```
function Person(name) {
   this.name= name;
}
Person.prototype.showName =function() {
   return `name:${this.name}`;
}
let p1 = new Person("json")

console.log(p1.showName())
```

```
34
       function Person(name) {
85
          this.name= name;
36
37
         Person.prototype.showName =function() {
88
            return `name:${this.name}`;
39
90
91
93
94
95
         let p1 = new Person("json")
        console.log(p1.showName())
          class Person{
             constructor(name){
               this.name = name;
97
98
             showName(){
99
               return `${this.name}`;
90
91
```

```
let aaa = "stive";

class Person {
    constructor(name) {
        this.name = name;
    }
    showName() {
        return `s(this.name}`;
    }
    [aaa]() {
        console.log(" * * * * * ")
    }
    let p = new Person("json");
    ...

p.stive();
    console.log(aaa)
```

1: es6里面class没有提升功能,在es5种函数会有提升

2:this的问题 好点

class新增了 取值函数 getter /存值 setter 封装底层代码用的多

set 设置属性

get 获取属性

```
class Person {
 constructor(name) {
  this.name = name;
 showName() {
  return `${this.name}`;
 [aaa]() {
  console.log("...")
 set age(age){
  console.log(age)
 get age(){
                         设置属性的值
let p = new Person("json");
p.stive();
console.log(aaa)
p.age =10; 🥌
console.log(p.age); 苯取已经设置的值
```