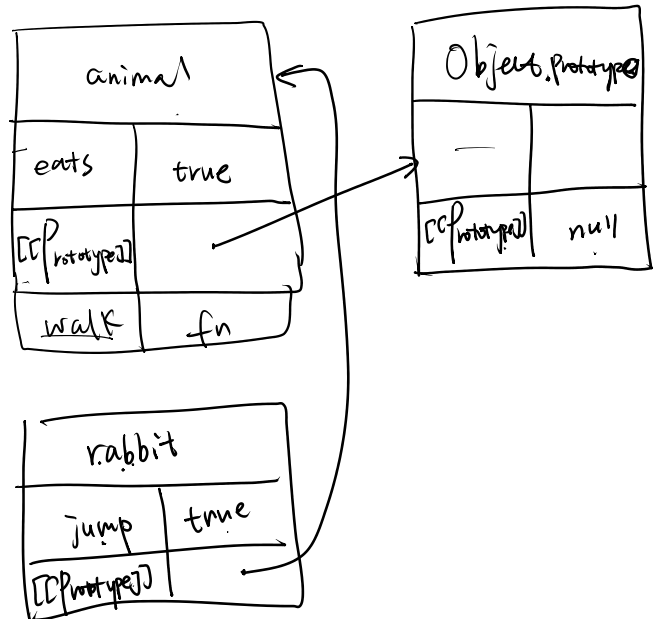


Inheritance diagram

Wednesday, June 7, 2023 10:12 AM

```
const animal = {
  eats: true
}
const rabbit = Object.create(animal);
rabbit.jump = true;
```

console.log(rabbit.jump);
rabbit.eats
rabbit.firstname

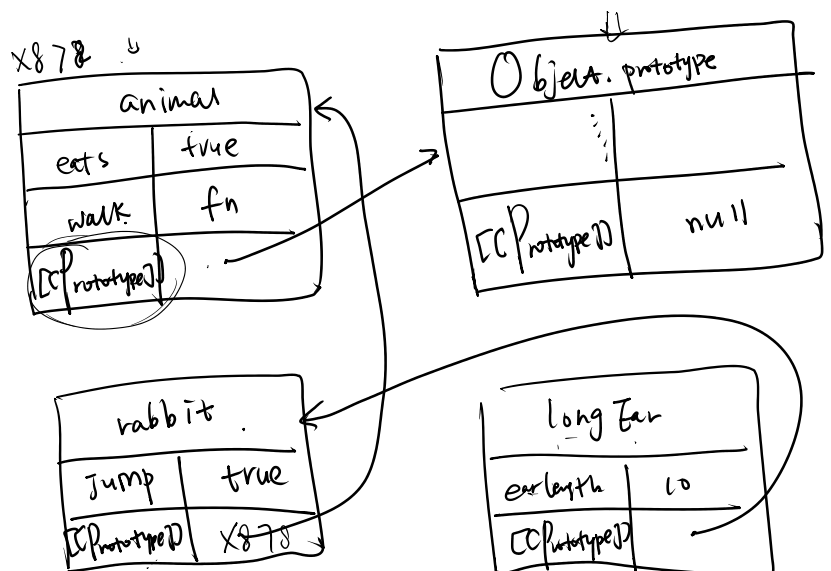


```
const animal = {
  eats: true,
  walk: function(){
    console.log('Animal Walk');
  }
}
```

```
let rabbit = Object.create(animal);
rabbit.jump = true;
```

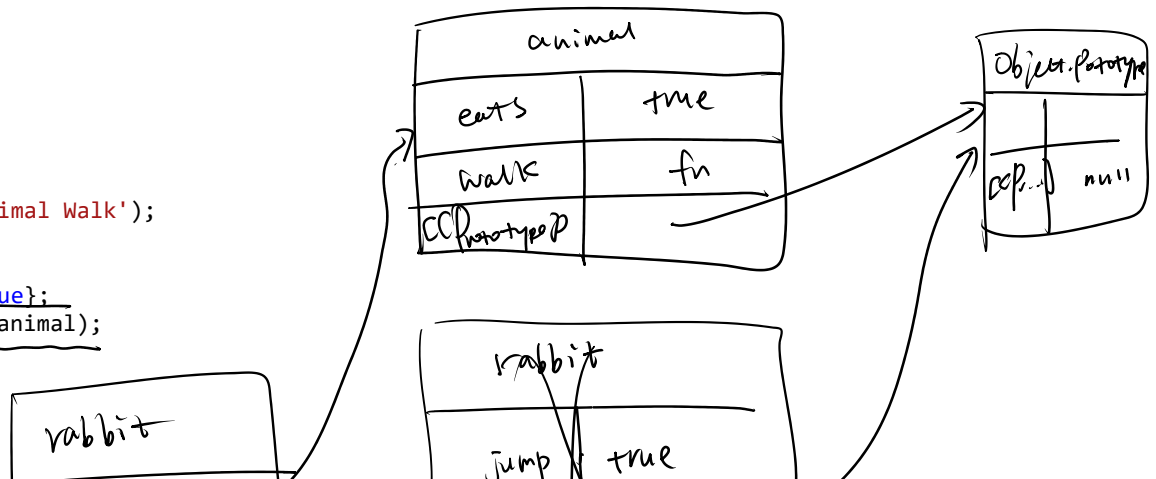
```
let longEar = Object.create(rabbit);
longEar.earLength = 10;
```

longEar.walk()



```
const animal = {
  eats: true,
  walk: function(){
    console.log('Animal Walk');
  }
}
```

```
let rabbit = {jump: true};
rabbit = Object.create(animal);
```



| | |
|---------------|--|
| rabbit | |
| [[Prototype]] | |

| | | |
|---------------|--|------|
| jump | | true |
| [[Prototype]] | | |

| | |
|--------|--|
| rabbit | |
| | |
| | |
| | |

```
const animal = {
  walk: function(){
    if(!this.isSleeping){
      console.log('Animal Walk!!!');
    }
  },
  sleep: function(){
    this.isSleeping = true;
  }
}
```

```
let rabbit = Object.create(animal);
rabbit.sleep();
rabbit.walk();

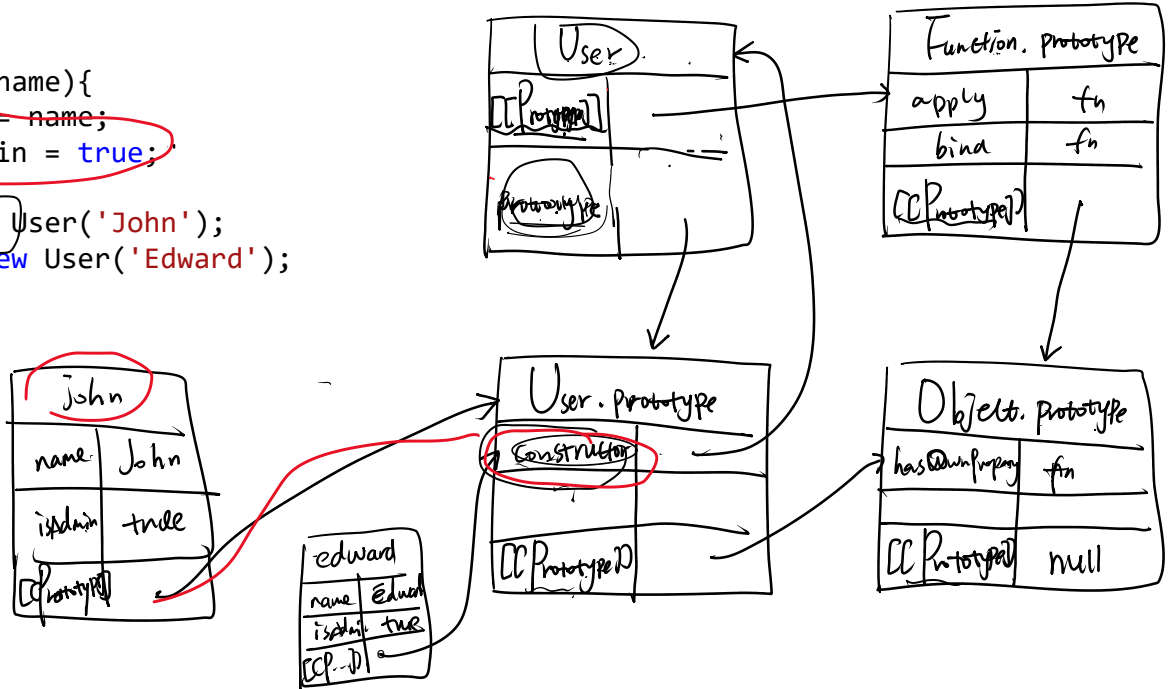
console.log(rabbit);
```

| | |
|---------------|----|
| animal | |
| walk | fn |
| sleep | fn |
| [[Prototype]] | |

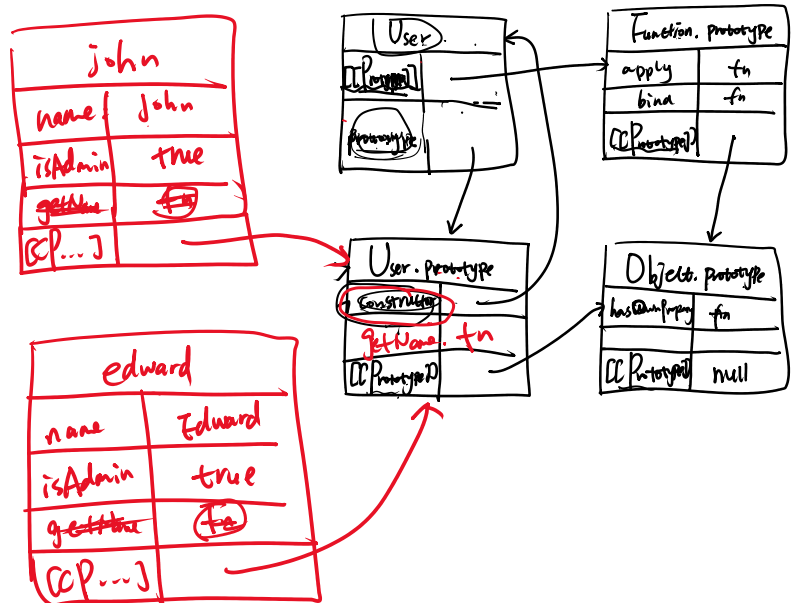
| | |
|------------------|------|
| Object.prototype | |
| hasOwnProperty | fn |
| [[Prototype]] | null |

| | |
|---------------|------|
| rabbit | |
| isSleeping | true |
| [[Prototype]] | |

```
function User(name){
  this.name = name;
  this.isAdmin = true;
}
let john = new User('John');
let edward = new User('Edward');
```



```
function User(name){
  this.name = name;
  this.isAdmin = true;
  this.getName = function(){
    return this.name;
  }
}
let john = new User('John');
let edward = new User('Edward');
```



John.getName()

