

Advanced JavaScript Part 1

Session #6



A blurred background image showing a person in a light blue shirt writing on a document at a wooden desk. Another person's hands are visible in the background, gesturing. The scene is brightly lit, suggesting an office or classroom environment.

Resume Task

Resume Task

- Stick to estimating the tasks before start working on it
- Stick to the requirements, what's required shall be implemented
- Follow the Basic **View** , **Model** , **Controller**

Object Oriented

- this
- Prototypes
- class {}
- Inheritance vs Behavior Delegation
- **Object Oriented** (Class Based) & **OLOO** (Object Linked to Other Objects)

this : determination

- Is the function called by **new** ?
- Is the function called by `call()` or `bind()` ?
- Is the function called on a context object ?
- DEFAULT : global object (except strict mode)

Prototypes

- Class Based OO vs OLOO
- Objects are built by constructor calls
- A constructor makes an object "based on" its own prototype

Function Object



```
function message() {  
    alert("Greetings TGP !");  
}  
alert(typeof message);           // ⇒ ??  
alert(message instanceof Object); // ⇒ ??
```

Function Object

We see that a function is indeed an object. JavaScript functions are a special type of objects, called function objects. A function object includes a string which holds the actual code -- the function body -- of the function.


```
function Hello (name) {
  this.me = name;
}

Hello.prototype.identify = function {
  return "I am" + this.me;
}

var a1 = new Hello("Lionel");
var a2 = new Hello("Richie");

a2.speak = function() {
  alert("Hello,"+ this.identify() + ".");
}

a1.constructor === Hello;
a1.constructor === a2.constructor;
a1.__proto__ === Hello.prototype;
a1.__proto__ === a2.__proto__;
```

```
function Hello (name) {
  this.me = name;
}

Hello.prototype.identify = function {
  return "I am" + this.me;
}

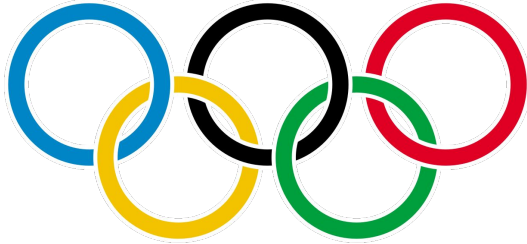
var a1 = new Hello("Lionel");
var a2 = new Hello("Richie");

a2.speak = function() {
  alert("Hello,"+ this.identify() + ".");
}

a1.__proto__ === Object.getPrototypeOf(a1);
a2.constructor === Hello;
a1.__proto__ === a2.__proto__;
a2.__proto__ === a2.constructor.prototype;
```

A blurred background image showing a person's arm and hand writing on a piece of paper on a desk. The person is wearing a black wristwatch. The image is overlaid with a semi-transparent white rounded rectangle containing the text.

Olympics Task



1992

1996

2000

2004

2008

2012

2016

2020

2024



Atlanta ,1996

You can check brief for Atlanta Olympics at the following [link](https://en.wikipedia.org/wiki/2004_Summer_Olympics)

Olympiad # : XXVI

$\text{Math.floor}((\text{olympic_year} - 1896) / 4) + 1$

https://en.wikipedia.org/wiki/2004_Summer_Olympics

Thanks!

Any questions?

You can contact us on:

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