



Creating Primitives and Objects

```
var val= 5
var me = {name: "Justin"}
```

Creating Functions

```
var fn=function(arg1,arg2){
  var foo = "Bar";
}
```

Calling Functions

```
fn(me, val)
```

New

```
var Dog = function(name){
  this.name = name
}
```

```
Dog.prototype.speak =
function(msg){
  alert(this.name, "says", msg);
};

var pup = new Dog("fido");
```