

# Front end development: Prototypes

## JavaScript – 27.1-isSquare

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The following exercise contains the following subjects:

- ◆ prototypes

### Instructions

You are given a function, `Square`, that takes four parameters, `a`, `b`, `c`, `d`, denoting the length of the square edges.

Using prototype properties, add a method to `Square` named `isSquare` that prints **true** if a `Square` object has equal edges and **false** if they are unequal.

Here is the `Square` function:

```
function Square(a, b, c, d){  
  this.a = a;  
  this.b = b;  
  this.c = c;  
  this.d = d;  
}
```

Submit your answer to [Hive](#).