

```

function House(length, width, height) {
    // This is a public member variable
    // It can be accessed from the outside by obj.wallColor,
    // where obj is any object having a public member named wallColor
    this.wallColor = `white`;

    // This is a private variable, which means that it cannot be accessed
    // directly from the outside. The parameters (length, width, height) are also
    // private members.
    var roomCount = 6;

    // This is a public method. It is called by obj.saySomething().
    // It can only access public members
    House.prototype.saySomething = function() {
        return "The color of the walls is " + this.wallColor;
    }

    // This is a private method. It can access anything within the object, except
    // the keyword 'this'.
    function moreThanTwoRooms() {
        return roomCount > 2;
    }

    // This is a privileged method. It is called the same way as a public method,
    // and can be accessed from the outside.
    // The difference is that a privileged method can also access private members
    this.SaySomethingElse = function() {
        return "The number of rooms in the house is " + roomCount;
    }
}

```

For more specific information about the ins and outs of this subject, have a look at <http://www.crockford.com/javascript/private.html> (highly recommended).