JavaScript Level 6

Object Properties

- 1. Encapsulation
- 2. Methods
- 3. Prototypes
- 4. Classes
- 5. Class notation
- 6. Overriding derived properties
- 7. Maps
- 8. Polymorphism
- 9. Symbols
- 10. The iterator interface
- 11. Getters, setters, and statics
- 12. Inheritance
- 13. The instanceof operator