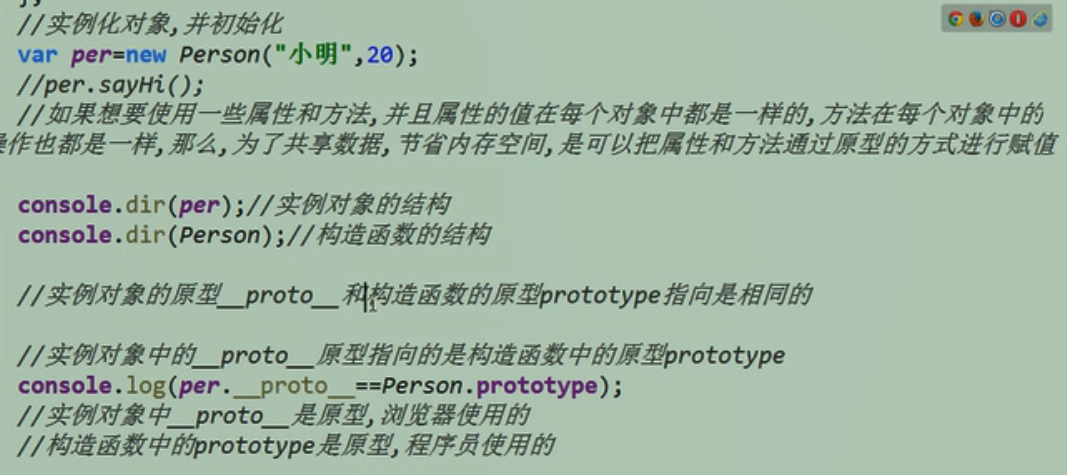
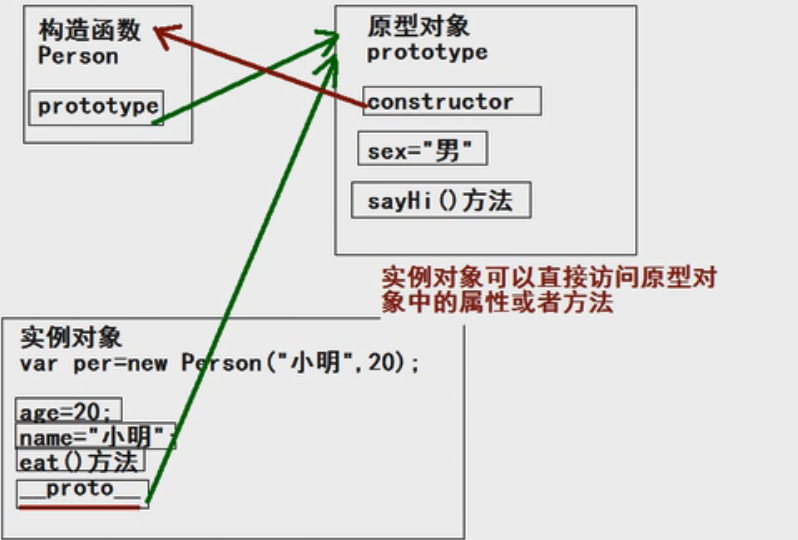
1. 原型

1.





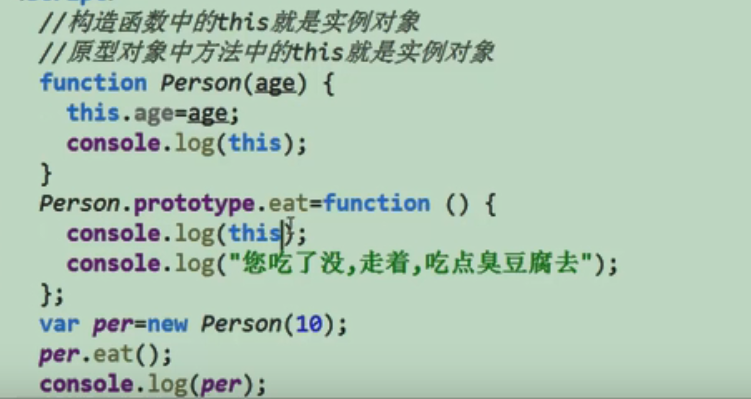
1. 结构示意图



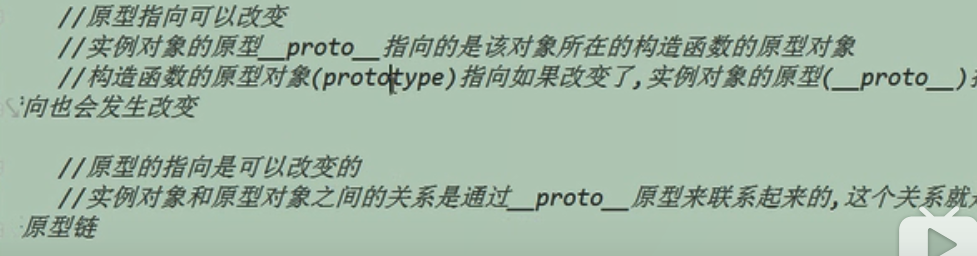
1. 原型链
2. 定义

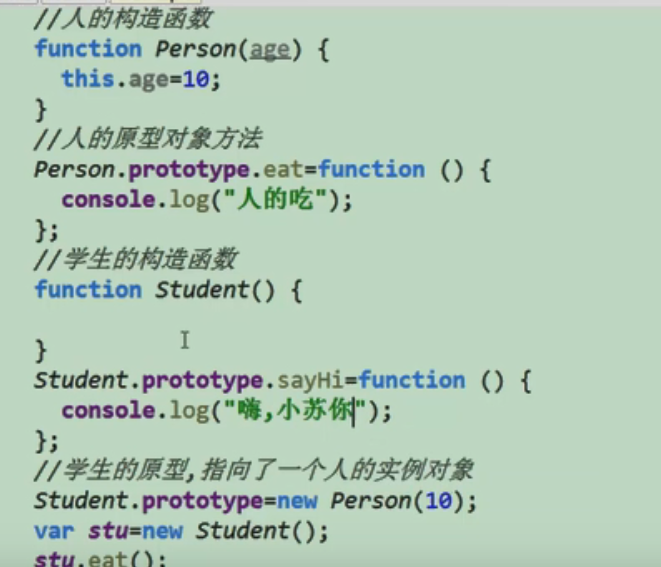


2.



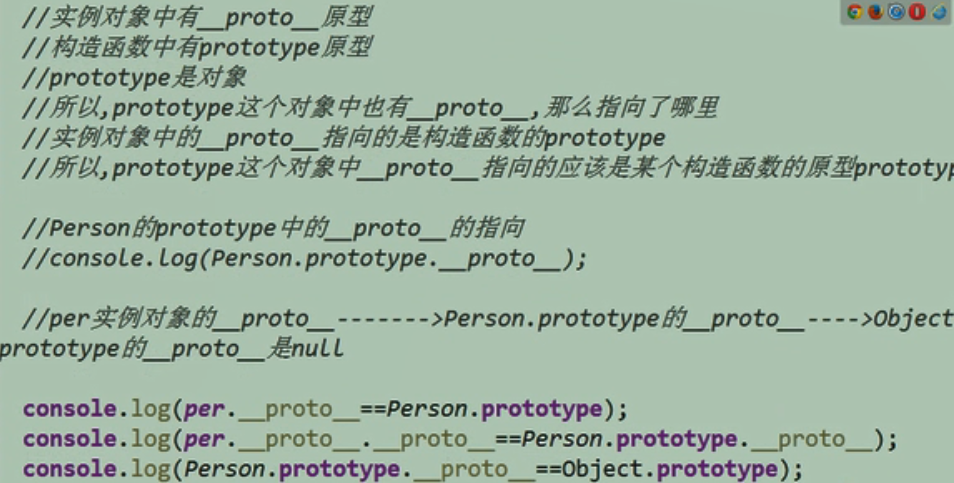
3.原型链指向的改变





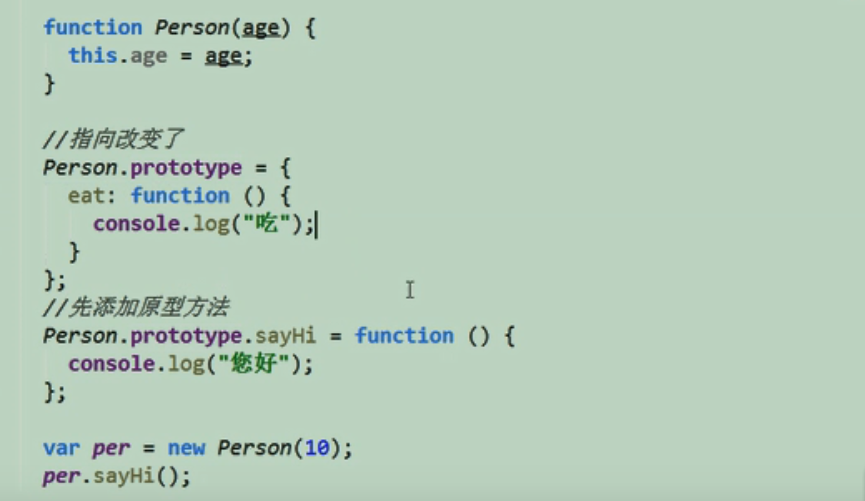


4.原型最终指向哪里



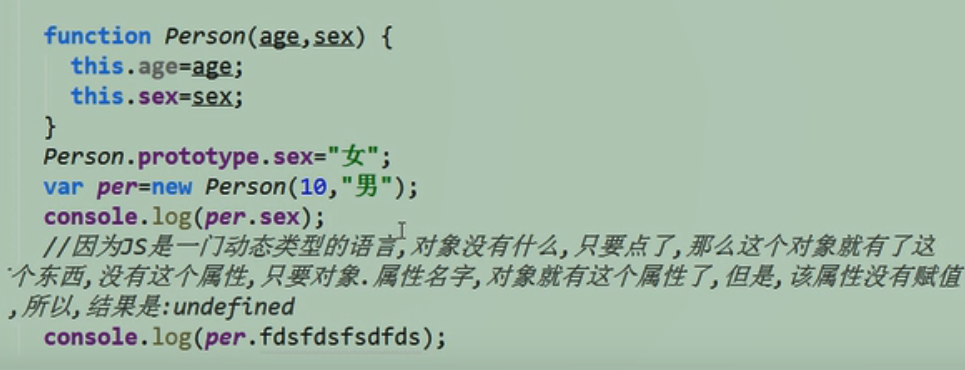


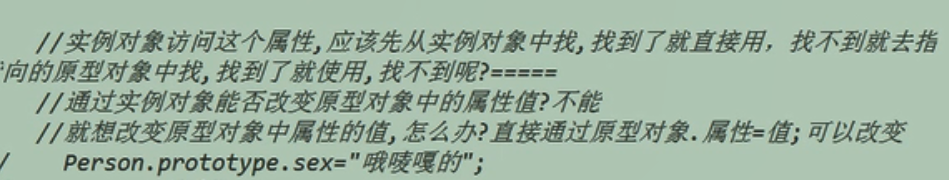
1. 原型指向改变如何添加方法或者访问



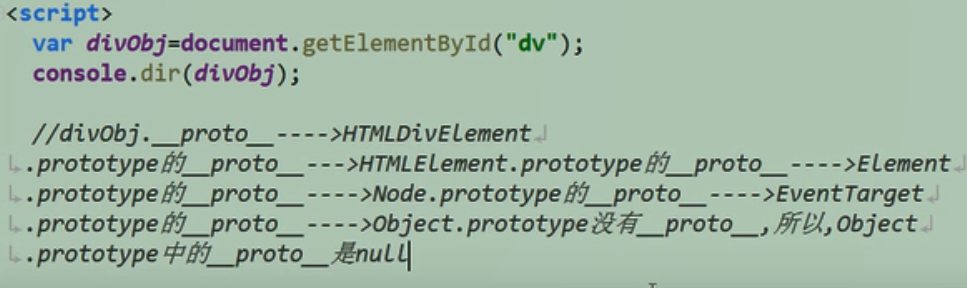


1. 实例对象与原型对象属性重名的问题



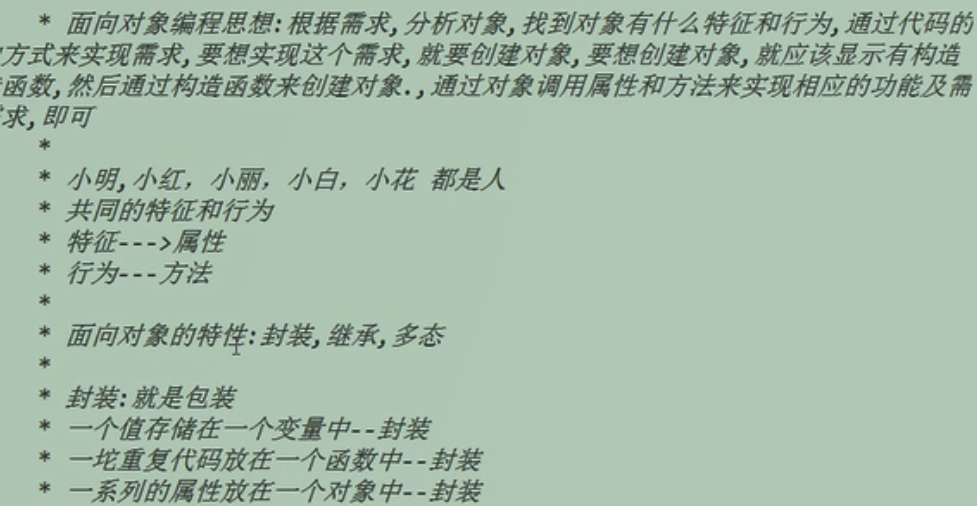


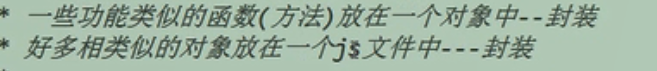
1. 一个神奇的原型链

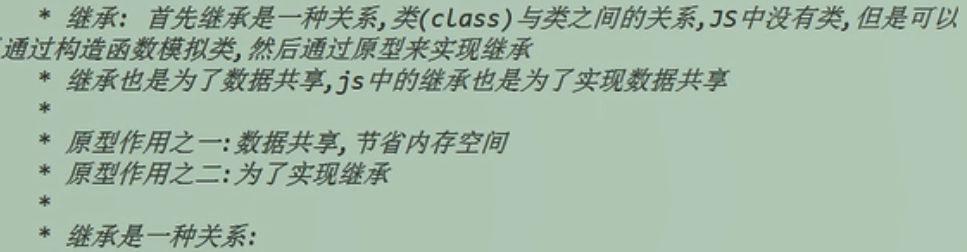


1. 继承

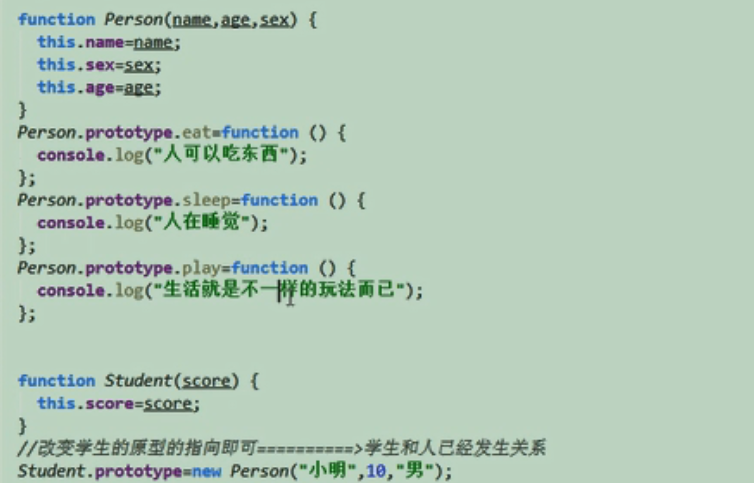
1.概念

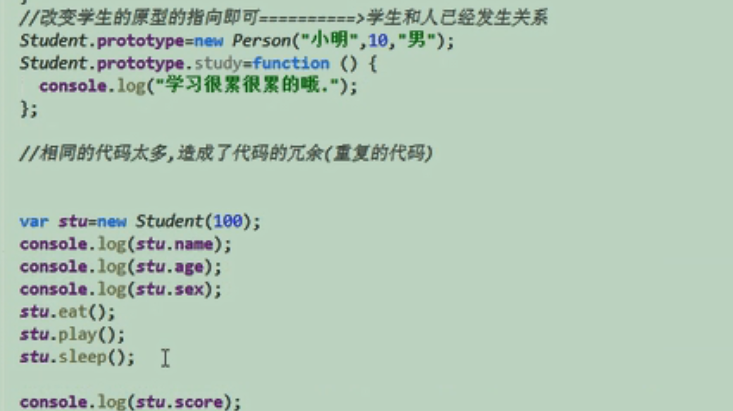




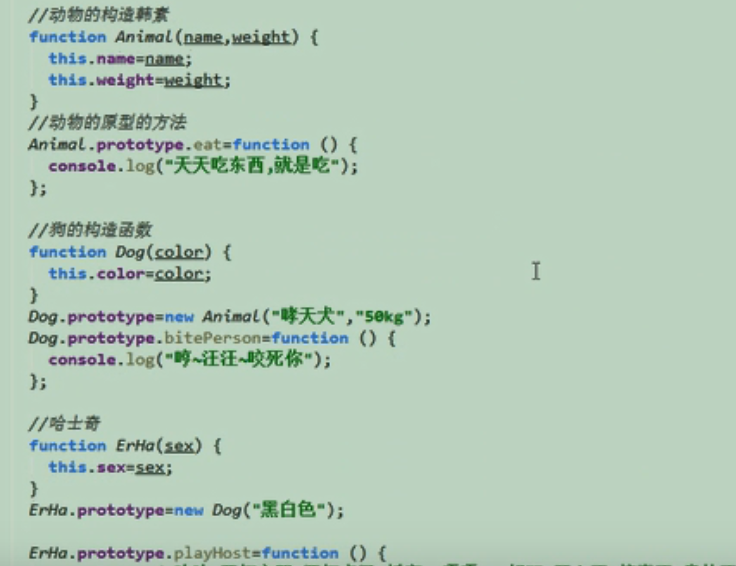


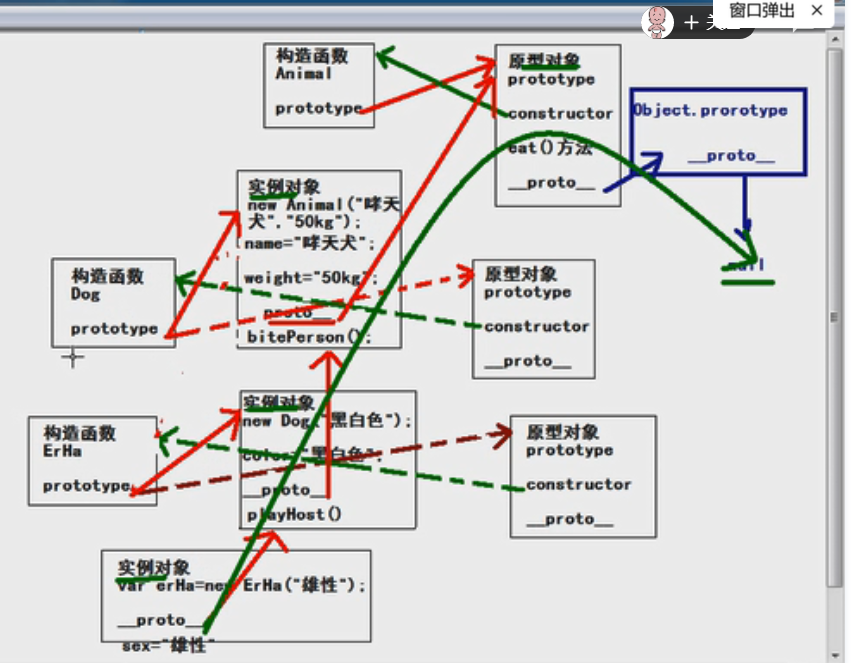
1. 改变原型指向实现继承



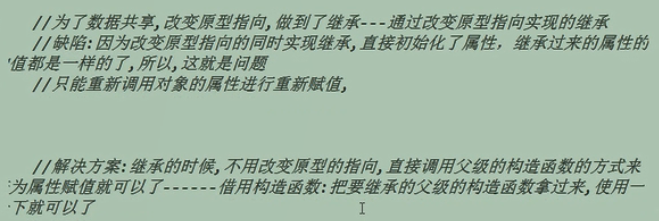


1. 实例



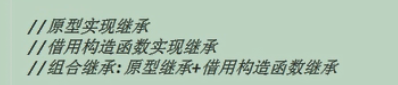


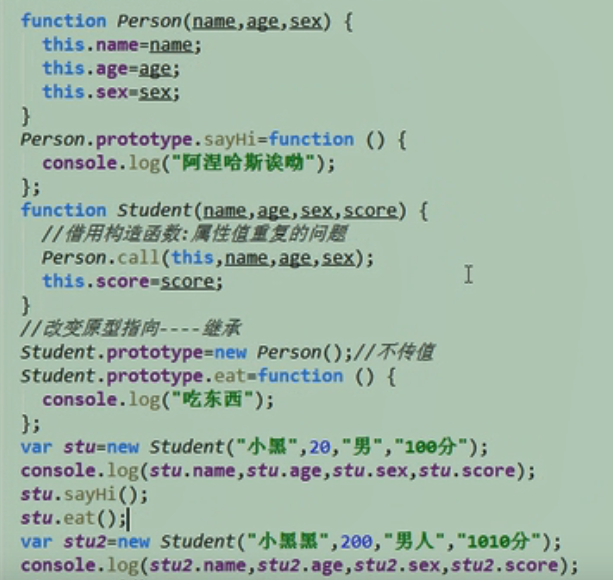
1. 借用构造函数实现继承
2. 思路





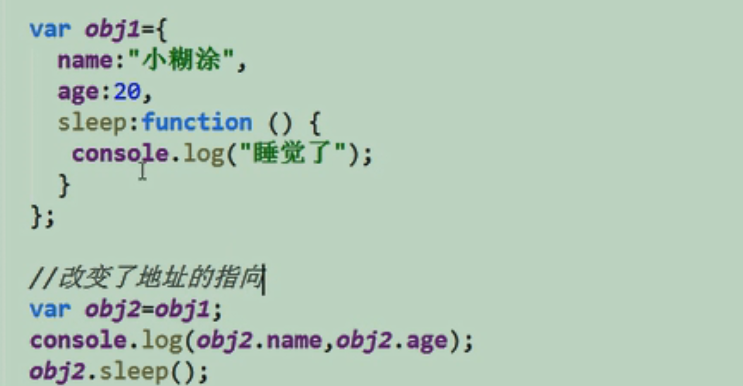
1. 组合继承



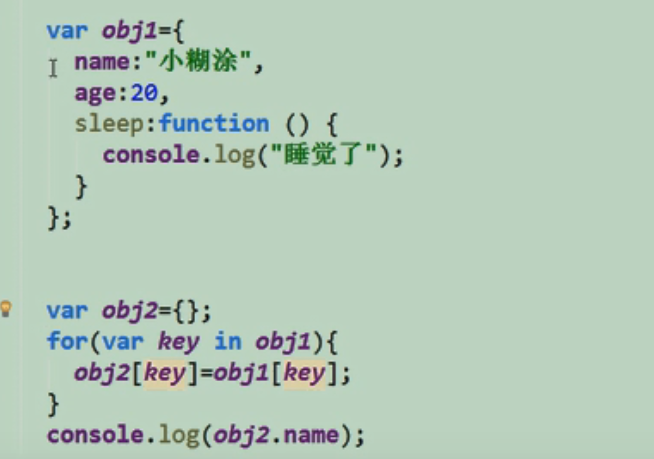


1. 拷贝继承

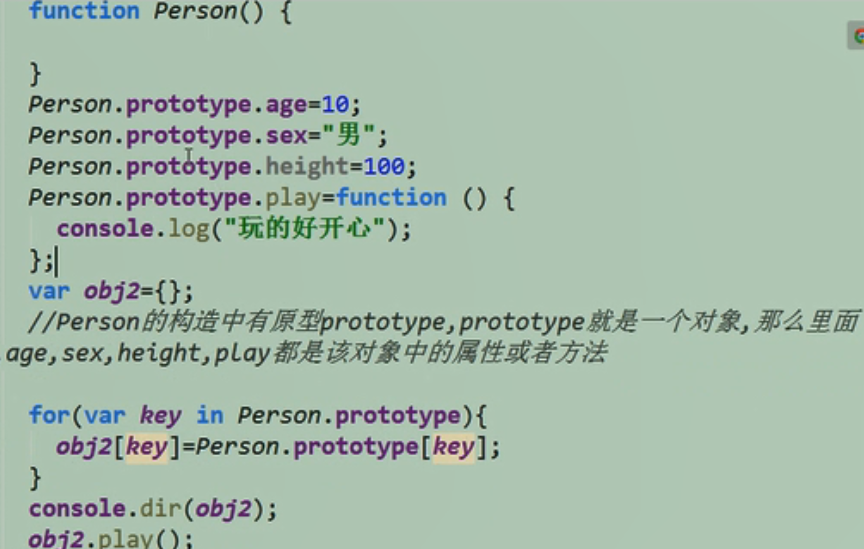
A.改变指针的方法（不是拷贝）

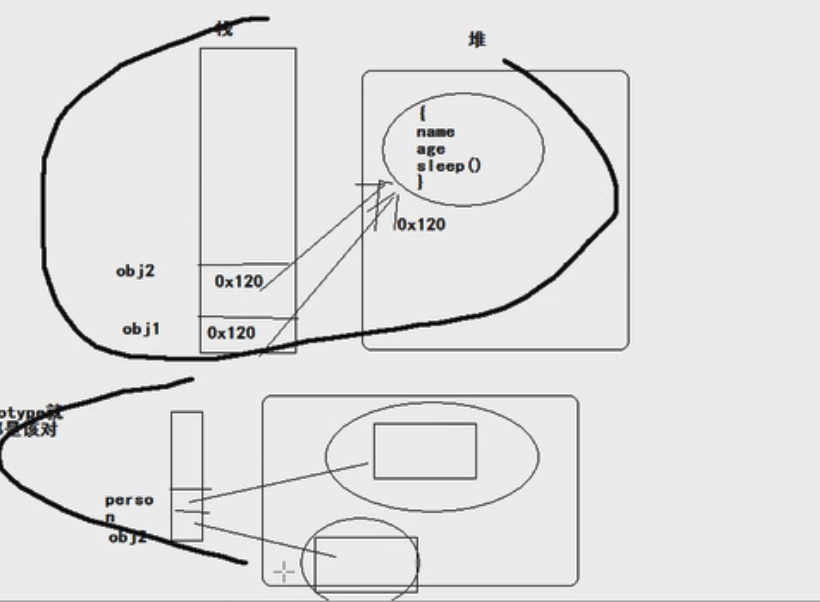


B.进行复制（浅拷贝）

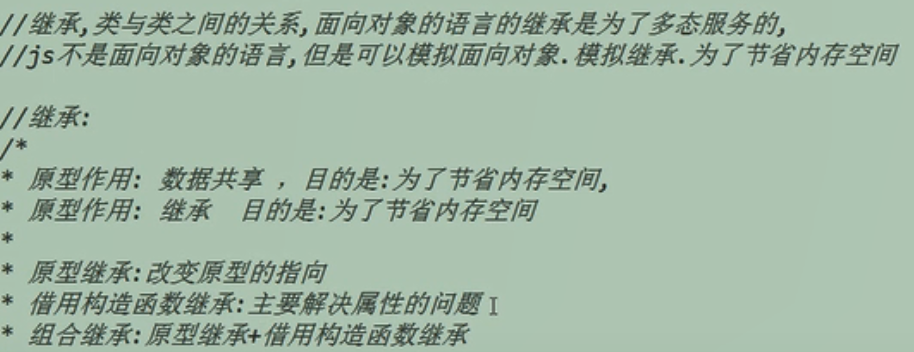


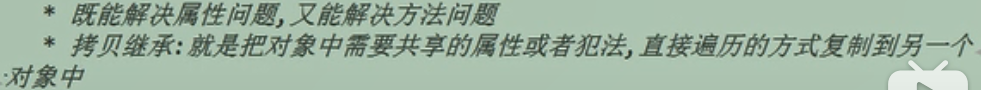
C.





1. 总结





1. 逆推继承看原型



他会先找原型链的第一个实例对象，如果没有就依次寻找。直到找到有这个属性的原型。