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Overview

# JavaScript Objects

JS Array JS Boolean

JS Date JS Math

JS Number

JS String

JS RegExp

JS Global

#### **Browser Objects**

Window Navigator Screen History Location

#### HTML DOM Objects

DOM Document DOM Events DOM Elements

DOM Anchor DOM Area

DOM Base

DOM Body DOM Button

DOM Form

DOM Frame/IFrame

DOM Frameset

DOM Image

DOM Input Button

DOM Input Checkbox

DOM Input File

DOM Input Hidden

DOM Input Password

DOM Input Radio

DOM Input Reset

DOM Input Submit

DOM Input Text DOM Link

DOM Meta

DOM Object

DOM Option

DOM Select

DOM Style

DOM Table DOM td / th

DOM tr

DOM Textarea

# JS & DOM Reference JavaScript prototype Property



# Definition and Usage

The prototype property allows you to add properties and methods to an object.

Note: Prototype is a global property which is available with almost all JavaScript objects.

### Syntax

```
object.prototype.name=value
```

#### **Browser Support**











The prototype property is supported in all major browsers.

# Example

#### Example

Use the prototype property to add a property to an object:

```
<script type="text/javascript">
function employee (name, jobtitle, born)
this.name=name;
this.jobtitle=jobtitle;
this.born=born;
var fred=new employee("Fred Flintstone", "Caveman", 1970);
employee.prototype.salary=null;
fred.salary=20000;
document.write(fred.salary);
</script>
```

The output of the code above will be:

20000

Try it yourself »

```
JavaScript Date Object
```

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