this:

Variable\_object:

Scope:

main prototype

person prototype

Print prototype

prinFnRef() / anilPersonObj.print()

Info = undefined

this:

Variable\_object:

Scope:

Person ECO

Print ECO

\_\_proto\_\_

Constructor

\_\_proto\_\_

Constructor

print

anilPersonObj =

anilInfo= a string value

person

printFnRef

Arguments:

{Name=’’, Id=1, salary=1000}

prototype

\_\_proto\_\_

Name=anil

Id=1

Salary=1000

window

Function (){}

Function (){}

\_\_proto\_\_

constructor

this:

Variable\_object:

Scope:

GECO