











```
var C1 = new Parent();
```

Объект-прототип

```
makeMyu = function(){  
  console.log(this.имя + ' говорит Мяу');  
}  
  
wantObnimashki = function(){  
  console.log(this.имя + ' хочет обнимашки');  
}
```

Функция-конструктор

```
function Cat (имя, порода, шерсть, глаза){  
  this.имя = имя;  
  this.порода = порода;  
  this.шерсть = шерсть;  
  this.глаза = глаза;  
}
```

prototype

constructor

__proto__

```
let Barsik = new Cat('Барсик', Бенгальская кошка, рыжий, зеленые)
```

__proto__

```
let Pushok = new Cat('Пушок', Персидская кошка, белый, голубые)
```

var arr = [] var list = new Array()

```
length: 0
▶ constructor: f Array()
▶ concat: f concat()
▶ copyWithin: f copyWithin()
▶ fill: f fill()
▶ find: f find()
▶ findIndex: f findIndex()
▶ lastIndexOf: f lastIndexOf()
▶ pop: f pop()
▶ push: f push()
▶ reverse: f reverse()
▶ shift: f shift()
▶ unshift: f unshift()
▶ slice: f slice()
▶ sort: f sort()
▶ splice: f splice()
▶ includes: f includes()
▼ indexOf: f indexOf()
  arguments: (...)
  caller: (...)
  length: 1
  name: "indexOf"
  ▶ __proto__: f ()
  ▶ [[Scopes]]: Scopes[0]
▶ join: f join()
▶ keys: f keys()
▶ entries: f entries()
▶ values: f values()
▶ forEach: f forEach()
▶ filter: f filter()
▶ flat: f flat()
▶ flatMap: f flatMap()
▶ map: f map()
▶ every: f every()
▶ some: f some()
▶ reduce: f reduce()
▶ reduceRight: f reduceRight()
▶ toLocaleString: f toLocaleString()
▶ toString: f toString()
▶ Symbol(Symbol.iterator): f values()
▶ Symbol(Symbol.unscopables): {copyWithin: true, entries: true, fill: true, find: tru...
▶ __proto__: Object
```

