

# Object Creation and Prototypes

## Notes

There are three main ways to create objects in Javascript. We mention them now but will discuss their particulars a bit later:

**Object literal** What we've been using: { foo: bar, foo2: baz }  
Introduced in ES5.

**Object Constructors** Using new and classes/constructors. So something like new Object(), new Array() etc.

For now we focus on Object.create, as it offers the most direct way to discuss prototypes.

## Prototypes

Every object has another object called its **prototype**.

The object *inherits* properties of its prototype.

A simple way to set an object's prototype, is via Object.create as the first argument.

Here is a simple example of that:

```
var pete = { name: "Pete", sayHi: function() { return "Hi! I am " + this.name; } };  
pete.sayHi();  
var myka = Object.create(pete);  
myka.name = "Myka";  
myka.sayHi();
```

Notice the use of this to refer to the object currently calling the function.

Let's think about what happens here:

- The myka object is asked to find and call a function sayHi.
- It only has a property called name, so it asks its "prototype", pete, to see if it has a sayHi property.
- pete says that it does (if it did not, it would delegate the question to its prototype and so on and so forth). It returns its sayHi function, and myka invokes it.
- This is a method invocation, so this is set to myka. Therefore when that functions looks for this.name, it finds "Myka".

There is a secret property of all objects, called \_\_proto\_\_ (that's two underscores on each side), that points to this prototype object. It is generally advisable not to mess with that property. So we could do:

```
myka.__proto__  
myka.__proto__ === pete
```

Object methods and properties are looked up the prototype chain, which eventually ends in the null object.

Prototypes are a good place to put shared methods and values, that all objects of a certain “type/class” should have access to. With the use of this, these functions can have access to the object that they are meant to represent. We will see examples of this in the stack examples of the next segment.

## Constructors and Prototypes

Constructors are special functions that are meant to be used for creating objects. They are meant to always be called with the keyword `new`, and by convention are always capitalized. You have already seen a number of these constructors, but did not know they were that:

- Object<sup>2</sup>
- Number<sup>3</sup>
- Array<sup>4</sup>
- Function<sup>5</sup>
- RegExp<sup>6</sup>
- ADD YOUR CLASS HERE!

All of these are actually “constructors”. You can think of them a little bit like the analog of a class in other languages. And you can create your own: All you need is a function, with a couple of considerations:

- You should capitalize your function’s name as reminder to those calling it that they must prepend it with `new`.
- In the body of the function, `this` will refer to a newly created object.
- The function will implicitly return `this`, unless you return another object instead.
- The new object’s `__proto__` will be set to the prototype property of your function (functions are regular objects, you can add properties to them).

```
function Foo(v) {  
    console.log("Proto set to: ", this.__proto__);  
    this.v = v;  
}  
Foo.prototype = {  
    bar: "I am a Foo"  
};  
var a = new Foo(5);  
a.v;
```

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<sup>2</sup>[https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global\\_Objects/Object](https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Object)

<sup>3</sup>[https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global\\_Objects/Number](https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Number)

<sup>4</sup>[https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global\\_Objects/Array](https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Array)

<sup>5</sup>[https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global\\_Objects/Function](https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Function)

<sup>6</sup>[https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global\\_Objects/RegExp](https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/RegExp)

```

a.bar;
Foo.prototype.baz = "Method added after creation , woohoo!";
a.baz;
var b = new Foo(10);
a.baz = "What did I change?";
b.baz;

```

## Classes and constructors

In ES6, classes were introduced, and they are effectively a wrapper around the constructor and prototype basics discussed above. For example, recall the basic counter class we've been looking at:

```

class Counter {
  constructor(start) {
    this.start = start;
    this.current = start;
  }
  incr() { this.current += 1; }
  getValue() { return this.current; }
  reset() { this.current = this.start; }
}

```

This could also be done as follows:

```

function Counter(start) {
  this.start = start;
  this.current = start;
}
Counter.prototype.incr = function() { this.current += 1; };
Counter.prototype.getValue = function() { return this.current; };
Counter.prototype.reset = function() { this.current = this.start; };

```

The above two are effectively the same.

## Practice

Creating a Counter constructor.

- It should add to the this object a counter property initialized to the argument passed to the constructor. It should also have a property init that stores this same initial value (and never changes it, but you can't control that yet).
- The prototype should have a property incr that increments the counter.
- The prototype should have a property reset that resets the counter to the initial value.
- Write some code that tests your new constructor.