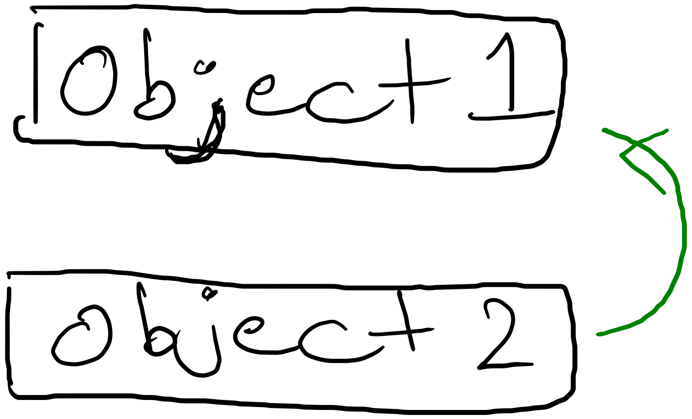


→ prototype

→ object1 = Object.create(object2)

```
function print(name, age){

    this.name = name;
    this.age = age.

}

Let result = new print("masai", 12)

→ Print.prototype.city = "hyderabad")
```

hasOwnProperty → true (own property)

→ false (inherited.)

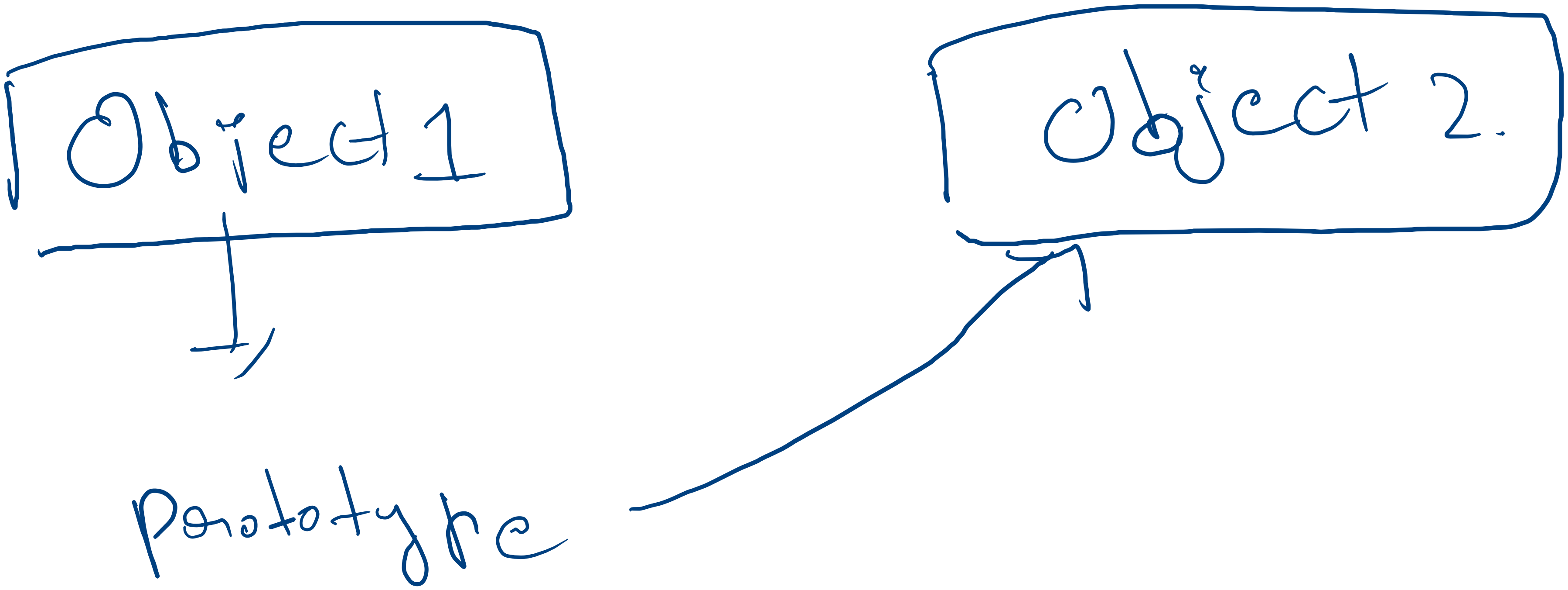
Prototype Chain

9 → number → object → null

String → object → null

son → father → grandfather → object → null

SetPrototypeOf (object2.prototype, object1.proto)



```
function templet1(place, no) {
    this.place = place
    this.no = no
}
                                        1,

function template2( place, no ) {
    template1.call(this, place, no )
}
let result = new template2("hyd", '1,2,3')
```

In summary,
prototype is a mechanism through which object inherits properites and methods in javascript.

while inheritance is a concepts of creating a hierarchy of objects where on object can inherit from another object.

Execution context

→ var b = 10

→ Console.log(b)

~~var b = 10~~

→ Print()

→ a()

Declaration -

Creation phase

memory phase

var b = ~~undefined~~ 10

```
Print = function Print(){
    Console.log("hi")
}
```

a = undefined

Execution phase

b = 10

10

hi