

Прототипное программирование

github.com/HowProgrammingWorks



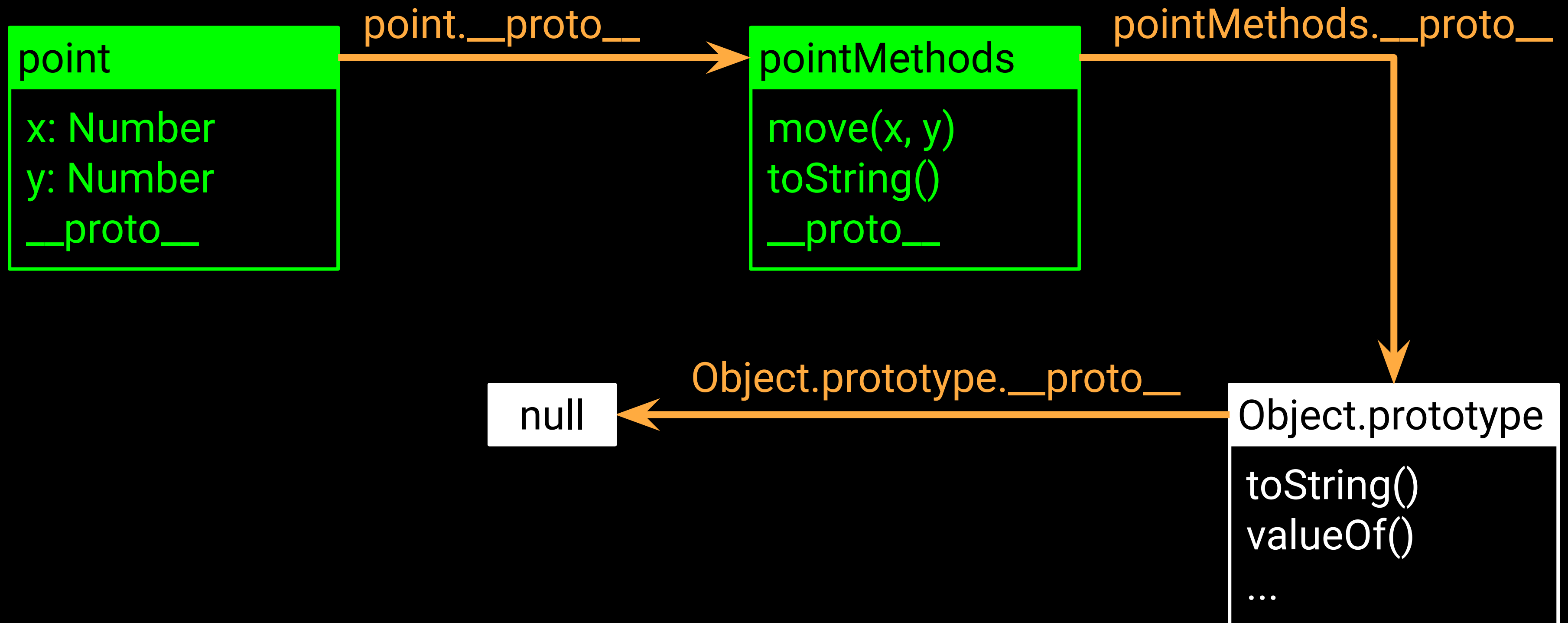
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Chief Software Architect at Metarhia

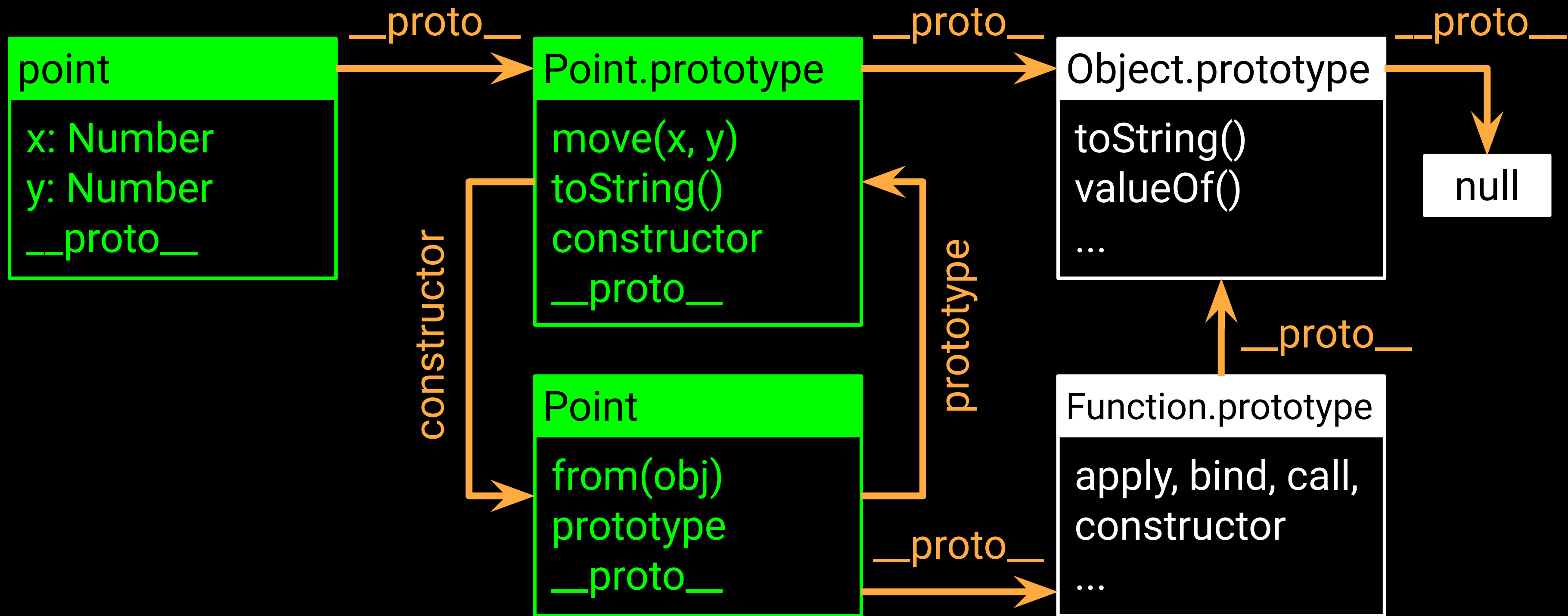
Lecturer at Kiev Polytechnic Institute

github.com/tshemsedinov

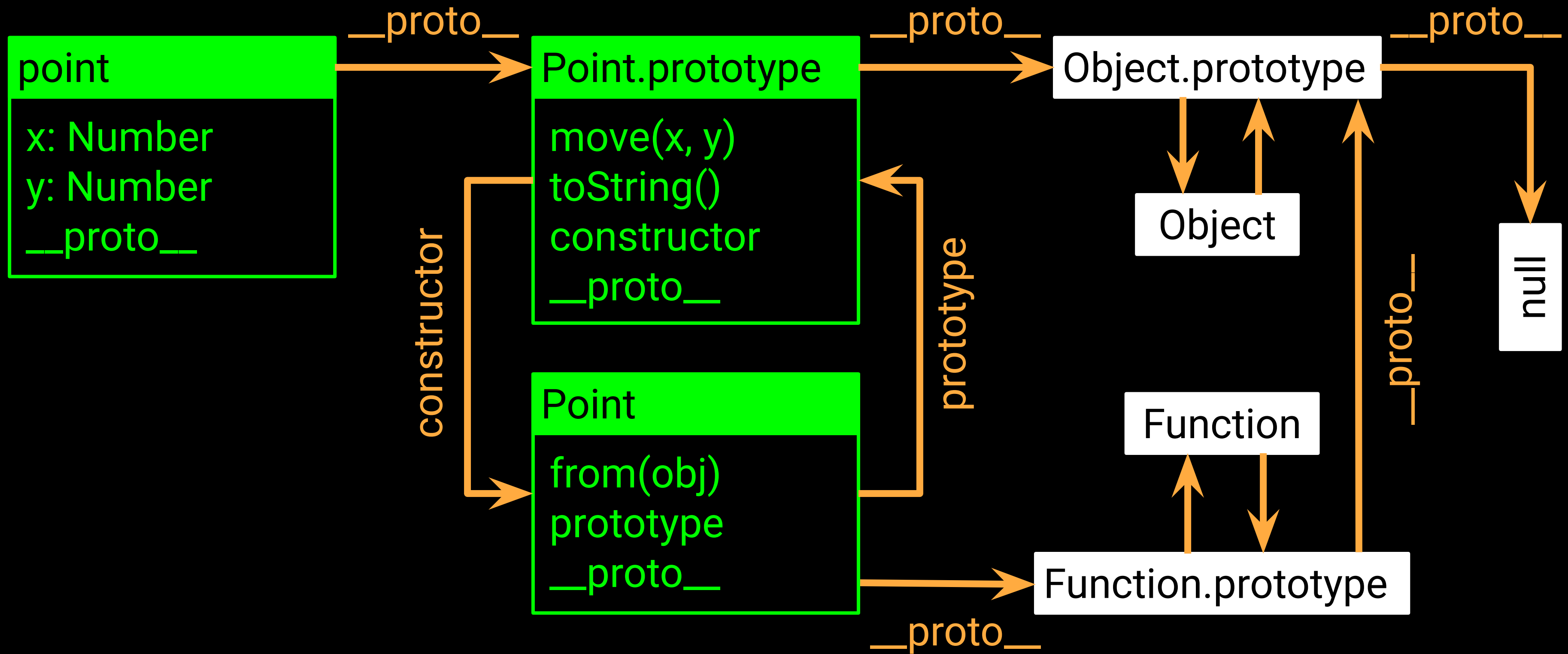
1. point.__proto__ -> pointMethods



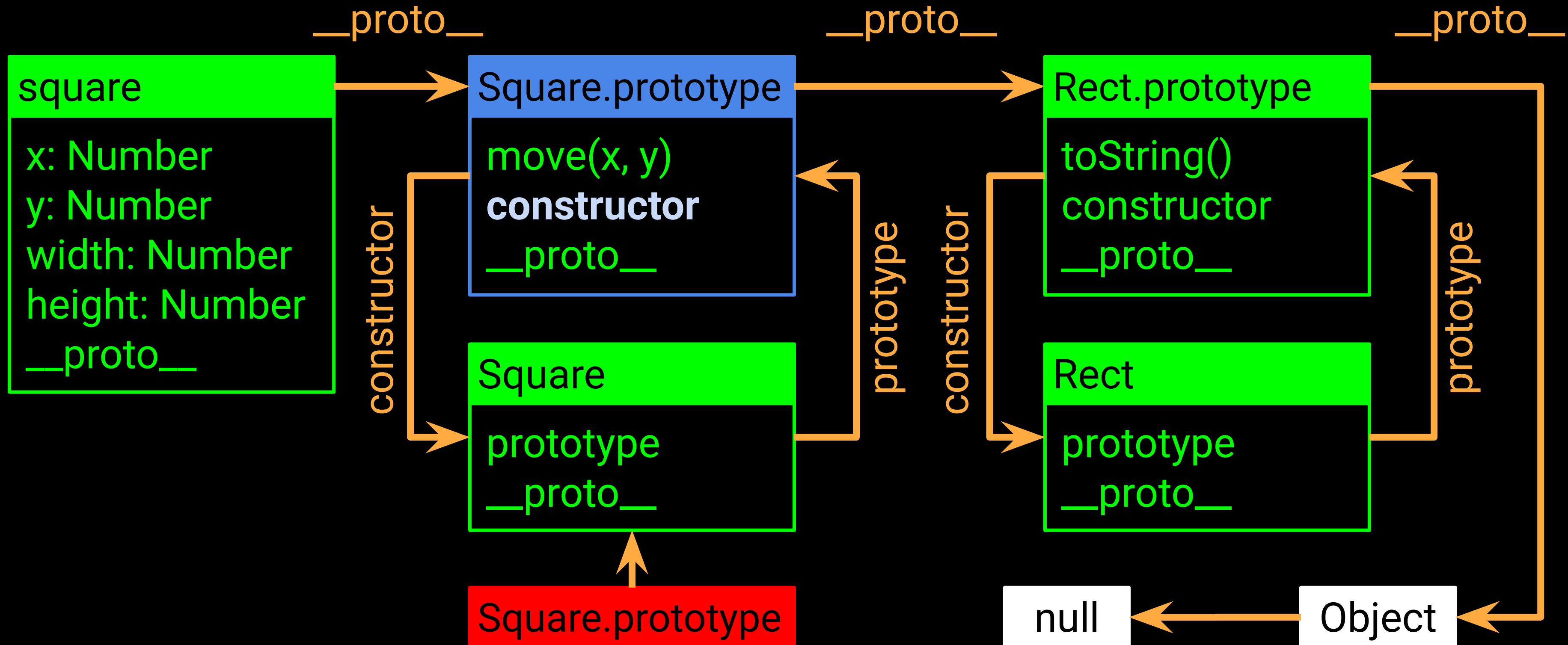
2. function Point(x, y) { ... }



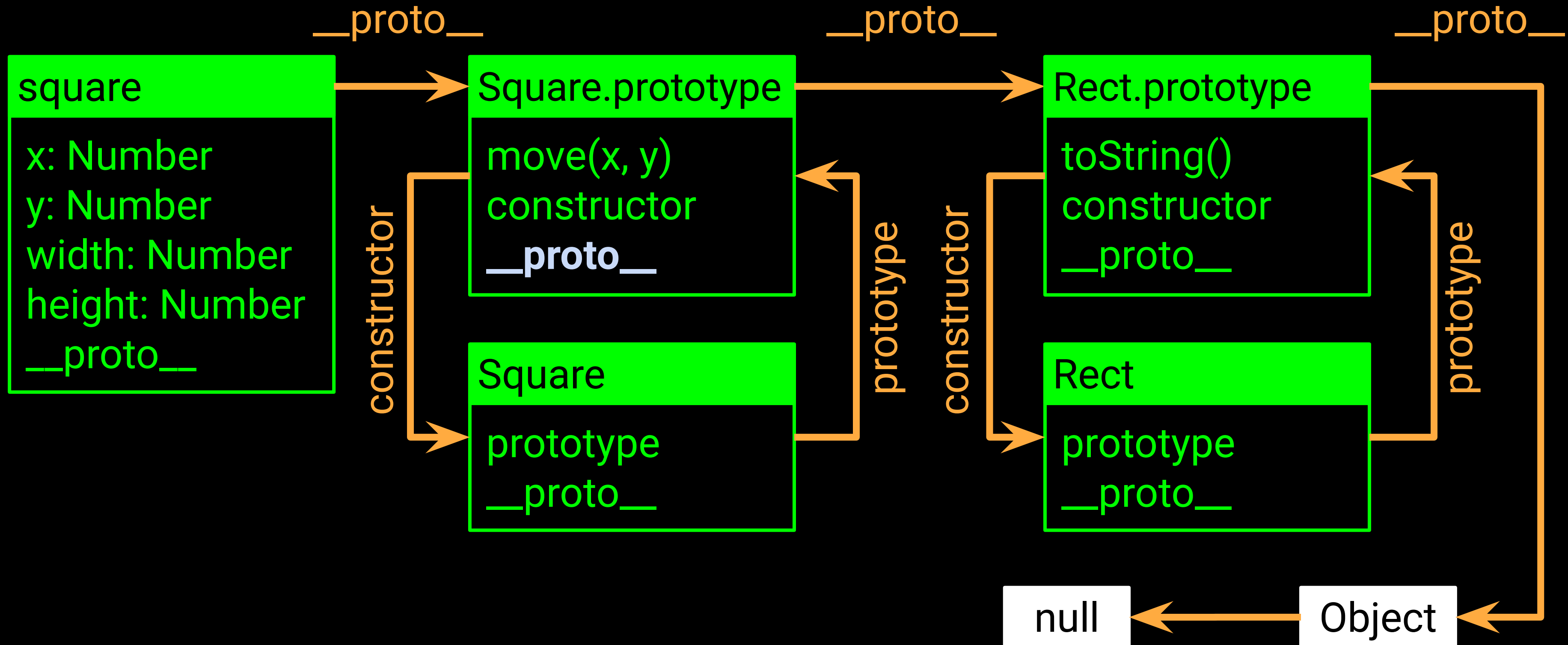
3. class Point { ... }



4. (#1, #2) square -> Square -> Rect



4. (#3, #4, #5) square -> Square -> Rect



5. class Square extends Rect

