JAVASCRIPT OO CHEATSHEET

CREATING OBJECTS

-When creating objects in JavaScript, it’s sort of the same as in Java, but some of the notation is different.

There are two ways we can create an Object:

Var myCat = {

Name: “Cat”,

Age: 12,

}

This one uses keys and values in order to store the instance variables used, you’d call them as such.

myCat.name;

myCat.age;

The other way to instantiate an Object would be by using a function constructor:

Function Cat(name, age) {

This.name = name;

This.age = age;

}

You would create an Object like this:

Var myCat = new Cat(“Tommy”, 12);

Then you can access everything in the Cat object using myCat.

You can also add variables and methods by using JavaScripts prototype method. Say you want to create a new method after you constructed your object, you use the following notation.

(Object Name).prototype.(Variable Name) = value;

(Object Name).prototype.(Method Name) = function() {

(function body)

}

You can access these variables the same way you would normally.