Title: How does Object.create() work?

Answer:

The `Object.create()` (https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Object/create) method is used to create a new object and link it to the prototype of an existing object.

We can create a `job` object instance, and extend it to a more specific object.

```javascript
// Initialize an object with properties and methods
const job = {
    position: 'cashier',
    type: 'hourly',
    isAvailable: true,
    showDetails() {
        const accepting = this.isAvailable ? 'is accepting applications' :
"is not currently accepting applications";

        console.log(`The ${this.position} position is ${this.type} and ${acc
epting}.`);
    }
};

// Use Object.create to pass properties
const barista = Object.create(job);

barista.position = "barista";
barista.showDetails();
```

```
Output
The barista position is hourly and is accepting applications.
```

The `barista` object now has one property — `position` — but all the other properties and methods from `job` are available through the prototype. `Object.create()` is useful for keeping code DRY by minimizing duplication.

Tags: javascript, hashes / js objects