Huong doi tuong vi du 1: HUONG DOI TUONG

function huongdoituong(id, name, address){  
 this.id=id;  
 this.name=name;  
 this.address=address;  
 this.tonghopInfor=function (){  
 return "Id=" + this.id +".Name =" + this.name + ".address=" + this.address+"<br/>";  
  
 }  
}  
var huongdoituongstudent= new huongdoituong(3,"Phan Trong Tin", "HCM");  
document.write(huongdoituongstudent.tonghopInfor());

Vi du 2: let MyDate = function (ngay, thang, nam) {  
 this.ngay = ngay;  
 this.thang = thang;  
 this.nam = nam;  
 this.getDay = function(ngay){  
 return this.ngay;  
 }  
 this.getMonth = function(thang){  
 return this.thang;  
 }  
 this.getYear = function (nam){  
 return this.nam;  
 }  
};  
let date = new MyDate(23, 8, 2022);  
let ngay = date.getDay();  
let thang = date.getMonth();  
let nam = date.getYear();  
  
alert(ngay + "/" + thang + "/" + nam);

function Hinhtron(x, y, bankinh){  
 this.x=x;  
 this.y=y;  
 this.bankinh = bankinh;  
}  
  
function getRandomHex(){  
 return Math.floor(Math.random()\*255);  
}  
  
function getRandomColor(){  
 var red = getRandomHex();  
 var green = getRandomHex();  
 var blue = getRandomHex();  
 return "rgb(" + red + "," + blue + "," + green + ")";  
}  
  
function taoHinhtron(){  
 var tin = document.getElementById("myFrame").getContext("2d");  
 var bankinh = Math.floor(Math.random()\*140);  
 var color = getRandomColor();  
 var x = Math.random() \* window.innerWidth;  
 var y = Math.random() \* window.innerHeight;  
 var vongtron= new Hinhtron(x, y, bankinh);  
 tin.beginPath();  
 tin.arc(vongtron.x, vongtron.y, vongtron.bankinh, 0, 2 \* Math.PI );  
 tin.fillStyle = color;  
 tin.fill();  
};  
taoHinhtron();  
  
function taonhieuHinhtron(){  
 for (var i = 0; i < 30; i++){  
 taoHinhtron();  
 }  
}  
taonhieuHinhtron();  
  
function setInterval

let HinhTron = function (bankinh){  
 this.radius = bankinh;  
 this.getRadius=function (){  
 return bankinh;  
 }  
 this.getArea = function (){  
 return Math.PI\*bankinh\*bankinh;  
 }  
}  
let vongtron = new HinhTron(2);  
let radius = vongtron.getRadius();  
  
  
let area = vongtron.getArea();  
alert("radius:" + radius + "; area:" + area);  
document.write("radius:" + radius + "; area:" + area);  
document.write()

Tinh dien tich va chu vi hinh vuong, vẽ hình vuong trong canvas:

function Rectangle(height, width) {  
 this.height = height;  
 this.width = width;  
  
 this.getHeight = function () {  
 return this.height;  
 }  
 this.setHeight = function (height){  
 this.height = height;  
 }  
  
 this.getWidth = function () {  
 return this.width;  
 }  
 this.setWidth = function (width){  
 this.width = width;  
 }  
  
 this.getArea = function () {  
 return this.width \* this.height;  
 }  
 this.getPerimeter = function () {  
 return (this.width + this.height) \* 2;  
 }  
}  
  
let rectangle = new Rectangle(50, 100);  
let height = rectangle.getHeight();  
let width = rectangle.getWidth();  
  
let area = rectangle.getArea();  
let perimeter = rectangle.getPerimeter();  
  
alert("height: " + height + " width:" + width + " area: " + area + " perimeter:" + perimeter);  
  
function drawRectangle () {  
 let tinContext = document.getElementById("myCanvas").getContext("2d");  
 tinContext.beginPath();  
 let xRect = rectangle.getHeight();  
 let yRect = rectangle.getWidth();  
 tinContext.rect(xRect, yRect, rectangle.getWidth(),rectangle.getHeight());  
 tinContext.stroke();  
}  
drawRectangle();