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Full Stack Web Development Program

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Day 20 - OOPs in JavaScript

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Titles

- Classes in JavaScript
- JavaScript Object
- Accessing Objects in JavaScript
- Constructor
- Prototypal Inheritance
- Date Object
- Methods of Date Object
- Math Object



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Learning Objectives

By the end of this module, you will be able to:

- Describe Classes and Objects in JavaScript
- Implement the knowledge of Date and Math Objects



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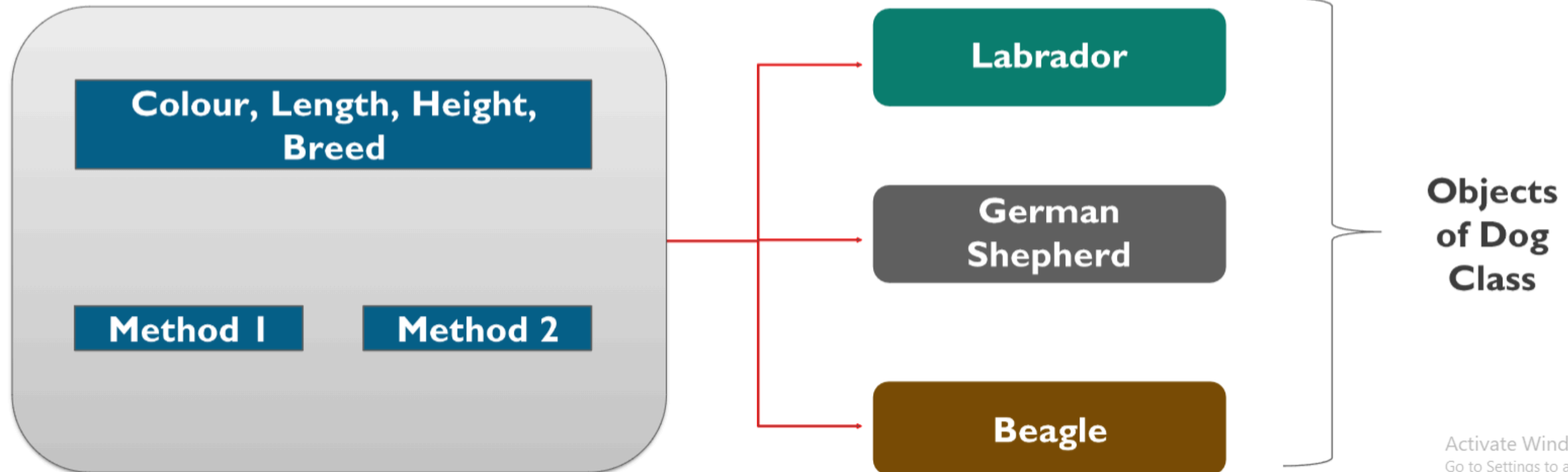
Object-Oriented Programming in JavaScript

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Classes in JavaScript

- In object-oriented programming, a class is a blueprint for the object.
- It provides initial values for the state (member variables or attributes) and the implementations of behavior (member functions or methods).

Class: Dog



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JavaScript Object

- Object is a standalone entity with properties and types that are easily modifiable at runtime.
- Objects can inherit properties and methods from other objects via prototypes.
- For example, a dog can have states such as color, name, and breed.
- A dog's behavior can be wagging the tail, barking, and eating.

Code:

```
var dog= new Object();  
dog.color = "orange";  
dog.name = "Tony";  
dog.breed ="spitz";
```