Quiz 8 (W2D2) ID&Name:

Write the following JavaScript code requirement in **strict mode**:

* Create a function constructor Foo that has two variables:
  + counter1 is an object with property i=1
  + counter2 is a number with default value 1
* Create an object myFoo From Foo
* Write a method add1() to increase counter1 value
* Write a method add2() to increase counter2 value
* Create an object bar from Foo. What will happen if I run: bar.add1()?

Methods add1() and add2() should be written without changing the structure or adding code to Foo

Make sure to use module pattern and your code does not leave any trace into the global window object.

"use strict";  
(function(){  
 function Foo(){  
 this.counter1 = {i:0};  
 this.counter2 = 0;  
 }  
 var myFoo = new Foo();  
 Foo.prototype.add1 = function(){  
 this.counter1.i++;  
 }  
 Foo.prototype.add2 = function(){  
 this.counter2++;  
 }  
 var bar = new Foo();  
 bar.add1();  
 console.log(bar.counter1.i);  
})();

Draw inheritance hierarchy diagram for the code below. You can draw in the back of the page.

**function** Foo(y) {  
 **this**.y = y;  
}  
Foo.prototype.x = 10;  
Foo.prototype.calculate = **function** (z) {  
 **return this**.x + **this**.y + z;  
};  
  
**var** b = **new** Foo(20);  
**var** c = **new** Foo(30);

