

JavaScript

- first class functions
- numbers / strings / booleans
- objects
 - "prototypes"

Prototypes vs "simple objects"

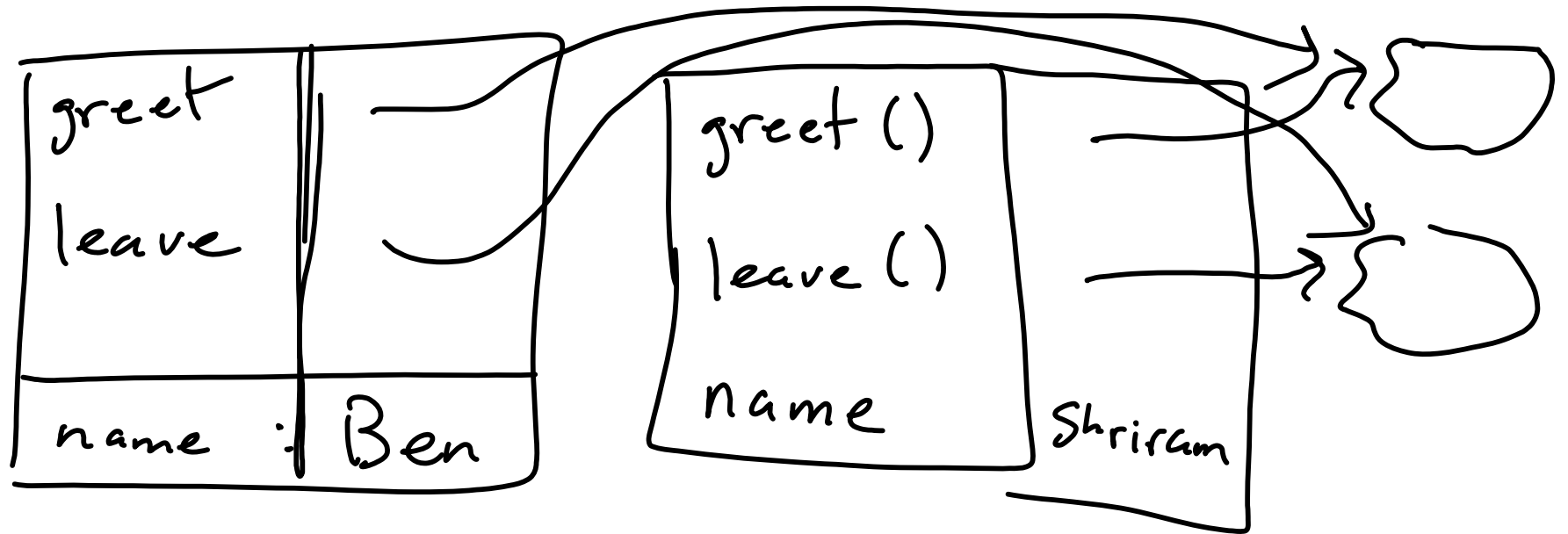
- 3 separate ideas
- object creation
 - object behavior
 - method resolution

"functions with multiple entry points"

O.X

(0 "x" 1)

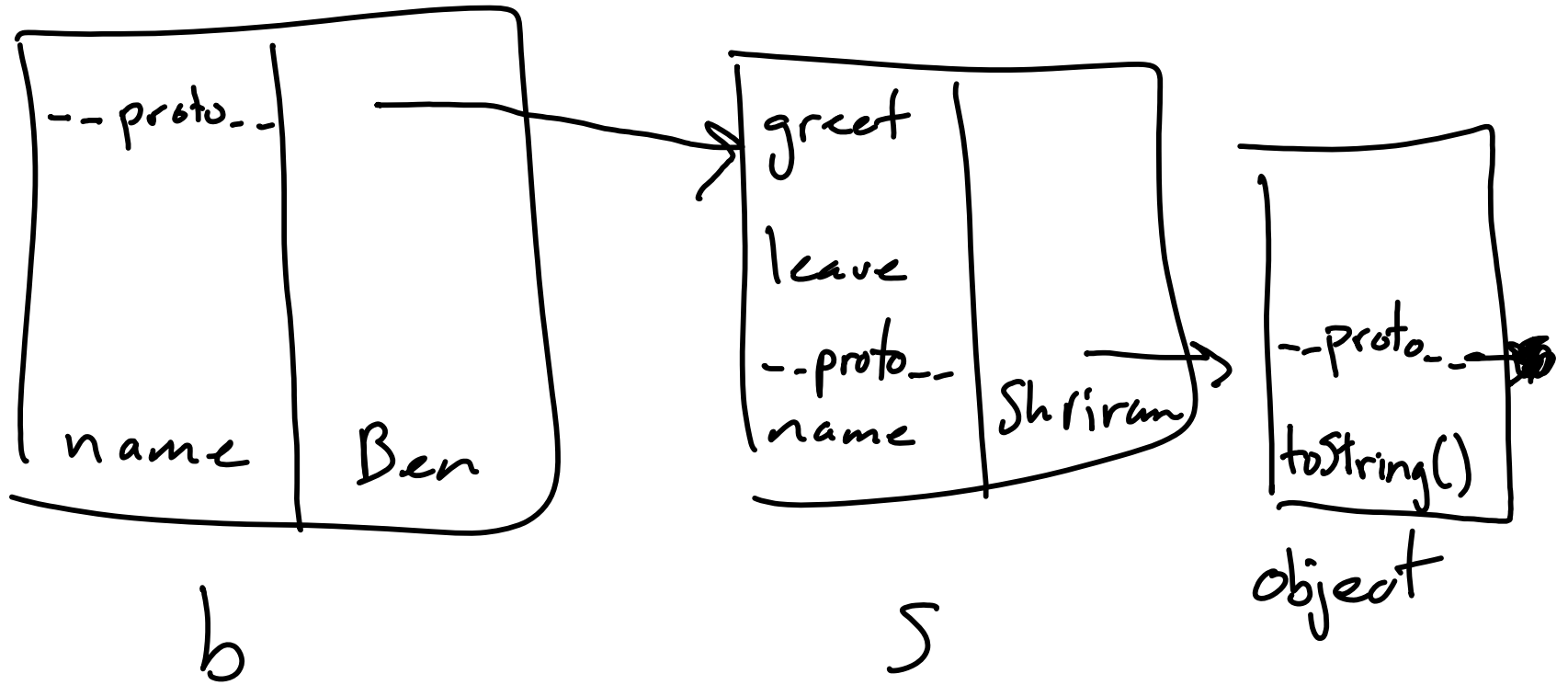
inheritance via classes



b

s

b.greet = s.greet
b.leave = s.leave



`b.greet()`

→ Does `b` have "greet"?
 Does `b.proto` have "greet"?
 Call that on `b`.

Building objects

- literals : $\{ x: 5, y: \text{function}() \{ \dots \} \}$

- constructor functions

$x = \text{new Foo}()$

```
function Foo() {  
  this.name = "a Foo";  
}
```

