

JS

interview questions

SWIPE



Explain

this

in


JavaScript

The **this** keyword in JavaScript is one of the language's most **difficult** topics.

Even if a developer knows the theory behind this, it can still be **challenging** to work with in real code.



In the example below, we **create** an object and use the **this** keyword inside of it to **reference** the object itself. It allows us to access data and methods on the object.



```
class User {  
  constructor(username) {  
    this.username = username;  
  }  
  
  getUsername() {  
    return this.username;  
  }  
}  
  
const newUser = new User('Bob');  
newUser.getUsername(); // Bob
```

'User' object

But even if you define this to work a certain way, it can still **change** at any point in your program.

There are **six** rules to help you determine what the value of this will be:



When you **create** an object using the new keyword with a constructor function/class, this will refer to the **new** object **inside** the function.



 SWIPE



2

Using **bind**, **call**, or **apply** will **override** the value inside a function, and you can hardcode its value for this.

3



If a function is called on an object as a method, this will **refer** to the **object** that is calling it.

For example, **myObject**.method() would have a value of this that refers to myObject.



4

If a function is executed **without** any of the three previous criteria being applied, this will **refer** to the **global** object, which is window in the browser or global in Node.



5

If **multiple** rules from above apply, it will use the rule that comes **first** in this list.



6

Arrow functions **ignore** all the above rules, and the value of this is determined by the **scope** enclosed by the arrow function.

I'm arrow
function



R
U
L
E
S

 SWIPE



Would you add something?

LET ME KNOW IN **THE COMMENTS**



in SlobodanGajić

 SlobodanGajic