

Can I add a property dynamically in javascript?

Asked 8 years, 10 months ago Active 8 years, 10 months ago Viewed 10k times

Is it okay to add properties to an object at runtime? It seems to run okay but are there any issues I should be aware of?

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I'm using a 3rd party javascript API which has an object class, which I've instantiated and added my own property to after instantiation, like the code below:

For example can I do this:



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```
var Car = function (id, type) {  
    this.id = id;  
    this.type = type;  
};  
  
var myCar = new Car(1, "Nissan");  
  
// CAN I DO THIS: (needsWork not a property of object Car)  
myCar.needsWork = true;
```

javascript

edited Dec 1 '10 at 16:58



Adam

31.8k 13 91 128

asked Dec 1 '10 at 16:57



capdragon

10k 22 91 143

1 Note, the Car function in your code is not a class. It is a constructor function. You may call it "pseudo-class". – Šime Vidas Dec 1 '10 at 17:01

Good to know thanks! – capdragon Dec 1 '10 at 17:05

3 Answers

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answered Dec 1 '10 at 16:58



Šime Vidas

127k 51 241 354



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Actually, you have two ways to do that in JavaScript:

1. add a method or property to an instance (this car only)

```
var myCar = new Car(1, "Nissan");  
myCar.needsWork = true;
```

2. add a method or property to the car prototype (all cars, even already existing ones)

```
var myCar = new Car(1, "Nissan");  
var biggerCar = new Car(2, "Hummer");  
Car.prototype.needsWork = true;  
alert( myCar.needsWork && biggerCar.needsWork  
      ? "We need work"  
      : "Something wrong here"  
    );
```

Reference:

- [Object.prototype](#)

edited Dec 1 '10 at 17:11

answered Dec 1 '10 at 17:06



Sean Patrick Floyd

242k 53 408 541

Thanks i was aware of the prototype one i was just wondering if the 1st option was okay. If i could mark 2 answers i would. thanks for the info. – capdragon Dec 1 '10 at 17:15

no prob, upvotes are actually better than accepts. Only upvotes get you tag badges :-)) – Sean Patrick Floyd Dec 1 '10 at 17:20

P.Floyd I think it's better to attach non-function properties to the object itself (this.needsWork = true; inside the constructor) rather than to the object's

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class outline – [Sean Patrick Floyd](#) Dec 1 '10 at 17:42



Yes

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There is nothing wrong with that.



See Object Augmentation here: <http://www.crockford.com/javascript/inheritance.html>

answered Dec 1 '10 at 16:59



[Adam](#)

31.8k

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