# Front End 101

Lesson 6: Object-Oriented JavaScript

## Schedule

*Part 1 - OOP Introduction*

1. Procedural vs OO
2. Creating your first JavaScript objects
   a. Object literals
   b. Constructors
   c. this
   d. instantiation
   e. reading attributes
   f. attributes as methods

*Part 2 - Prototypes, Workshopping*

1. Prototypes
2. Extended workshopping

## Homework

*Goals*

1. Understand the difference between procedural and object-oriented programming
2. Be able to categorize objects from the real world into JavaScript objects, also understand how instances and prototypes work

*Assignment*

1. Submit at least one of the exercises at the end of the slideshow on Canvas for review by your instructor.