

# Lab Sheet Week05

1. Examine codes in index.html. In this code, *human\_obj* and *orc\_obj* are objects instantiated from *character\_obj* which has properties *theNameObj*, *characterSays* and *characterAlwaysSays* as well as methods *walk* and *talk*. Objects instantiated (*human\_obj* and *orc\_obj*) also COPY the properties and methods from the parent object (*character\_obj*)
2. Examine codes in index2.html. These codes works in similar way and produce the same outcome as the codes on index.html. However, in this code, *human\_obj* and *orc\_obj* as the objects instantiated from *character\_obj* only COPY the properties *theNameObj*, *characterSays* and *characterAlwaysSays* as well as a method *walk*. *human\_obj* and *orc\_obj* can also access the method *talk* through reference instead of copying the method in.
3. Examine codes in index3.html. In this code, the property *characterSays* is added to the object *human\_obj* and the property *characterAlwaysSays* is added to the object *orc\_obj*. As the browser will look for the properties and methods on the object first, it gives an impression that the value of property *characterAlwaysSays* has changed.
4. Examine codes in index4.html. In this code, an additional object called *cow\_obj* is added and this exercise is aimed to change the value of property *characterAlwaysSays* of all the objects instantiated from *character\_obj*. Line 32 adds properties *characterAlwaysSays* to the object *orc\_obj*. Line 33 tries to modify the value of property *characterAlwaysSays* of all inherited objects (*cow\_obj*, *human\_obj* and *orc\_obj*). However it will not work.
5. Examine codes in index5.html. These codes have the same purpose as the codes on index4.html. However since it is using prototype, the value on the changed.
6. Examine codes in index6.html. These codes will show some methods overrides. Same as properties overrides, it can only be done when it is declared as a prototype.
7. Examine codes in index7.html. These codes show further inheritance. *King* object is inherited from *human\_obj* (line 27) and since *human\_obj* is pointing to object *character\_obj* (line 25), *king* object can access properties and methods in *character\_obj*

## Top Tips:

- To allow changes on both properties and methods, the keyword "prototype" has to be used
- Changes on the base object will affect all objects inherited from it
- If changes are aimed on one object only, it is better to add the methods or properties directly