

COMP 333
Fall 2020

Prototype-based Inheritance

1.) Consider the JavaScript code below:

```
function Base() {}
function Sub1() {}
function Sub2() {}

// <<some additional code>>

let base = new Base();
let sub1 = new Sub1();
let sub2 = new Sub2();
base.method(); // prints "base"
sub1.method(); // prints "sub1"
sub2.method(); // prints "base"
console.log(base instanceof Base); // prints "true"
console.log(sub1 instanceof Base); // prints "true"
console.log(sub2 instanceof Base); // prints "true"
```

Code is elided where <<some additional code>> is. Write what this elided code must be below.

2.) Consider the JavaScript code below. What is the output of this code?

```
function AddThis(x) { this.x = x; }
AddThis.prototype.add = function (y) { return this.x + y; }

let withOne = new AddThis(1);
let withFive = new AddThis(5);
console.log(withOne.add(1));
console.log(withOne.add(2));
```

3.) Write JavaScript code which will effectively add a `sub` method to all instances of `AddThis`, where `sub` should subtract `this.x` from its parameter and return the result. As a hint, you'll need to add it to `AddThis`'s prototype.

4.) Write JavaScript code which will add a `mul` method to **only newly-created** instances of `AddThis`, where `mul` should multiply `this.x` with its parameter and return the result. Newly-created `AddThis` instances should have the same `add` and `sub` methods as before, without repeating their definitions. Existing instances of `AddThis` should **not** have a `mul` method. As a hint, you should **not** modify `AddThis`'s prototype.