

Getter and Setter

```
// "Class"
function Point(){
    this.X = 0;
    this.Y = 0;
}
// Define getter
Object.defineProperty(Point, "get Coo rds", function(){
    return this.X + ", " + this.Y;
});
// Define setter
Object.defineProperty(Point, "set Coo rds", function(coords){
    var part = coords.toString().split(
        ", ");
    this.X = part[0] || " ";
    this.Y = part[1] || " ";
});
// Usage
var testPoint = new Point();
testPoint.setCoords = "10, 20";
document.write(testPoint.getCoords);

```

Defining setter and getter

Inheritance

```
function Animal(){
    this.name = "Animal";
    this.toString = function(){
        return "This is " + this.name;
    };
}
function Canine(){
    this.name = "Canine";
}
function Wolf(){
    this.name = "Wolf";
}
// Inheriting
Canine.prototype = new Animal();
```

Inheritance (cont)

```
> Wolf.prototype = new Canine();
// There is need to re-reference constructors
Canine.prototype.constructor = Canine;
Wolf.prototype.constructor = Wolf;
// Function for quick inheriting
function extend(child, parent){
    var temp = function(){}
    temp.prototype = parent.prototype;
    child.prototype = new temp();
    child.prototype.constructor = child;
}
```

Defining get and set properties

```
function Point(){
    this.X = 0;
    this.Y = 0;
}
Object.defineProperty(Point, 'point Pos', {
    get: function(){
        return "X: " + this.X + " Y: " +
this.Y;
    },
    set: function( point){
        var parts = point.toString(
            ).split(
                ", ");
        this.X = parts[0] || " ";
        this.Y = parts[1] || " ";
    }
});
// Usage
var testPoint = new Point();
testPoint.pointPos = "10, 20";
document.write(testPoint.pointPos);
```



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Define get and set prototype

```
function Circle(radius){  
    thi s._ radius = radius;  
}  
  
// Define prototype  
Circle.pr ototype = {  
    set radius (ra dius){ this._ radius =  
radius; }  
    get radius(){ return this._ radius; }  
    get area(){ return Math.PI * Math.p ow( -  
this.s._ radius, 2); }  
};  
  
// Usage  
var circle = new Circle (10);  
circle.radius = 5;  
docume nt.w ri te(cir cle.area);  
// Usage
```

Call parent method

```
// Call parent method  
Wolf.p rot oty pe.h eight = functi on()  
    var height = Canide.pr oto typ e.h eig -  
ht.a pp ly( this);  
    return height * 1.2;  
};
```



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