```
const NewablePrototype = {
  new() {return { }
};

const Point = NewablePrototype <| {
    //private members
    __x: 0,
    __y: 0,
    __validate(x,y) {
         return typeof x == 'number'
              && typeof y = 'number';
     },
    //public members
    new(x,y) {
         if (!this.__validate(x,y)) throw "invalid";
         return super.new() <& {
               __x: x,
               __y: y
              };
     }
};

const Point3D = Point <| {
    //private members
    __z: 0,
     //public members
    new(x,y,z) {
         if (typeof z != 'number') throw "invalid";
         return super.new(x,y) <& {
               __z: z
              };
     }
};
```

```
const NewablePrototype = {
  new() {return { }
};

const Point = NewablePrototype prototypes {
    //private members
    __x: 0,
    __y: 0,
    __validate(x,y) {
         return typeof x == 'number'
              && typeof y = 'number';
     },
    //public members
    new(x,y) {
         if (!this.__validate(x,y)) throw "invalid";
         return super.new() extendBy {
               __x: x,
               __y: y
              };
     }
};

const Point3D = Point prototypes {
    //private members
    __z: 0,
     //public members
    new(x,y,z) {
         if (typeof z != 'number') throw "invalid";
         return super.new(x,y) extendBy {
               __z: z
              };
     }
};
```

```
const NewablePrototype = {
  new() {return { }
};

const Point = Object.specialize(NewablePrototype, {
    //private members
    __x: 0,
    __y: 0,
    __validate(x,y) {
         return typeof x == 'number'
              && typeof y = 'number';
     },
    //public members
    new(x,y) {
         if (!this.__validate(x,y)) throw "invalid";
         return Object.extend(super.new(), {
               __x: x,
               __y: y
              });
     }
});

const Point3D = Object.specialize(Point, {
    //private members
    __z: 0,
     //public members
    new(x,y,z) {
         if (typeof z != 'number') throw "invalid";
         return Object.extend(super.new(x,y), {
               __z: z
              });
     }
});
```