**Object Oriented Programming in JavaScript**

Assignment Description

Create a class called Person which defines the generic data and functionality of a person. Now as we know there are a lot of things involved with a Person e.g (age,gender,their address, height, shoe size, passport number, etc). but in this case we are only interested in showing their name, age, gender, and interests, and we also want to be able to write a short introduction about them based on this data, and get them to say Hello. This is known as abstraction in OOP ,creating a simple model of a more complex thing, which represents its most important aspects in a way that is easy to work with for our program's purposes.

**Remember!**

From your Person class, you will create object instances — objects that contain the data and functionality defined in the class.

E.g) Class: **Person**

Name

Surname

Age

Gender

Interests: an array of activities/interests

Full Name: returns the person’s Name + Surname

Greeting: “Hello I’m +Name!”

Object: **FirstPerson**

Name: Nosipho

Surname: Masondo

Age: 8

Gender: Female

Interests: Dancing,Singing

Greeting: “Hello I’m Nosipho”

Object: **SecondPerson**

Name: Thando

Surname: Ngwane

Age:16

Gender: Male

Interests: playing games,drawing

Method: I am Thando Ngwane I am 16 and my interests are playing games and and drawing.

When an object instance is created from a class, the class's constructor function is run to create it. This process of creating an object instance from a class is called instantiation — the object instance is instantiated from the class.

In JavaScript we use special functions called constructor functions to define objects and their features.They are useful because you'll often come across situations in which you don't know how many objects you will be creating; constructors provide the means to create as many objects as you need in an effective way, attaching data and functions to them as required.

I hope this information is useful!