Discussion 1.1 JavaScript 2

**Using your own words, what are constructor prototypes.**

A constructor function is a function that creates an object and it automatically creates a prototype which is a child object of the constructed object that can be used to add properties and methods later. (Mishra, R.)

**What are the advantages and disadvantages of constructor prototypes?**

One advantage is that you can add things to a constructor function that you don’t have access to such as the Date object. (W3) A disadvantage is to this is its bad practice to do so when the object isn’t yours. (W3) You also, must use the .prototype if you want to make any kind of change to the constructor. Another thing is if you add a method on a generic instance it will create several copies of this in the memory which isn’t good.

**Provide at least one example, in code, of a constructor prototype.**

function Game(developer, title, year) {

this.developer = developer;

this.title = title;

this.year = year;

};

var game1 = new Game("Nintendo", "Mario", 1985)

var game2 = new Game("Nintendo", "Duck Hunt", 1984)

Game.prototype.displayHistory = function() {

console.log(this.title + " was released by " + this.developer + " in " + this.year + ".");

}

game1.displayHistory();

game2.displayHistory();

**References**

Mishra, R. (2017, May 3). Prototypes in JavaScript. Retrieved April 26, 2020, from <https://medium.com/better-programming/prototypes-in-javascript-5bba2990e04b>.

W3. (n.d.). JavaScript Object Constructors. Retrieved April 26, 2020, from <https://www.w3schools.com/js/js_object_constructors.asp>