                                                                                        Que vaut J.a?
_proto_: 0,
                                                                                                                                                                             _proto_: 0,
                                Que vaut M.x?
                                                                                                                                                                                                                                 __proto__: M
                                                                                                                                                                                                                                                                   Que vaut M.x?
                                                                                                          10. | var 0 = {
                                                                                                                       x: 2,
a: a:
```

```
flag.prototype.toggle = function() { this.value = !this.value; }
                                                                                                                               L'objet \boldsymbol{\tau} a pour prototype l'objet flag.prototype.
                                                    var t = new flag(true);
t.toggle();
                                                                                                                                                               (□) Vrai K Faux
```

11. function flag(value) {
 this.value = value;

🗆 true 💢 false 🗅 undefined Que vaut flag.value? Que vaut t.value?

□ true □ false 🔰 undefined

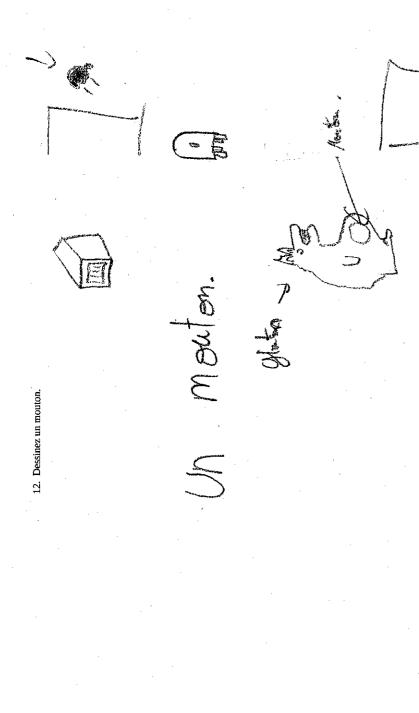
```
12. Dessinez un mouton.
```

Que vaut M.x?

Var M = {

```
flag.prototype.toggle = function() { this.value = !this.value; }
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        L'objet t a pour prototype l'objet flag. prototype.
₹ 2 □ 3 □ "a" □ undefined
Que vaut 0.x?
                                                                                                                                                                                                                                                                                                                                      □ 2 🔀 3 □ "a" □ undefined
Que vaut 3.a?
                                                                                                                                                                                                                                                                                         □ 2 🙀 3 □ "a" □ undefined
Que vaut J.x?
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                                            🙀 Z 🗆 3 🗅 "a" 🗅 undefined
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t.toggle();
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    this.value = value;
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                                                                        10. | var 0 = {
                                                                                                                                                                                                           var ] = {
                                                                                           x: 2,
a: a
```

c



🗶 2 🗆 3 🖂 "a" 🖂 undefined

Que vaut M.x?

__proto__: 0,

var M = {

x: 2, a: "a"

9. | var 0 = {

校2 日3 日 "a" 🗆 undefined

10. var 0 = {

x: 2, a: "a"

Que vaut 0.x?

proto: 0, x: 3

var M = {

proto: M

var] = {

A. Draw Shap (400, 500, 10, 10)

.

flag.prototype.toggle = function() { this.value = !this.value; }

□ 2 2€3 □ "a" □ undefined

Que vaut M.x?

Que vaut 3.x?

□ 2 🕰 3 🖂 "a" 🗆 undefined

□ 2 □ 3 🗹 "a" □ undefined

Que vaut J.a?

11. function flag(value) {
 this.value = value;

L'objet t a pour prototype l'objet flag, prototype.

var t = new flag(true);
t,toggle();

☐ true K false ☐ undefined Que vaut flag.value? K true ☐ false ☐ undefined

DVrai K Faux Que vaut t.value?

```
beek!
```

🛭 2 🗆 3 🗇 "a" 🗇 undefined

Que vaut M.x?

proto: 0,

Var № = {

 $9.|\text{var }0 = \{$

🕦 2 🗆 3 🗀 "a" 🗀 undefined

10. var 0 = {
 x: 2,
 a: "a"

Que vaut 0.x?

__proto__: 0, x: 3

var M = {

(avec un peu de honne volauli on peul voir un mounton.)

flag.prototype.toggle = function() { this.value = !this.value; }

var t = new flag(true);

t.toggle();

L'objet t a pour prototype l'objet flag.prototype.

Ya Vrai E. Faux

Que vaut t.value?

E. true Es false □ undefined

🗆 2 🕱 3 🗆 "a" 🗇 undefined

Que vaut J.x?

🗆 2 🔞 3 🗆 "a" 🗅 undefined

Que vaut M.x?

__proto__: M

var] = {

□ 2 □ 3 🛱 "a" □ undefined

Que vaut J.a?

11. function flag(value) {
 this.value = value;

C.C

```
mouton on do desamo;
```

X 2 □ 3 □ "a" □ undefined

Que vaut M.x?

18 2 □ 3 □ "a" □ undefined

Que vaut 0.x?

modeling on you par force ?

Syster out pirth (mouther);

☐ 2 🗷 3 🗇 "a" 🗇 undefined □ 2 · □ 3 図 ia" □ undefined □ 2 🝇 3 🖂 "a" 🗆 undefined 11. | function flag(value) {
 this.value = value; . __proto__: # __proto__: 0, x: 3 Que vaut M.x? Que vaut 3.x? Que vaut 1.a? var] = { $10.|var\ 0 = {$ x: 2, a: "a" var M = {

flag.prototype.toggle = function() { this.value = !this.value; }

L'objet t a pour prototype l'objet flag.prototype.

var t = new flag(true);
t.toggle();

🗆 true 🐼 false 🐗 undefined

Que vaut t.value?

🖳 Vrai 🗆 Faux

🗆 true 🗓 false 😿 undefined

Que vaut flag.value?

```
flag.prototype.toggle = function() { this.value = !this.value; }
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    L'objet t a pour prototype l'objet flag.prototype.
                                                                                                   Que vaut M.x?

Que oaut 0.x?

Que vaut 0.x?
                                                                                                                                                                                                                                                                                                                                                            o 2 🕅 3 o "a" o undefined
                                                                                                                                                                                                                                                                                                                                                                                                    ☐ 2 🙀 3 ☐ "a" ☐ undefined
Que vaut J.a?
                                                                                                                                                    X 3 3 "a" undefined
                                                                                                                                                                                                                                                                                                                                                                                                                                         □ 2 □ 3 🔯 "a" □ undefined
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        🗆 true 🔯 false 🗅 undefined
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        □ true ((Afalse (□) undefined
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                var t = new flag(true);
t.toggle();
                                                                                                                                                                                                                                                                                                                                                                                                                                                             11. | function flag(value) {
    this.value = value;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          Que vaut flag.value?
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       Que vaut t.value?
                                                           __proto_: 0,
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    Vrai 🗆 Faux
                                                                                                                                                                                                                                                                                                         __proto__: M
};
                                                                                                                                                                                                                                                                                                                                                                                    Que vaut J.x?
                                                                                                                                                                                                                                                       _proto_: '0,
                                                                                                                                                                                                                                                                                                                                                 Que vaut M.x?
                                                                                                                                                                                   10. var 0 = {
    x: 2,
    a: "a"
                                                     var M = {
                                                                                                                                                                                                                                                                                                var J = {
9. var 0 = {
    x: 2,
    a: "a"
                                                                                                                                                                                                                                          var M = {
```

Ċ,