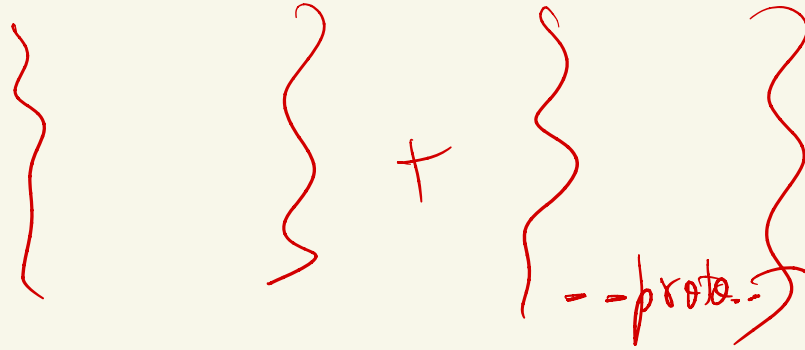


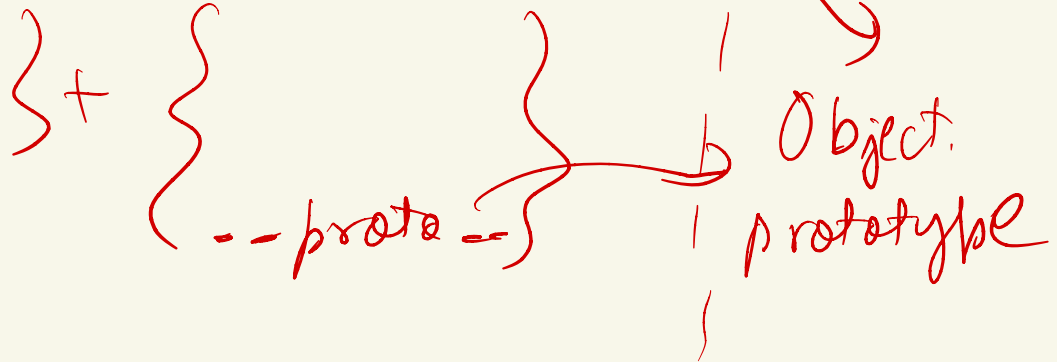


customer object  $\longrightarrow$  Object

Customer  $\rightarrow$



any Other  $\rightarrow$



★ customer Object  $\leftarrow$  Object

★ customer  $\leftarrow$  (customer  $\leftarrow$  Object

---

customer. ~~proto~~  $\longrightarrow$  Customer. prototype

---

★ any other  $\longrightarrow$  Object. prototype  
    ~~proto~~

\* 2nd type of creation

any Obj in J.S. -- proto --

↳ Object.prototype

\* If you want to  
add common functions  
or properties ✓

Object

↳ this is a  
function that  
is responsible  
for creation  
of object

Object ← Object

---

\* array ← Array ← Object

---

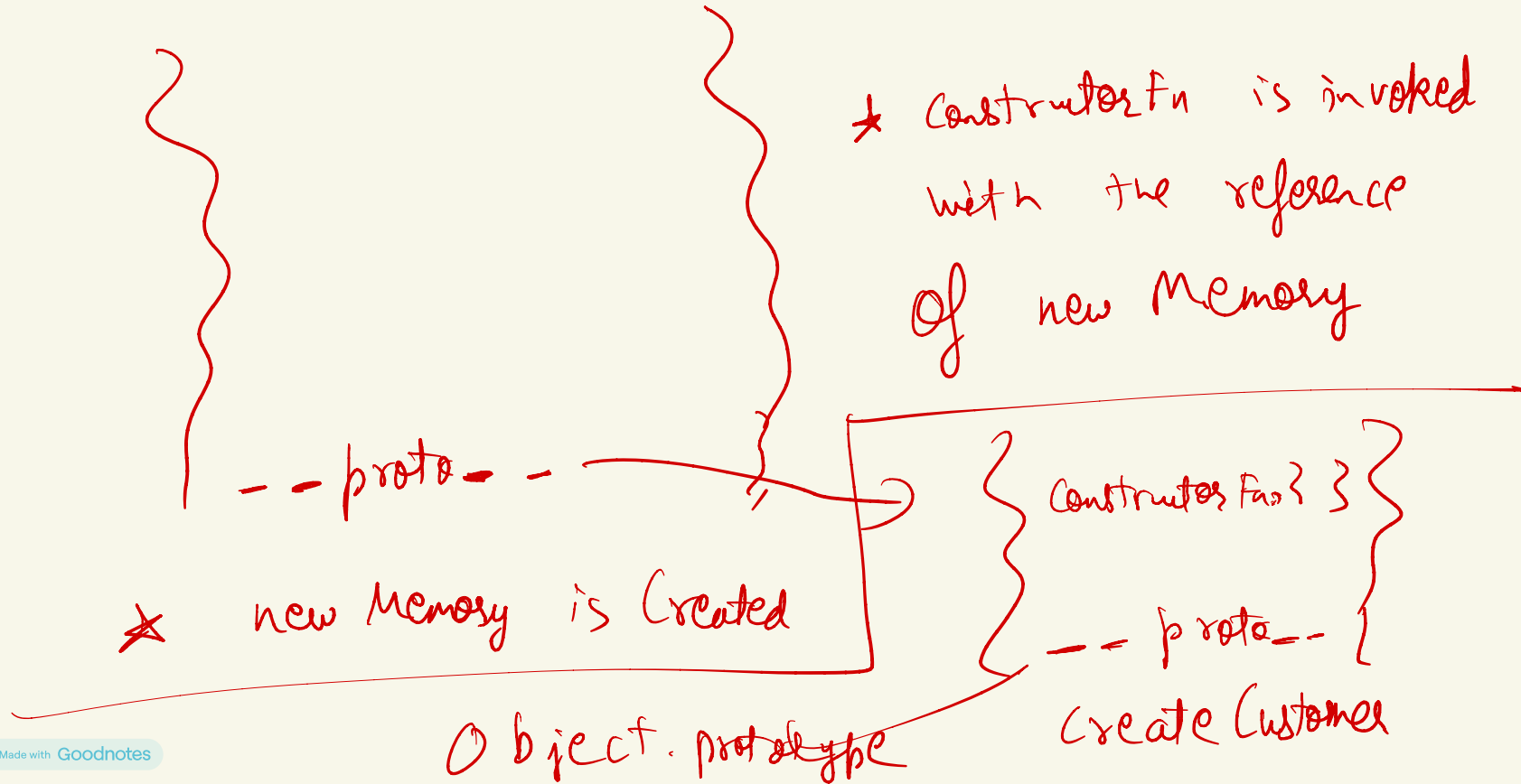
\* customer ← CreateCustomer ← Object

---

new key word

- ① It will create a new memory (Object)
- ② the first function that is called inside this new memory is constructor fn (CreateCustomer).

\* Customer = new CreateCustomer();



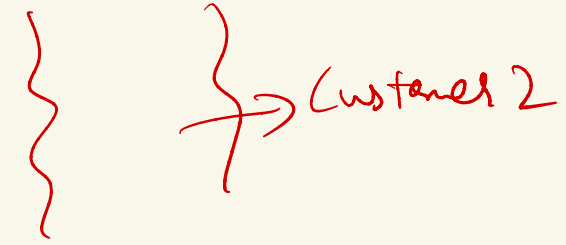
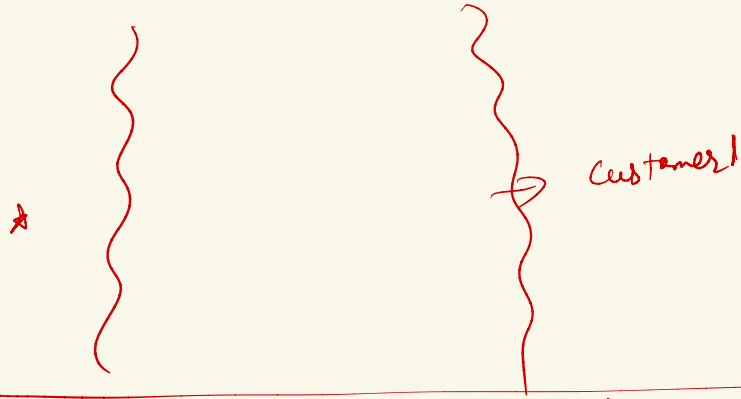
before new keyword  
customer ⇒ { --proto-- } → Object prototype

---

after new keyword  
customer { --proto-- } → Create Customer prototype  
→ Object prototype

\* customer1 = new CreateCustomer();

Customer2 = new CreateCustomer();



\* Customer1.createCustomer();

\* Customer2.createCustomer();

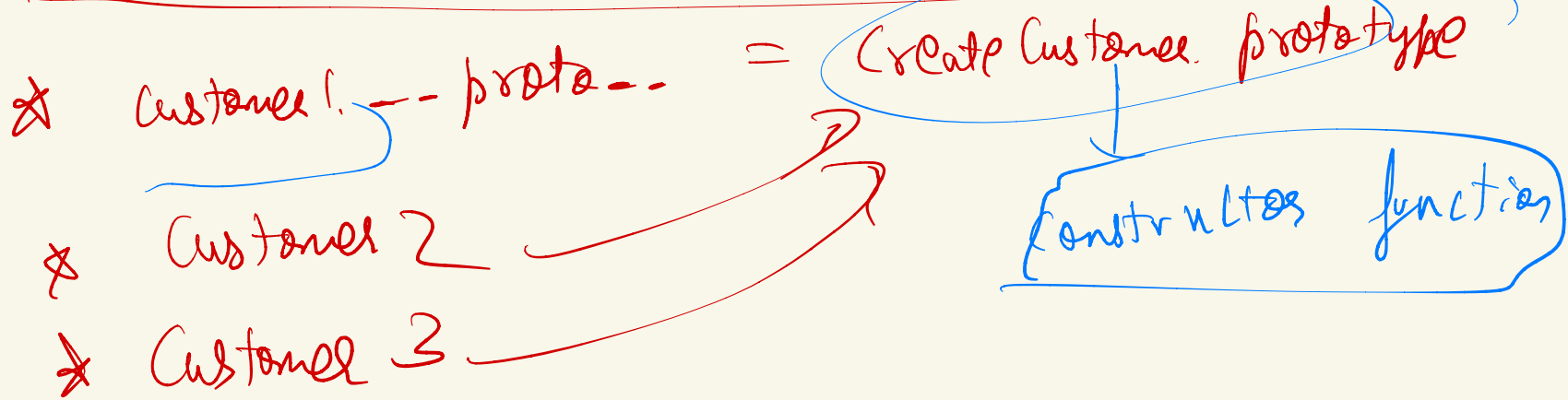
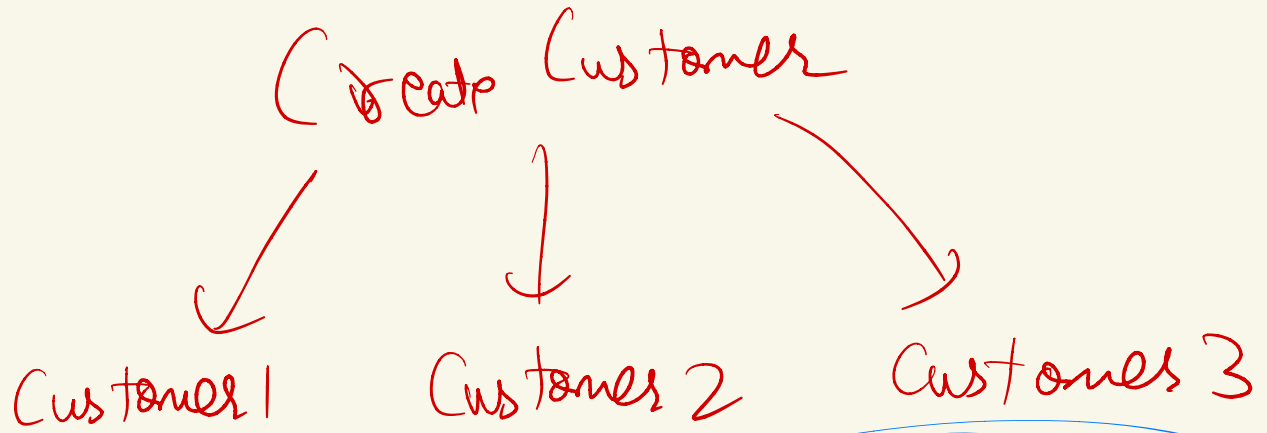
customer1. -<proto--

constructor  
function

customer2. -<proto--

createCustomer.prototype





★ `const customer 1 = new Create Customer`

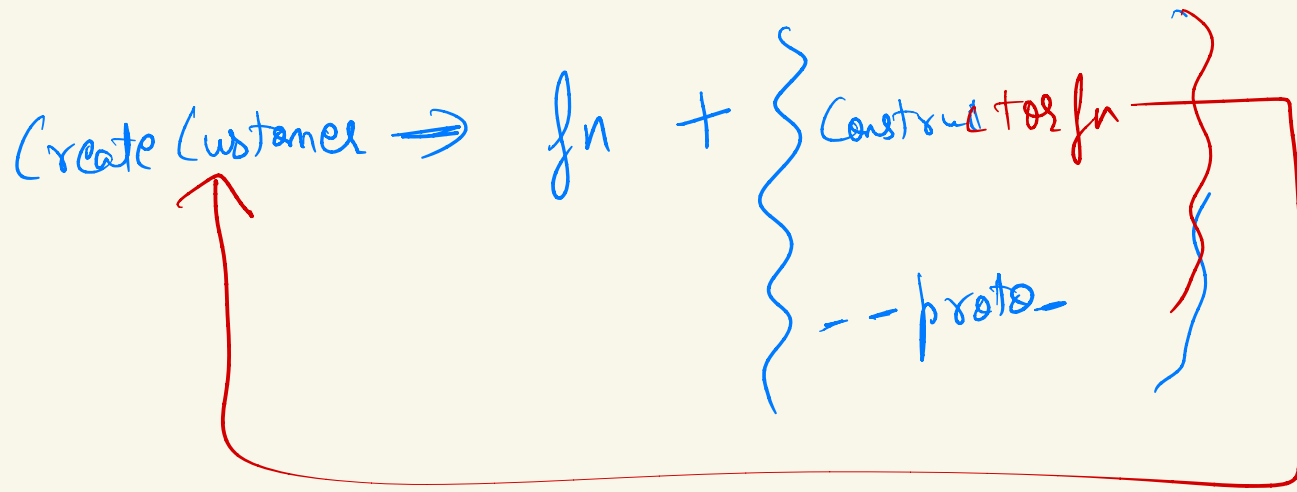
---

{ name: "Shubhan" }

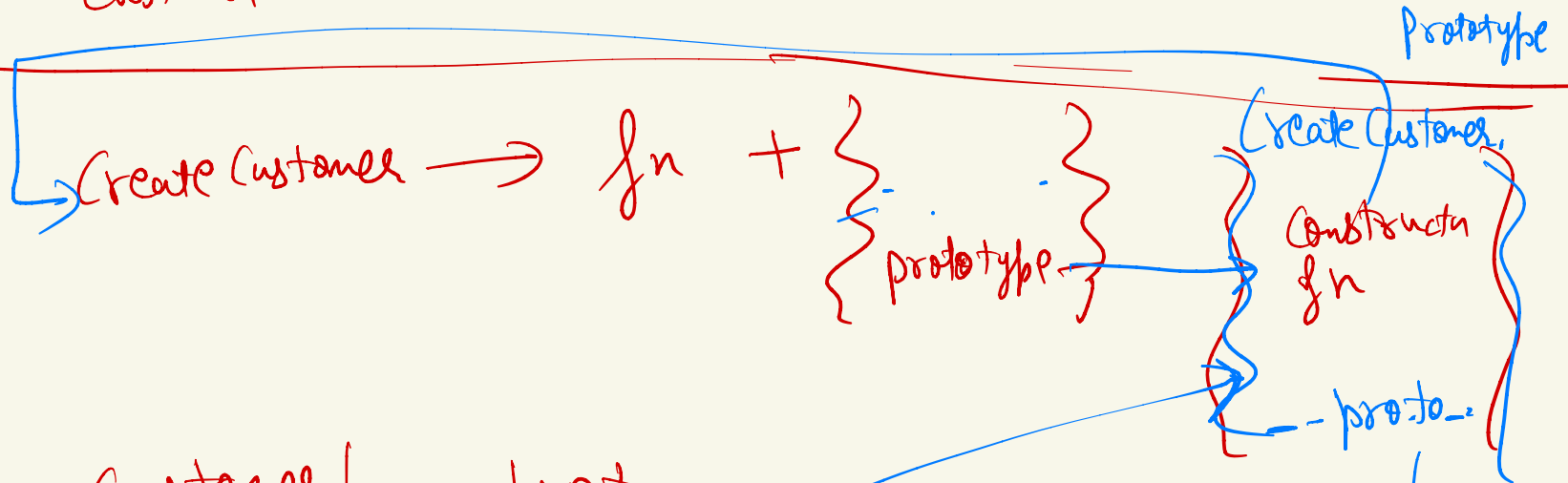
Constructor Fn is called  
with ref of new  
memory

this.name = "Shubhan"

★ new Memory



Customer1 = new CreateCustomer();



Customer1. --proto--

\* true \*

Customer1. --proto-- == Create Customer  
- prototype

Object. prototype

