function createSportsCar() {
    var sportsCar = new SportsCar();
    describe(sportsCar);
}

function createCementTruck() {
    var cementTruck = new CementTruck();
    describe(cementTruck);
}
</script>
</head>

<body>
<h1>Examples of JavaScript Inheritance via the Prototype Method</h1>

<br/>
<button onclick="createVehicle();">Create an instance of Vehicle</button>
<br/>
<button onclick="createSportsCar();">Create an instance of SportsCar</button>
<br/>
<button onclick="createCementTruck();">Create an instance of CementTruck</button>

</body>
</html>

Figure 5-16 depicts the results when each of the three objects is created and described using the describe function.