

Programmation Web – Avancé

JavaScript & Node.js

Partie 12 : L'orienté objet en JS

Version 2020



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L'orienté objet en JS

J'adore les classes... Puis-je en créer ?



Les objets en JS

- Prototype-based language (VS class-based, comme Java)
- Les chaînes, tableaux, APIs du browser, objets personnalisés...
- Pas de distinction entre une classe et une instance



Les objets en JS

- Tout objet peut être le prototype d'un autre objet, permettant à l'autre objet de partager les propriétés du 1^{er} objet
- Détails [\[49.\]](#)



Création d'un objet

- Via un « object literal » = liste de paires nom de propriété / valeur

```
let raphael = {  
  firstname: "Raphael",  
  lastname: "Baroni",  
  sayHello: () => "Hi everyone !",  
};
```



Création d'un objet

● Via `{}` ou `new`

```
let sandra = {};  
sandra.firstname = "Sandra";  
sandra.lastname = "Parisi";
```



Accéder aux propriétés d'un objet

- Soit via un point

```
console.log(raphael.firstname, " :", raphael.sayHello());  
// Raphael : Hi everyone !
```

- soit via des `["object_key"]`

```
console.log(sandra["firstname"], ",", sandra["lastname"]);  
// Sandra , Parisi
```



Création de “classes” en JS

1. Via **class** et **constructor()**
2. Via une fonction constructeur
3. Via une fonction normale



Création d'une "classe" de manière moderne

- Via **class** et **constructor()**
- Nouveau depuis ES6
- Node.js : attention au '**strict mode**'
- **constructor()** pas supporté par IE11 !
- 1 seul constructeur possible sinon erreur



Création d'une "classe" de manière moderne



```
class Car {  
  constructor(brand, model) {  
    this.brand = brand;  
    this.model = model;  
    this.id = Math.random();  
  }  
  getDescription() {  
    return "Car's description : " + this.brand + ", " + this.model +  
      " , ID:" + this.id  
  };  
}
```



Création d'une "classe" via une fonction constructeur

```
function Auto(brand, model) {  
  this.brand = brand;  
  this.model = model;  
  this.id = Math.random();  
}  
  
Auto.prototype.getDescription = function () {  
  return (  
    "Car's description : " + this.brand + ", " + this.model + " , ID:" +  
    this.id  
  );  
};
```



Création d'une "classe" via une fonction normale



```
function AutoNotRecommended(brand, model) {  
  let obj = {};  
  obj.brand = brand;  
  obj.model = model;  
  obj.id = Math.random();  
  obj.getDescription = function () {  
    return (  
      "Car's description : " + this.brand + ", " + this.model + " , ID:"  
      + this.id  
    );  
  };  
  return obj;  
}
```



Création d'une instance et accès à ses propriétés

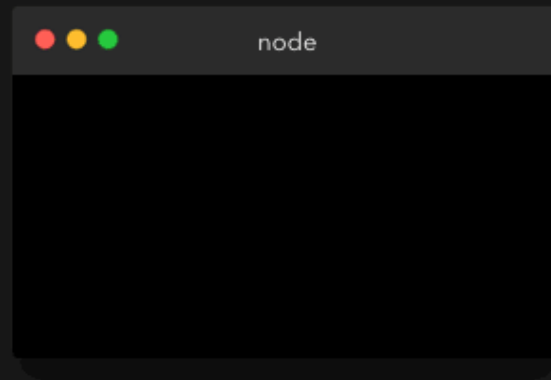
```
let dacia = new Car("Dacia", "Sandero");  
let audi = new Auto("Audi", "A4");  
let lada = AutoNotRecommended("Lada", "XRAY");  
// let lada = new AutoNotRecommended("Lada", "XRAY"); // also works
```



Héritage par prototype en JS

- 1 || When we create a constructor function, a **prototype** object gets created as well. The constructor's prototype has a reference to the original constructor function.

```
function Dog(name, breed, color) {  
  this.name = name  
  this.breed = breed  
  this.color = color  
  this.bark = function() {  
    return 'Woof!'  
  }  
}
```



Prototypal Inheritance [50.]



Héritage par prototype en JS

3 || The instances also contain a property called `__proto__`.

This is a reference to the prototype of their constructor, `Dog.prototype` in this case.

dog1

```
name: 'Daisy'  
breed: 'Labrador'  
color: 'black'  
bark: function(){ ... }  
__proto__
```

dog2

```
name: 'Jack'  
breed: 'Jack Russell'  
color: 'white'  
bark: function(){ ... }  
__proto__
```

Dog.prototype

```
constructor: Dog {}
```

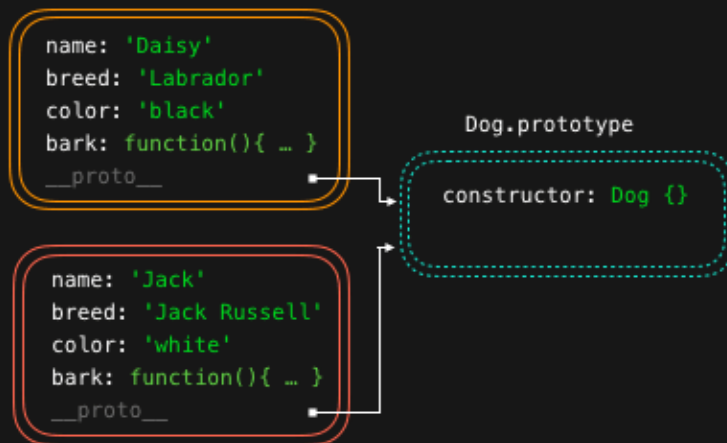
Prototypal Inheritance [50.]



Héritage par prototype en JS

4 || We can save memory by adding properties to the prototype that all instances can share, instead of creating new copies of that property each time.

```
function Dog(name, breed, color) {  
  this.name = name  
  this.breed = breed  
  this.color = color  
  this.bark = function() {  
    return 'Woof!'  
  }  
}
```



Prototypal Inheritance [50.]



Héritage par prototype en JS

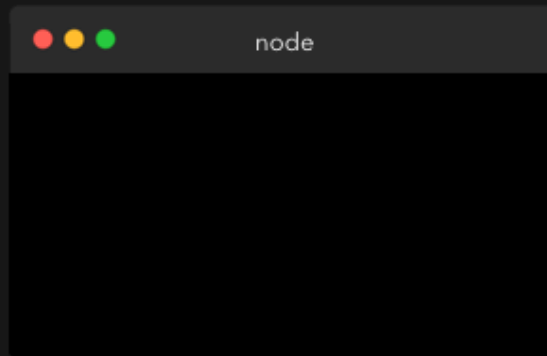
5 || When we try to access a property on an object, it first searches locally. Then, it walks down the *prototype chain* through the `__proto__` property.

Dog.prototype

```
constructor: Dog {}  
bark: function() {...}
```

dog1

```
name: 'Daisy'  
breed: 'Labrador'  
color: 'black'  
__proto__
```



Prototypal Inheritance [50.]



Héritage par prototype en JS

6 || The prototype chain can have several steps. For example, `Dog.prototype` itself is an object, thus inherits properties from the built-in `Object.prototype`

`Object.prototype`

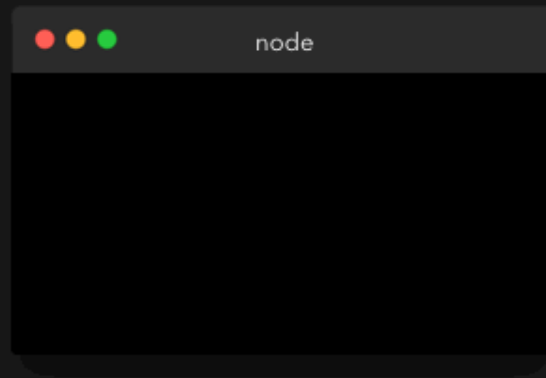
```
toString: function() {...}  
__proto__: null  
many more properties
```

`Dog.prototype`

```
constructor: Dog {}  
bark: function() {...}  
__proto__
```

`dog1`

```
name: 'Daisy'  
breed: 'Labrador'  
color: 'black'  
__proto__
```



Prototypal Inheritance [50.]



Héritage par prototype en JS

7 || ES6 introduced classes, which is syntactical sugar for constructor functions.

```
function Dog(name, breed, color) {  
  this.name = name  
  this.breed = breed  
  this.color = color  
}  
  
Dog.prototype.bark = function() {  
  return 'Woof!'  
}
```

```
class Dog {  
  constructor(name, breed, color) {  
    this.name = name  
    this.breed = breed  
    this.color = color  
  }  
  
  bark() {  
    return 'Woof!'  
  }  
}
```

Prototypal Inheritance [50.]



Héritage par prototype en JS

8 || Prototypal inheritance works the same way with classes as with ES5 constructors.
With the `super` keyword, we can call the class that the sub-class extends.

```
class Dog {  
  constructor(name) {  
    this.name = name  
  }  
  
  bark() {  
    return 'Woof!'  
  }  
}  
  
class Chihuahua extends Dog {  
  constructor(name) {  
    super(name)  
  }  
  
  smallBark() {  
    return 'Small woof!'  
  }  
}  
  
const myPet = new Chihuahua("Max")
```

Prototypal Inheritance [50.]



Héritage par prototype en JS

9 || We can call inherited methods from the extended class(es).
The prototype chain ends when the value of `__proto__` is `null`.

`Object.prototype`

```
constructor: Object {}  
toString: function() {...}  
__proto__: null
```

`Dog.prototype`

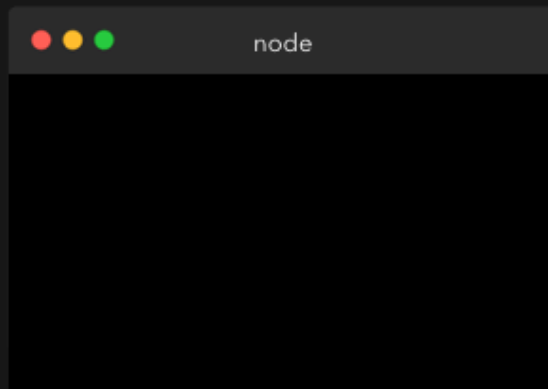
```
constructor: Dog {}  
bark: function() {...}  
__proto__
```

`Chihuahua.prototype`

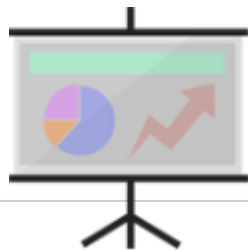
```
constructor: Chihuahua {}  
smallBark: function() {...}  
__proto__
```

`myPet`

```
name: 'Max'  
__proto__
```



Prototypal Inheritance [50.]



L'orienté objet

- ◎ **DEMO : Programmation orienté objet en JS**
 - Création d'un objet représentant une personne spécifique, avec les différentes syntaxes.
 - Création d'un modèle objet « Car » et d'une de ses instances.