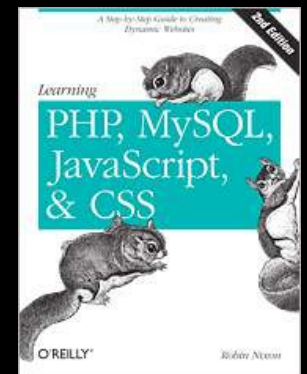


JavaScript Functions, Objects, and Arrays

Chapter 15

Dr. Charles Severance

To be used in association with the book:
PHP, MySQL, and JavaScript by Robin Nixon



open.michigan

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Definitions



- **Class** - a template - Dog
- **Method or Message** - A defined capability of a class - bark()
- **Object or Instance** - A particular instance of a class - Lassie

Terminology: Class



Defines the abstract characteristics of a thing (object), including the thing's characteristics (its attributes, fields or properties) and the thing's behaviors (the things it can do, or methods, operations or features). One might say that a **class** is a **blueprint** or factory that describes the nature of something. For example, the **class** Dog would consist of traits shared by all dogs, such as breed and fur color (characteristics), and the ability to bark and sit (behaviors).

http://en.wikipedia.org/wiki/Object-oriented_programming

Terminology: Class



A pattern (exemplar) of a **class**. The **class** of Dog defines all possible dogs by listing the characteristics and behaviors they can have; the object Lassie is one particular dog, with particular versions of the characteristics. A Dog has fur; Lassie has brown-and-white fur.

http://en.wikipedia.org/wiki/Object-oriented_programming

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