



\* let arr = new Array ( );

→ Array ⇒ fn ;

---

\* Array ⇒ function + object

Array

fn () {  
 // logic of  
 // creating arr  
}

prototype:

this stores  
all the  
hidden  
methods of  
arr

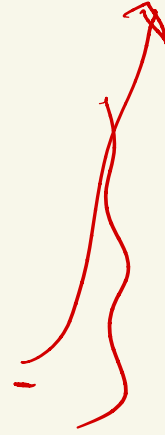
Array  $\rightarrow$  fn + {  
prototype  $\rightarrow$  [hidden methods & properties]

arr  $\rightarrow$  array + {  
=   
--proto--

\* arr.methodXYZ();

Array  $\rightarrow f^n + \left\{ \begin{array}{c} \textcircled{1} \\ \text{prototype} \end{array} \right\} \rightarrow [ \textcircled{2} ]$

arr  $\rightarrow$  array +  $\left\{ \begin{array}{c} \textcircled{3} \\ \text{-- proto --} \end{array} \right\}$



---

map, filter, length



Array  $\rightarrow$  fn +  
Array fn

{  
\* key 1  
\* key 2  
\* key 3  
\* prototype  
}

Array Obj

(map, filter)

methods  
of Array

this is  
generated  
by J.S.

engine

---

arr  $\rightarrow$  [ ] +  
arr

{  
\* key 1  
\* key 2  
\* key 3  
\* -- proto --  
}

arr Obj

arr. something