```
# Prevent database traces
                   abort("The Rails environment is manufactured
                   require 'spec_helper'
                    require 'rspec/rails'
                     require 'capybara/rspec'
                     require 'capybara/rails'
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MODULE THREE - OBJECTS
```

No results found for 'mongoid

PROTOTYPES & INHERITANCE

& JSON

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TODAY'S SCHEDULE

- Cool Things
- 2. Review Constructor Functions
- 3. Prototypes & Inheritance
- 4. A Classier Way ...
- 5. Do You Know JSON?
- 6. Recap, Weekly Tasks, Next Week

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LEARNING OBJECTIVES

- 1. Explore and demonstrate understanding of object prototypes, the prototype chain, using the prototype property and inheritance
- Explore and use ECMAScript 2015 class syntax
- Employ the most common functions and methods used with current client-side JavaScript techniques;
- 4. Optimize code for increased functionality, performance, readability, and reusability

```
# Prevent database truncation
  abort("The Rails environment is manufactured in the second
  require 'spec_helper'
   require 'rspec/rails'
    require 'capybara/rspec"
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           # run twice. It is many
      24
            # end with _spec.rs. has an amount
       25
       26
        27
        No results found for 'mongoid'
        28
```

RESOURCES, LINKS TUTORIALS AND OTHER COOL THINGS...

- https://www.freecodecamp.org/news/is-vanilla-javascript-worth-learning-absolutely-c2c67140ac34/
- https://medium.com/better-programming/9-projects-to-inspire-front-end-developers-in-2020-a404545f6369
- https://learnvanillajs.com/
- https://dzone.com/articles/hiring-my-cat-as-a-software-developer

```
# Prevent database truncation
  abort("The Rails environment is manual to the second
  require 'spec_helper'
   require 'rspec/rails'
    require 'capybara/rspec"
    require 'capybara/reils'
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           # in _spec.rb will have be
           # run twice. It is recommended
            # end with _spec.rs. has any
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        No results found for 'mongoid'
```

!IMPORTANT OOP CONCEPTS

- Abstraction: creating a simple model of a more complex thing
- Encapsulation: our object becomes a container or capsule for properties and methods
- Instantiation: creating an object instance from a class
- Polymorphism: the ability for multiple objects to implement the same functionality



00P + JS = 00JS

```
function Kitty(first, last, age, gender, interests) {
  this.name = {
    first : first,
    last : last
  };
  this.age = age;
  this.gender = gender;
  this.interests = interests;
  this.bio = function() {
    alert(this.name.first + ' ' + this.name.last + ' is ' + this.age + ' years old. He likes ' + this.interests[0] + ' and ' + this.interests[1] + '.');
  };
  this.greeting = function() {
    alert('Hi! I\'m ' + this.name.first + '.');
  };
};
```

```
let bart = new Kitty('Bart', 'Meowser', 16, 'male', ['catnip', 'chasing strings', 'snoozing'] );
let stevie = new Kitty('Stevie', 'Nicks', 9, 'female', ['strings', 'sleeping', 'eating']);
```

WHAT'S GOING ON HERE?

- constructor functions help us to create object templates
- we can instantiate new object instances by calling the constructor function, using the new keyword
 & passing through the required arguments

CONSTRUCTOR FUNCTIONS

The constructor function allows us to create a class.

It's pretty much like a standard function, except we aren't creating an empty object or returning it.

CONSTRUCTOR FUNCTIONS

Constructors help to give our code order. We can create constructors in one place, then create object instances when we need them.

COOL, BUT...

- one small drawback is that every time we call our constructor function, we are defining greeting() every time
- Don't worry, we'll improve on this when we talk about prototypes and inheritance.

```
# Prevent database traces
  abort("The Rails environment is manually
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   require 'rspec/rails'
   require 'capybara/rspec'
    require 'capybara/reils'
     Capybara.javascript
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           # run twice. It is many
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```

A PROTOTYPE-BASED LANGUAGE

- JavaScript is often described as a prototype- based language
- prototypes are the mechanism by which objects inherit features from one another in JS

•

HOW DOES THIS WORK?

- objects have a prototype object (acts a template object that it inherits methods and properties from)
- an object's prototype object may also have a prototype object, creating a prototype chain

•

PROTOTYPAL INHERITANCE

- a link is made between the object instance and it's prototype, which is derived from the prototype property on the constructor
- the properties and methods are found by walking up the chain of prototypes

PROTOTYPAL INHERITANCE



THE PROTOTYPE CHAIN

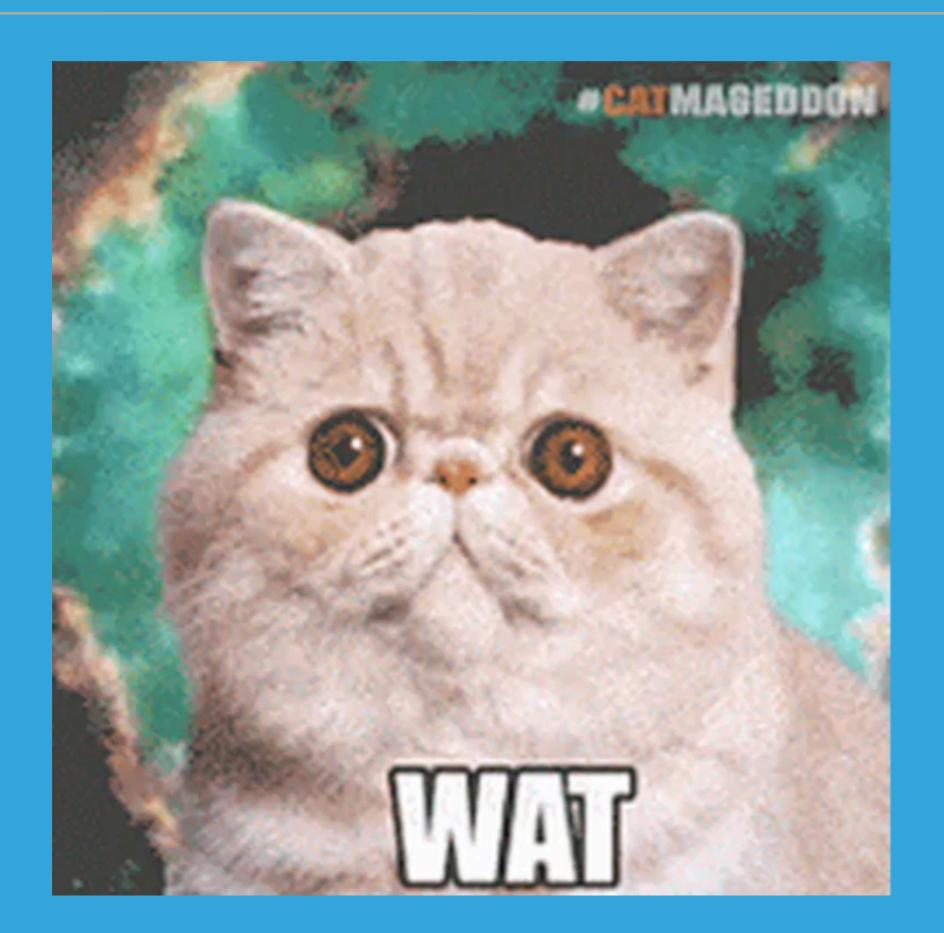
When it comes to object prototypes, properties and methods are defined on the prototype property of the Object's constructor function, not the object instances themselves.

Methods and properties are not copied from one object to another in the prototype chain.

MODIFYING PROTOTYPES

- We can modify the prototype property on our constructor function
- Good idea to add our methods to the prototype property object of our constructor function instead of inside the constructor function itself

•



Weekly Learning > Week 9 > Code Examples > Week 9 Start > Example One

```
# Prevent database traces
  abort("The Rails environment to many the second
  require 'spec_helper'
   require 'rspec/rails'
   require 'capybara/rspec"
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           # run twice. It is many
     23
      24
            # end with _spec.rs. has an amount
      25
       26
       27
        No results found for 'mongoid'
        28
```

JAVASCRIPT GOT CLASSY!

- ECMAScript 2015 introduced classes to JavaScript
- cleaner and easier syntax, same old prototypal inheritance
- subclasses, getters and setters

Weekly Learning > Week 9 > Code Examples > Week 9 Start > Example Two

```
# Prevent database truncation
  abort("The Rails environment is many to be a second
  require 'spec_helper'
   require 'rspec/rails'
    require 'capybara/rspec"
    require 'capybara/reils'
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        config.integrate do lates
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         # Add additional requires have many
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            # run twice. It is recommended
            # end with _spec.rs. has any
       25
       26
         No results found for 'mongaid'
```





Weekly Learning > Week 9 > Code Examples > Week 9 Start > Example Three

```
# Prevent database traces and and
                  abort("The Rails environment is manifely become
                   require 'spec_helper'
                   require 'rspec/rails'
                    require 'capybara/rspec'
                    require 'capybara/reils'
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RECAP
                        THIS WEEK, NEXT WEEK
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                           # in _spec.rb will book by
                           # run twice. It is recommended
                            # end with _spec.rs. has any
                       26
                        No results found for 'mongaid'
```

OOP

- we use objects to model real world things in our programs/ provide easy access to functionality
- objects contain related data and code which represent info or functionality

00JS

- We can create define object templates using a constructor function (like a class in JS) or we can use class syntax
- Either way inheritance is prototype-based

PROTOTYPES & INHERITANCE

- Prototypes and inheritance are complex, but they provide a lot of power and flexibility
- likely only use for larger projects
- don't have too many levels of inheritance and keep track of where you define your methods and properties

JSON

- stands for JavaScript Object Notation
- separate from JavaScript
- text-based data format following
 JavaScript object syntax
- used for transmitting data in web applications

NEXT WEEK - APISIIIII

THANKS TO (SOURCES):

https://developer.mozilla.org/en-US/docs/Learn/JavaScript/Objects/Object_prototypes

https://developer.mozilla.org/en-US/docs/Learn/JavaScript/Objects/Inheritance

https://developer.mozilla.org/en-US/docs/Learn/JavaScript/Objects/JSON

https://developer.mozilla.org/en-US/docs/Learn/JavaScript/Objects/

JSON#:~:text=JavaScript%20Object%20Notation%20(JSON)%20is,page%2C%20or%20vice%20versa).