Fundamentals Of Javascript Prototype

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Aim of this Webinar

TODAY
IN HISTORY

December 4, 1995

Netscape and Sun Microsystems announced a new open and cross-platform scripting language called Javascript.

@codezinga
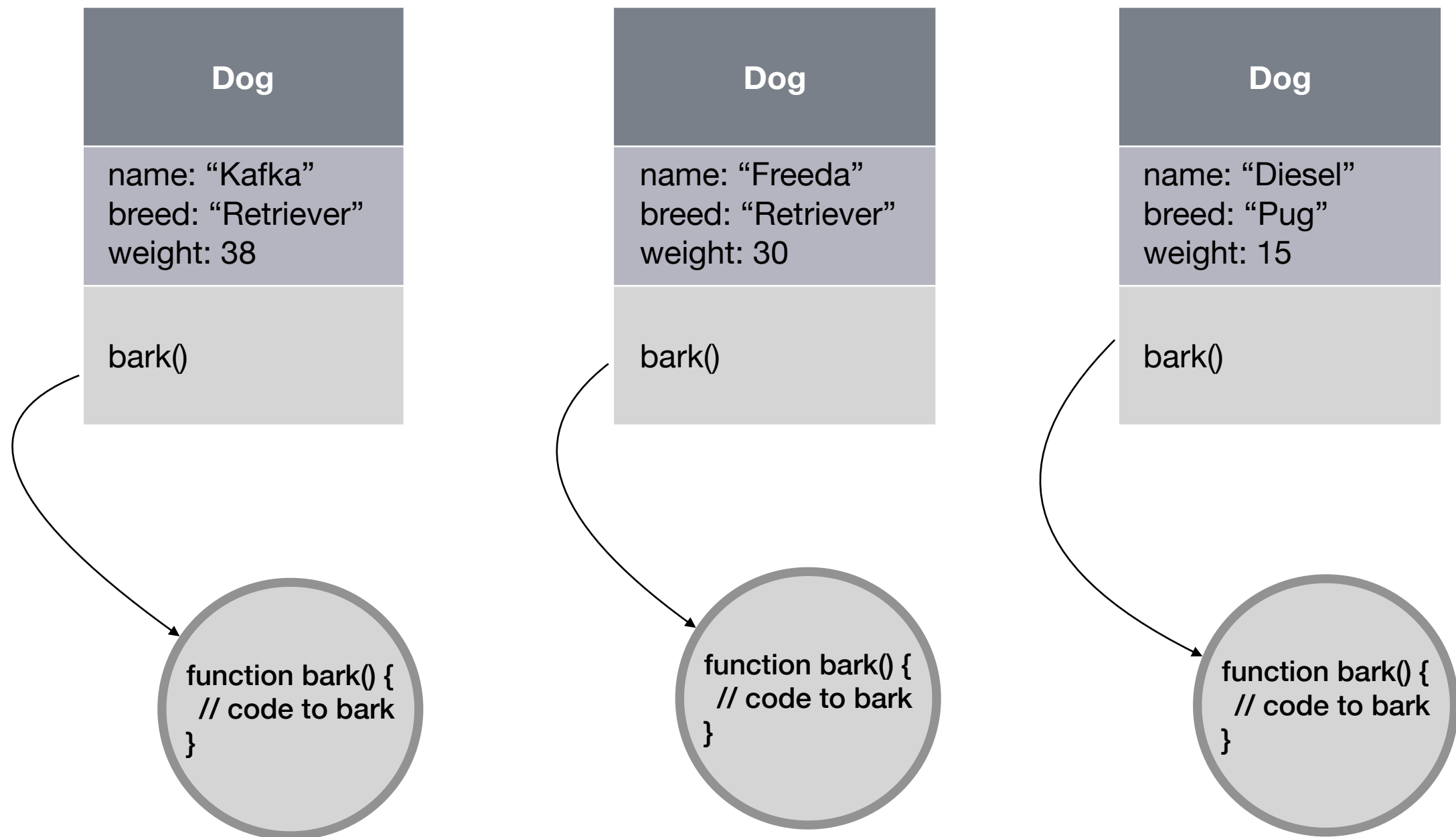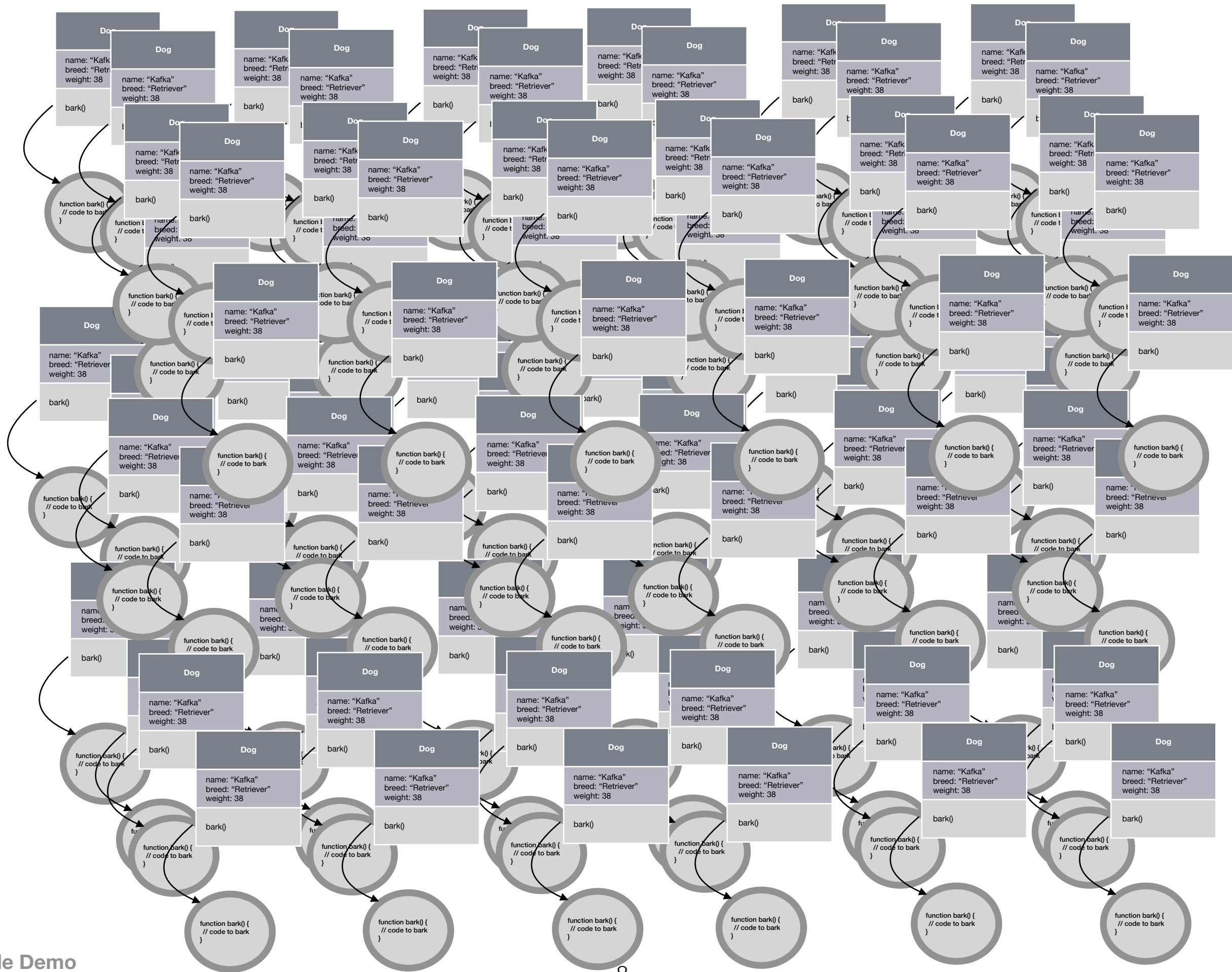
Object Constructor

Reusing Code Through Object Constructor Efficient?

```javascript
// Object Constructor
function Dog(name, breed, weight) {
    // properties
     this.name = name;
     this.breed = breed;
     this.weight = weight;

    // method
    this. bark = function () {
        if (this.weight > 25) {
            alert(this.name + ' says Woof');
        } else {
            alert(this.name + ' says Yip!');
        }
    }
}
```

var kafka = new Dog('Kafka', 'Labrador', 38);
var freeda = new Dog('Freeda', 'Labrador', 30);
var diesel = new Dog('Diesel', 'Pug', 15);

Dog

name: "Kafka"
breed: "Retriever"
weight: 38

bark()

function bark() {
  // code to bark
}

Dog

name: "Freeda"
breed: "Retriever"
weight: 30

bark()

function bark() {
  // code to bark
}

Dog

name: "Diesel"
breed: "Pug"
weight: 15

bark()

function bark() {
  // code to bark
}

What are prototypes?

Dog Prototype
species: 'carnivores'
bark() run() wag()
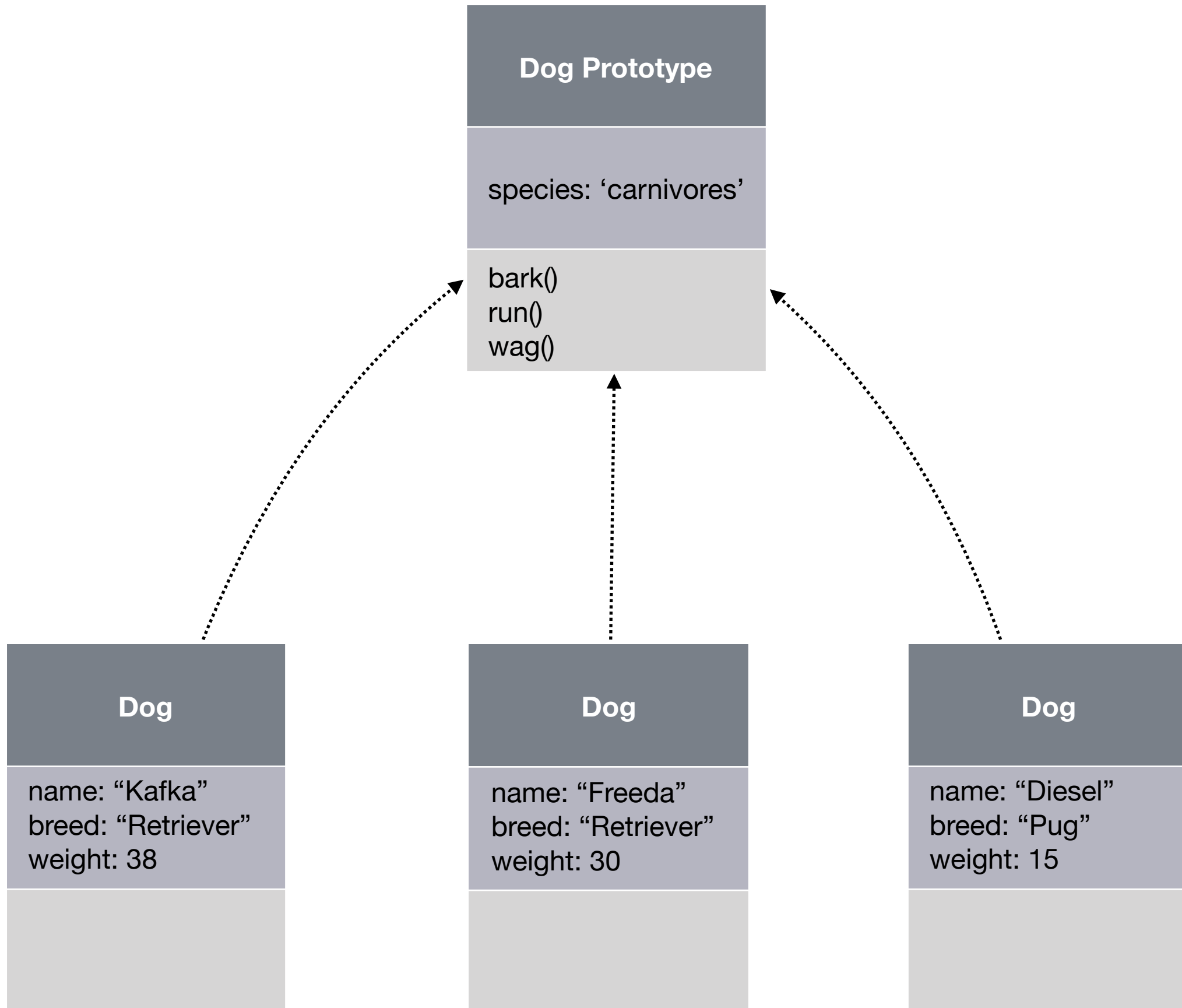
Overriding the prototype

Dog Prototype

species: 'carnivores'

bark()
run()
wag()

function bark() {
// bark code
}

function run() {
// run code
}

function wag() {
// wag code
}

Dog

name: "Kafka"
breed: "Retriever"
weight: 38

bark()

function bark() {
// WOOF code
}
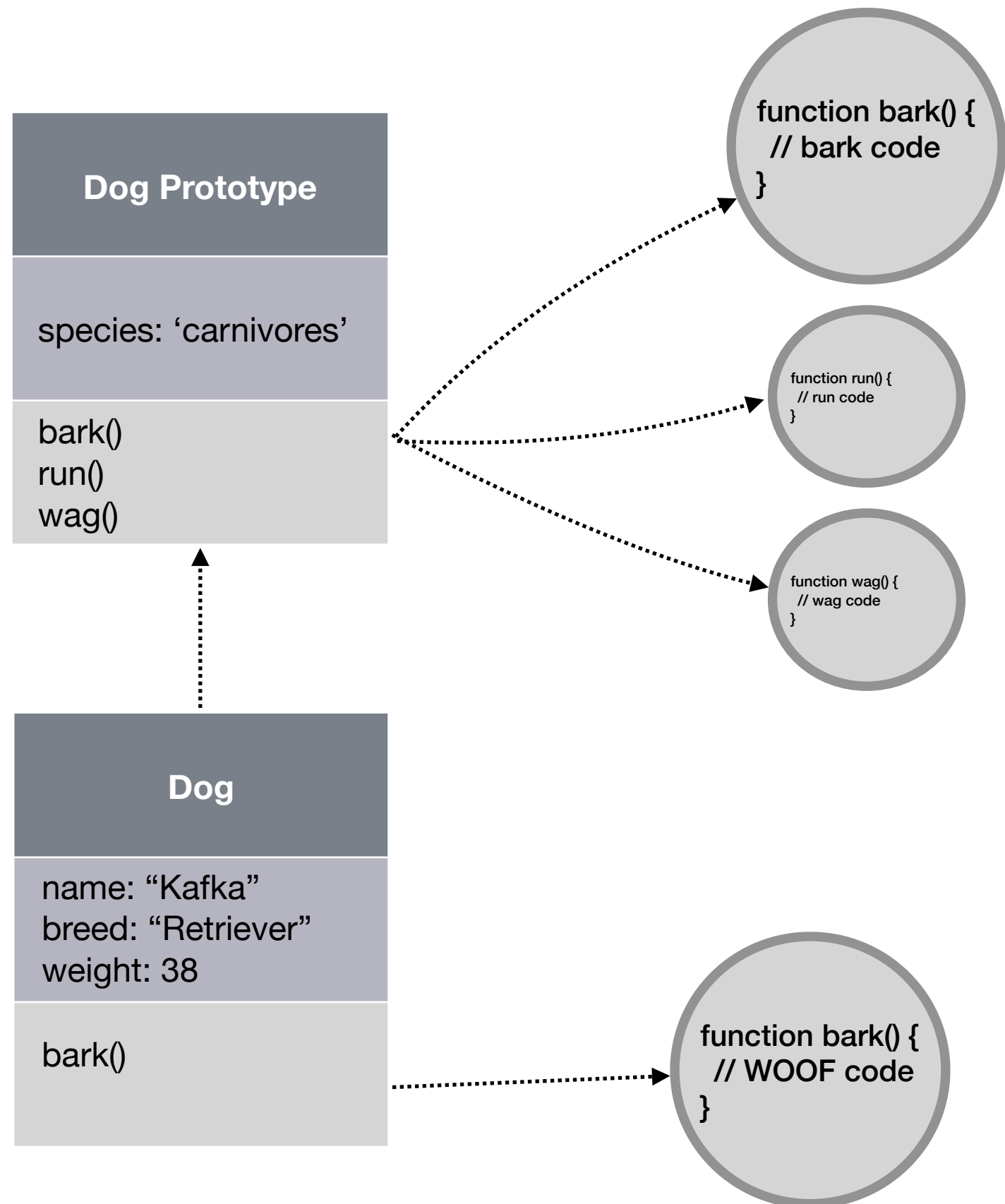
Prototypes are dynamic

Chain Of Prototype

Dog Prototype

species: 'carnivores'

bark()
run()
wag()

ShowDog Prototype

league: 'Webville'

groom()
bait()
gait()

ShowDog

name: "Roger"
breed: "Mix"
weight: 16
handler: 'Cookie'

Dog

name:
breed:
weight:

Dog

name:
breed:
weight:

Dog

name: "Freeda"
breed: "Retriever"
weight: 30
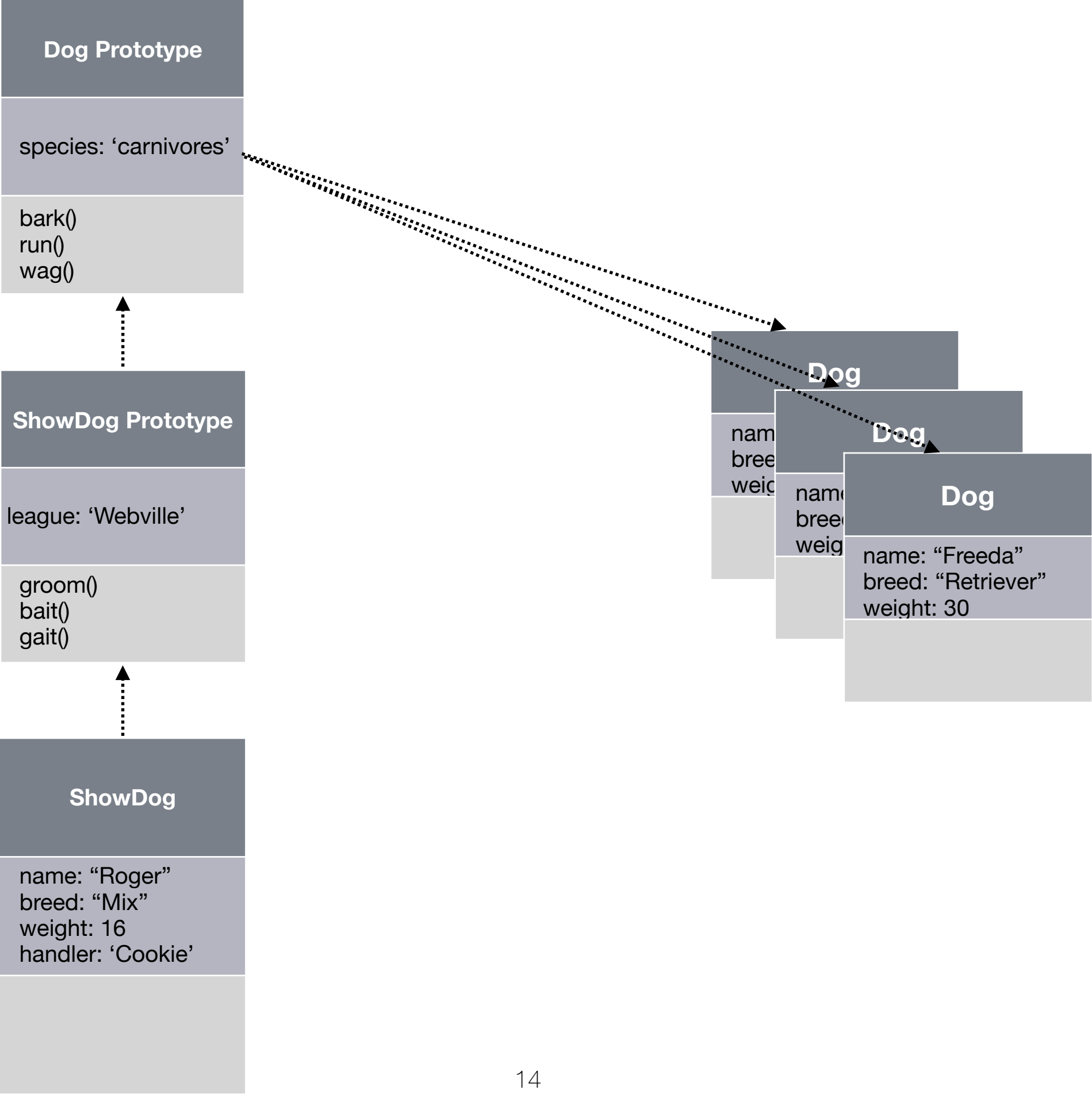
Inheritance in ECMAScript 6(ECMAScript 2015)

Remember Code Reuse Should Be Goal

Summary

- Overuse of memory allocation in Object Constructor
- Prototype Inheritance
- Code reuse is the main goal

References

- Head First Javascript Programming
- Javascript Patternts by Stoyan Stefanov
- https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Classes

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Thank You!