Java script use prototype base inheritance

In the example bellow child class got access to display method which is define in class person

For inheritance we use

child.prototype=**Object.create**(person.prototype);

**object.Create() method**

this will inherit whatever given in prototype

observe in child class has not define its own property

<script>

"use strict"

function person(nm,ag)

{

if(this instanceof person)

{

this.name=nm;

this.age=ag;

this.speak=function(){return "hello"}

alert(this.constructor)

return this;

}

else

throw new TypeError("Check this is not a function");

}

person.prototype.display=function(){ return "parent classmethod data"; }

person.prototype.toString=function(){

return this.name+ " "+this.age

}

var obj1=new person("raj",80);

console.log(obj1);

document.write(obj1);

var x=new person("mona",90);

console.log(x);

document.write(x);

function child()

{

}

child.prototype=Object.create(person.prototype);

var c=new child(); //child got access to parent method

console.log(c.display());

document.write(c)

**document.write(c.display()); //display property is define in parent class**

</script>