

9/27/2020

## W2D6 Call Context Review Questions

1. What is the difference of `setTimeout` and `setInterval`
2. What is the difference of `setTimeout(sayHi(), 1000);` and `setTimeout(sayHi, 1000);` ?
3. What is returned by `setTimeout(sayHi(), 1000);`
4. What gets alerted?  

```
setTimeout(() => alert("Happy"), 0);  
alert("Day");
```
5. What is the value of 'this' in a method versus in a function? How about in strict mode?
6. What does the keyword 'this' represent?
7. What is the general rule about the meaning of 'this' in a function?
8. What does 'this' refer to inside an event handler?
9. What is the difference in the 3 lines below? What is the "wrapper" and how does it change 'this'?  
  

```
setTimeout(function() { user.sayHi(); }, 1000);  
  
setTimeout(() => user.sayHi(), 1000);  
setTimeout( user.sayHi, 1000);
```
10. Modify the example above to use `bind` instead of the wrapper.
11. How does `call` relate to `bind`?
12. How does `call` relate to `apply`?
13. Modify the `user.sayHi` example above to use `call` and to use `apply` instead of `bind`. You may need to use a wrapper. (Why?)

14. What does 'this' refer to in an inner function of a method?
15. What is the Self pattern?
16. How do arrow functions resolve the Self pattern problem?
17. Why are arrow functions not recommended for method definitions?

EC

1. What is the decorator pattern?
2. What does the cachingDecorator do and when is it useful? Does it utilize closures? How?
3. What problem can arise involving 'this' in a method if it uses the cachingDecorator pattern?