

build unknown

callsites

Get callsites from the [V8 stack trace API](#)

Install

```
$ npm install callsites
```

Usage

```
const callsites = require('callsites');

function unicorn() {
  console.log(callsites()[0].getFileName());
  //=> '/Users/sindresorhus/dev/callsites/test.js'
}

unicorn();
```

API

Returns an array of callsite objects with the following methods:

- `getThis` : returns the value of `this`.
- `getTypeName` : returns the type of `this` as a string. This is the name of the function stored in the constructor field of `this`, if available, otherwise the object's `[[Class]]` internal property.
- `getFunction` : returns the current function.
- `getFunctionName` : returns the name of the current function, typically its `name` property. If a name property is not available an attempt will be made to try to infer a name from the function's context.
- `getMethodName` : returns the name of the property of `this` or one of its prototypes that holds the current function.
- `getFileName` : if this function was defined in a script returns the name of the script.
- `getLineNumber` : if this function was defined in a script returns the current line number.
- `getColumnNumber` : if this function was defined in a script returns the current column number
- `getEvalOrigin` : if this function was created using a call to `eval` returns a string representing the location where `eval` was called.
- `isToplevel` : is this a top-level invocation, that is, is this the global object?
- `isEval` : does this call take place in code defined by a call to `eval`?
- `isNative` : is this call in native V8 code?
- `isConstructor` : is this a constructor call?

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