

# JAVASCRIPT OBJECT - PROTOTYPE

## Description

The prototype property allows you to add properties and methods to any object *Number, Boolean, String and Date etc.* .

**Note** – Prototype is a global property which is available with almost all the objects.

## Syntax

Use the following syntax to use Prototype.

```
object.prototype.name = value
```

## Example

Try the following example to use the prototype property to add a property to an object.

```
<html>
  <head>
    <title>User-defined objects</title>

    <script type="text/javascript">
      function book(title, author){
        this.title = title;
        this.author = author;
      }
    </script>

  </head>
  <body>

    <script type="text/javascript">
      var myBook = new book("Perl", "Mohtashim");
      book.prototype.price = null;
      myBook.price = 100;

      document.write("Book title is : " + myBook.title + "<br>");
      document.write("Book author is : " + myBook.author + "<br>");
      document.write("Book price is : " + myBook.price + "<br>");
    </script>

  </body>
</html>
```

## Output

```
Book title is : Perl
Book author is : Mohtashim
Book price is : 100
```