<u>Agenda</u>

→ Prototye Object

→ Brototype Inheritance

→ Object. create()

Object Instance

↓

Constructor Function (prototype)

↓

Object (prototype)
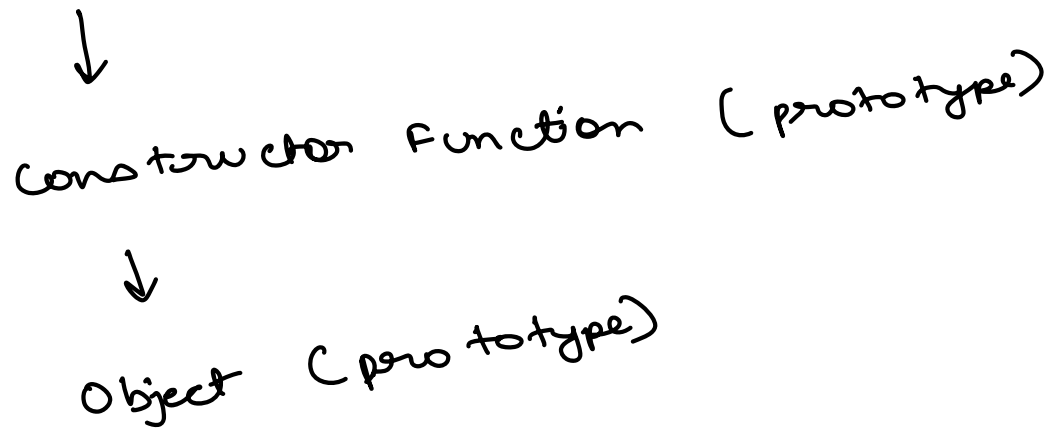
Prototype is a property only on constructor functions and is used to define properties and methods that should be inherited by instances created from the constructor.
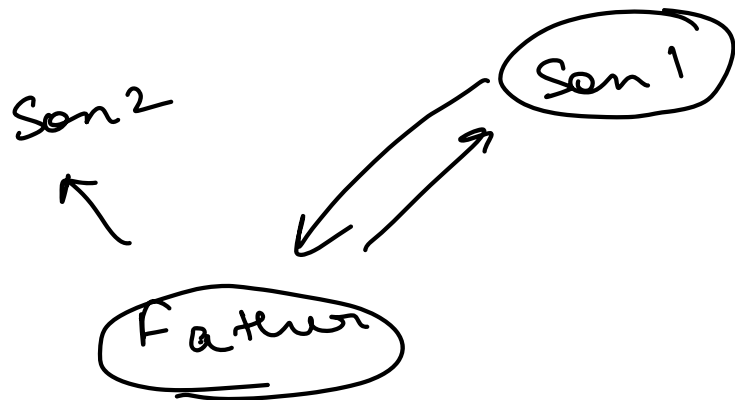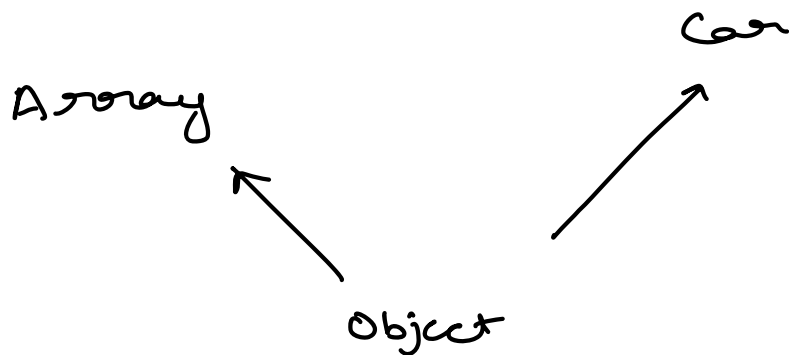
car. model

car. color

```
▼ Car {model: 'Ford Mustang', year: 2020} ⓘ
    model: "Ford Mustang"
    year: 2020
  ▼ [[Prototype]]: Object
    ▶ displayInfo: f ()
    ▶ constructor: f Car(model, year)
    ▶ [[Prototype]]: Object
```

Why use Prototype ?

→ Saves Memory

→ Promotes efficient code reuse.

Why not use __proto__ ?

→ Prototype chain manipulation

→ could lead to unexpected behavior in code

Car

Array

Object

Son 2

Son 1

Father

Object.create() provides a clean and efficient way to set up inheritance in JS. It allows for the creation of objects with a specific prototype, enabling shared behaviour across objects while allowing objects to have individual properties.