JAVASCRIPT 13

Bugun biza darsimizda Object properties, Object copying, Constructors haqida gaplashdik.

Object properties:

Property types – buni 2xil turi bor

1. Data property
2. Accessor property (getter/setter)

Buni farqi agar functionni oldida get yoki set bomasa data property boladi.

Property descriptors:

Data property:

1. Configurable – delete (ochirishlik)
2. Enumerable – for in (aylanishlik)
3. Writable – change (ozgartirishlik)
4. Value – value (qiymati)

Agar bulani hammasiniki true chiqsa ()shunaqa qovusda yozb qoygan ishlarimni hammasini qilsa boladi.

Accessor property:

1. Configurable – delete (ochirishlik)
2. Enumerable – for in (aylanishlik)
3. set – change (ozgartirishlik)
4. get – value (qiymati)

Buni farqi writableni orniga set valueni orniga get lekin vazifasi bir xil.

Enumerable properties:

Syntax – propertyIsEnumerable bu tekshirib beradi.

Misollar:

1. object.keys()
2. object.values()
3. object.entires()

Bulani hammasi massiv qaytaradi.

Object copying:

Objectda kopirovat qilishni ikki xil yoli bor:

1. Shallow
2. Deep

Shallow:

Shallow usuli orqali kopirovat qilishni 2xil usuli bor:

1. Spread operator(…) – bu yoyib beradi
2. Object.assign (target, source) – bu qoshib beradi

Deep:

Deep usuli orqali kopirovat qilishni usullari kop:

1. JSON.parse (JSON.stringify(obj)) eng mashxuri
2. …
3. ..
4. .

Constructors:

Built-in constructors:

1. Number
2. Array
3. String
4. Object
5. Function

Instances – odatda konstruktor funksiyasi yoki class asosida yaratilgan objectga ishora qiladi.

Constructor function:

Yaratish – xar doym functionni nomi kotta xarfda yozilishi kerak.

Instances – yaratish uchun new digan keyworddan foydalanishimz kerak.

Prototype:

1. Storage efficiency
2. [[Prototype]] – prototype linkage
3. Prototype chain

Barcha JavaScript objectlari prototypedan xossa va usullarni meros qilib oladi.