

Function.prototype

[[Prototype]]	
apply	function() { ... }
call	function() { ... }
...	

function Object

[[Prototype]]	
prototype	

function Animal

[[Prototype]]	
prototype	

function Dog(name) { ... }

[[Prototype]]	
prototype	

Object.prototype

[[Prototype]]	undefined
toString	function() { ... }
eval	function() { ... }
...	

Animal.prototype

[[Prototype]]	
live	function() { ... }
die	function() { ... }

Dog.prototype

[[Prototype]]	
bark	function() { ... }

new Dog("Rex")

[[Prototype]]	
name	"Rex"

new Dog("Max")

[[Prototype]]	
name	"Max"