JavaScript is an object-oriented programming language, but unlike its peers (which are class-based), JavaScript is a prototype-based language. It means that in JavaScript, you can create an object (prototype object) that acts as a template for new objects. These new objects can be provided with new properties either when you create them or at run time.

There are two ways to add new methods to an object.

1) **Class.method:** The Class.method is static and has no relation with any instance of the class. The class method must be called using the class name. Only one instance of this function exists in the memory.

2) **Class.prototype.method:** The Class.prototype.method is created which is related to the instance of the object. It is called using the object instance name. Each instance of the class will have its own copy of this method.

JavaScript classes are syntactical sugar over JavaScript’s prototype-based approach.