

DT lab #02

Javascript – “this”

- In JS “this” behaves differently
- In most cases, the value of this is determined by how a function is called (runtime binding).
- The bind() method it is introduced to set the value of a function's this regardless of how it's called
- It has different output in case of strict mode and non-strict mode.
- *Non-strict mode* – is always a reference to an object - *a property of an execution context (global, function or eval)*,
- *Strict mode* - can be any value.
- <https://www.javascripture.com/Function#bind>

“this” - example

```
const test = {  
  prop: 'message',  
  func: function() {  
    return this.prop;  
  },  
};  
console.log(test.func());  
  
// expected output: “message”
```

Global context - In the global execution context (outside of any function), this refers to the global object whether in strict mode or not.

```
// In web browsers, the window object is also the global object:  
console.log(this === window); // true  
a = 37;  
console.log(window.a); // 37  
this.b = "MDN";  
console.log(window.b) // "MDN"  
console.log(b) // "MDN"
```

Function context - Inside a function, the value of this depends on how the function is called.

```
// non strict mode  
function f1() {  
    return this;  
}  
// In a browser:  
f1() === window; // true  
// In Node:  
f1() === global; // true  
  
// strict mode  
function f2() {  
    'use strict'; // see strict mode  
    return this;  
}  
f2() === undefined; // true
```

The bind method

- Calling *f.bind(someObject)* creates a new function with the same body and scope as *f*, but where this occurs in the original function, in the new function it is permanently bound to the first argument of *bind*, regardless of how the function is being used.

```
function f() {  
  return this.a;  
}  
  
var g = f.bind({a: 'azerty'});  
console.log(g()); // azerty  
  
var h = g.bind({a: 'yoo'}); // bind only works once!  
console.log(h()); // azerty  
  
var o = {a: 37, f: f, g: g, h: h};  
console.log(o.a, o.f(), o.g(), o.h()); // 37,37, azerty, azerty
```

Arrow functions

- In arrow functions, `this` retains the value of the enclosing lexical contexts `this`. In global code, it will be set to the global object:

```
var globalObject = this;  
var foo = (() => this);  
console.log(foo() === globalObject); // true
```

- If “`this`” arg is passed to `call`, `bind` or `apply` on invocation of an arrow function it will be ignored.

```
// Call as a method of an object  
var obj = {func: foo};  
console.log(obj.func() === globalObject); // true  
  
// Attempt to set this using call  
  
console.log(foo.call(obj) === globalObject); // true  
  
// Attempt to set this using bind  
foo = foo.bind(obj);  
console.log(foo() === globalObject); // true
```

Function - bind

- `// The following result in equivalent behavior, but the first`
- `// should be used unless the body changes at run time.`
- `var f1 = function(x, y) { return x + y; };`
- `var f2 = Function('x', 'y', 'return x + y;');`
- `var f3 = Function('x, y', 'return x + y;');`
- `var f4 = new Function('x', 'y', 'return x + y;');`

- `// The following demonstrate creating generator and async functions`
- `var GeneratorFunction = Object.getPrototypeOf(function*({})).constructor;`

- `// The following are equivalent:`
- `var g1 = function*(x, y) { yield x; yield y; }`
- `var g2 = GeneratorFunction('x', 'y', 'yield x; yield y;');`
- `var g3 = new GeneratorFunction('x, y', 'yield x; yield y;');`

- `var AsyncFunction = Object.getPrototypeOf(async function({})).constructor;`

- `// The following are equivalent:`
- `var a1 = async function(url) { return (await fetch(url)).status; }`
- `var a2 = AsyncFunction('url', 'return (await fetch(url)).status;');`
- `var a3 = new AsyncFunction('url', 'return (await fetch(url)).status;');`

“this” with Vue.js

```
var globalObject = this;
var foo = (() => this);
console.log(foo() === globalObject); // true
```

```
var app = new Vue({
  el: '#app',
  data: {
    message: ''
  },

  methods: {
    process: function(){
      console.log(this.message);
    }
  }
})
```

```
// Pure JS
this.classList.toggle('active');    // is just the reference
```

```
// jQuery
$(this).toggleClass('active');        // adds the jQuery library to the reference
```