

UNIT 1: HTML, CSS & Client Side Scripting

JavaScript Object Inheritance

Method 1 : Object Literals

Syntax

`Object.create(proto, [propertiesObject])`

```
let item1 = {
    iname : "Reebok",
    iprice : "Rs 2000",
    show : function(){
        document.write("iname: "+this.iname+" iprice: "+this.iprice+"<br/>");
    }
};
```

`let item2 = Object.create(item1); // item2 will be replica of item1`

```
let item3 = Object.create(item1, {
    iname:{ value:"PS5"},
    iprice:{ value:"Rs 40000"},
    idesc:{ value:"UHD 1080p"}
});
```

`item3.show();`

Method 2 : Object Constructors

```
function item(name, price){
    this.iname = name;
    this.iprice = price;
}

item.prototype.show = function(){
    document.write("iname: "+this.iname+" iprice: "+this.iprice+"<br/>");
}

function game_cons(name, price, desc){
    item.call(this, name, price);
    this.desc = desc;
}

//item.show.call(xyz)
game_cons.prototype = new item();
game_cons.prototype.constructor = game_cons;
let gc1 = new game_cons("PS5", "Rs 40000", "UHD 1080p");
```