

Object Inheritance & Prototype Chain

Open [obj.js](#) for a thorough explanation in the form of comments.

OBJECTS IN JAVASCRIPT

Everything is an object.
(Well, almost everything)

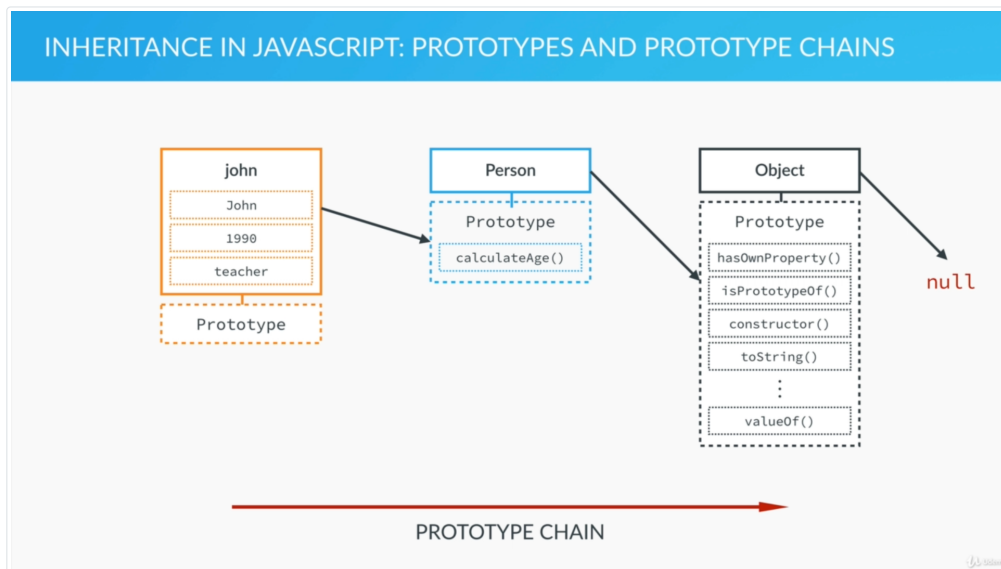
PRIMITIVES

- Numbers
- Strings
- Booleans
- Undefined
- Null

EVERYTHING ELSE ...

- Arrays
- Functions
- Objects
- Dates
- Wrappers for Numbers, Strings, Booleans

... IS AN OBJECT



```

Elements Console Sources Network >>
top Filter Default levels
Console was Cleared VM2635:1
< undefined
> john;
< Person {name: "John", yearOfBirth: 1990, job: "teacher"}
  job: "teacher"
  name: "John"
  yearOfBirth: 1990
  __proto__:
    ▶ calculateAge: f ()
      lastName: "Smith"
    ▶ constructor: f (name, yearOfBirth, job)
      __proto__:
        ▶ constructor: f Object()
        ▶ hasOwnProperty: f hasOwnProperty()
        ▶ isPrototypeOf: f isPrototypeOf()
        ▶ propertyIsEnumerable: f propertyIsEnumerable()
        ▶ toLocaleString: f toLocaleString()
        ▶ toString: f toString()
        ▶ valueOf: f valueOf()
        ▶ __defineGetter__: f __defineGetter__()
        ▶ __defineSetter__: f __defineSetter__()
        ▶ __lookupGetter__: f __lookupGetter__()
        ▶ __lookupSetter__: f __lookupSetter__()
        ▶ get __proto__: f __proto__()
        ▶ set __proto__: f __proto__()
    ▶ Person.prototype;
  < {calculateAge: f, lastName: "Smith", constructor: f}
    ▶ calculateAge: f ()
      lastName: "Smith"
    ▶ constructor: f (name, yearOfBirth, job)
    ▶ __proto__: Object
  ▶ john.__proto__ === Person.prototype;
  < true
  ▶ john.__proto__.__proto__ === Object.prototype;
  < true
  ▶ john.hasOwnProperty("job");
  < true
  ▶ john.hasOwnProperty("lastName");
  < false
  ▶ john instanceof Person;
  < true
  ▶ john instanceof Object;
  < true
  >

```

```

Elements Console Sources >>
top Filter Default levels
Console was Cleared VM4725:1
< undefined
> x = [2,4,6];
< ▶ (3) [2, 4, 6]
> console.info(x);
  < (3) [2, 4, 6]
    0: 2
    1: 4
    2: 6
    length: 3
    __proto__: Array(0)
  < undefined
  > x.length;
  < 3
  > x.__proto__ === Array.prototype;
  < true
  > x.__proto__.__proto__ === Object.prototype;
  < true
  > |

```

Check the developer console for the log (Only for .html version)