



Week 2: Using JavaScript to Create

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JavaScript functions - Video 2.5

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Video 2.5

Creating a Prototype

- Prototypes are created like any other JavaScript function or object
- The `this` keyword refers to the current object
- The `new` keyword can be used to create new objects from the same prototype

```
function Person (name, age) { // prototype
  this.name = name;
  this.age = age;
  this.greeting = function () {
    return 'Hello! My name is ' + this.name;
  }
}

var johnDoe = new Person('John Doe', 32);
johnDoe.greeting(); // Hello! My name is John Doe

var janeDoe = new Person('Jane Doe', 28);
janeDoe.greeting(); // Hello! My name is Jane Doe
```

Property of Penn Engineering, Chris Murphy

⏸ 10:19 / 12:49

▶ 1.0x

.name, it means this object's name, this object's name had been set to John Doe.

And that's why it prints, hello, my name is John Doe.

I can then use that prototype to create another object, this time Jane Doe.

Jane Doe has her own name of course, in that separate object.

And so when it prints the greeting, it'll print a return, hello,

my name is Jane Doe.

We can use prototypes in the same way that we might use inheritance in

object oriented programming languages like Java and C++.

Here, we'll create another prototype called students and

we set its prototype to a person from the previous slide.

So in this case, we can think of student extending person

using person as its prototype or inheriting

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