

# JAVASCRIPT: MORE OBJECTS

# THE **NEW** KEYWORD AND THE **THIS** KEYWORD

```
function Rectangle(width, height) {  
    this.width = width;  
    this.height = height;  
}
```

```
var aRectangle = new Rectangle(4, 5);  
var bRectangle = new Rectangle(6, 7);
```

# EXERCISE

> WHAT IS THE VALUE OF 'CAT' AND 'DOG'?

```
function Animal(type, height) {  
    this.kingdom = "metazoa";  
    this.type = type;  
    this.height = height;  
}
```

```
var cat = new Animal("feline", "10in");  
var dog = new Animal("canine", "25in");
```

# EXERCISE

➤ WHAT IS THE VALUE OF 'STAR'? NOTE THE 'BANANA' PROPERTY.

```
function Star(points, color) {  
    this.banana = points;  
    this.color = color;  
}
```

```
var star = new Star(5, yellow);
```

# EXERCISE

## > WHAT IS THE VALUE OF ANAME?

```
function FullName(firstName, middleName, lastName) {  
    this.firstName = firstName;  
    this.middleName = middleName;  
    this.lastName = lastName;  
    this.fullName = this.firstName + " " + this.middleName + " " + this.lastName;  
}
```

```
var aName = new FullName("Jon", "Robert", "Miller");
```

# EXERCISE

- > IMAGINE A 'USER' OBJECT, WHICH CONTAINS A 'USERNAME', 'EMAIL', AND 'PASSWORD'.
- > CREATE A CONSTRUCTOR THAT SETS THESE THREE PROPERTIES ON A NEW OBJECT.
- > USING YOUR CONSTRUCTOR, CREATE AT LEAST TWO DIFFERENT 'USERS'.