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Assignment 1.1

Web 321

Prof. Krasso

Using your own words, what are constructor prototypes.

1. What are the advantages and disadvantages of constructor prototypes?
2. Provide at least one example, in code, of a constructor prototype.

This was a challenging assignment but I have learnt a lot and hope to be on the right track.

A constructor prototype is a property of a Javascript function.  Once a constructor is used to create an object, the object inherits prototypes.  The way I understood it is, the object itself can be given new methods or properties by using the word prototype.  An example used by w3schools stated that after creating an object by using a constructor, it is not possible to add anymore objects or methods unless by going back to the original object constructor function the object originated from.  Thus, it is possible use the objects name, access the prototype and either add the new value or the new method to the existing object.

An advantage to using a prototype is that the entire object can affected or changed rather than using specific methods.  Thus by being able to affect the entire object at once and add functionality, the process is faster and cleaner.

As an example, let's say I have an object called Car:

function Car (year, make, model){

this.year = year;

this.make = make;

this.model = model;

}

Car.prototype.info = function (){

return this.make + " " + this.model + " " + this.year;

}

console.log("The car information is: " + info();