

call, apply and bind methods

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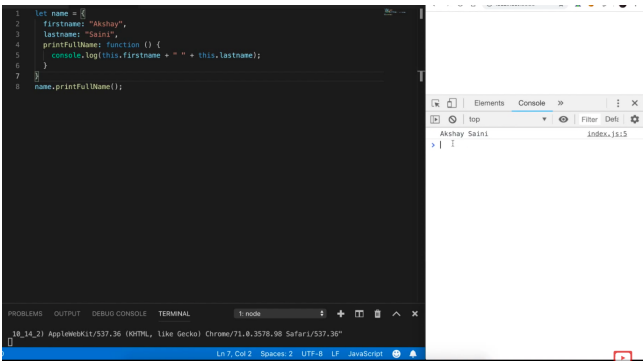
→ Every fⁿ in JS has access to **this** keyword.

```
1 let name = {
2   firstname: "Akshay",
3   lastname: "Saini",
4   printFullName: function () {
5     console.log(this.firstname + " " + this.lastname);
6   }
7 }
8
```

→ So this fⁿ has access to **this** keyword which is here pointing to 'name' object.

→ So o/p of above will be **Akshay Saini**.

→ How to invoke the above fⁿ?



→ **call()**:

→

```
1 let name = {
2   firstname: "Akshay",
3   lastname: "Saini",
4   printFullName: function () {
5     console.log(this.firstname + " " + this.lastname);
6   }
7 }
8 name.printFullName();
9
10 let name2 = {
11   firstname: "Sachin",
12   lastname: "Tendulkar",
13 }
14
```

→ Now if we have another object and want to print firstName & lastName again, what we can do is copy & paste **printFullName()** fⁿ.

→ But instead we do **function borrowing**. So, we can borrow fⁿs from other objects.

→ We do function borrowing using **call()** method.

→ Each & every fⁿ has access to **call()** method.

```
// function borrowing
name.printFullName.call(name2);
```

→ Syntax for using **call()** method.

→ Here the 1st argument passed into call is the object which 'name' object's **this** will be pointing to.

→ So here 'this' will point to 'name2' 's key: value pairs.

Note: Normally, we don't write fⁿs inside an object & instead declare them **outside**.

```
let name = {
  firstname: "Akshay",
  lastname: "Saini",
}

let printFullName = function () {
  console.log(this.firstname + " " + this.lastname);
}

printFullName.call(name);
```

→ So, for this case, we will directly call the **call()** method on the fⁿ & pass the object reference as argument, so that 'this' has access to the attributes of that object.

Note: If we need to pass more arguments to the fⁿ expression, then we can do so by passing these arguments as 2nd or 3rd or so on arguments to the call() method as first argument will always be the object reference.

```
let name = {
  firstname: "Akshay",
  lastname: "Saini",
}

let printFullName = function (hometown) {
  console.log(this.firstname + " " + this.lastname + " from " + hometown);
}

printFullName.call(name, "Dehradun");

let name2 = {
  firstname: "Sachin",
  lastname: "Tendulkar",
}

// Function borrowing
printFullName.call(name2);
```

```
Elements Console
top
Akshay Saini from Dehradun index.js:7
Sachin Tendulkar from undefined index.js:7
```

→ apply(): The only difference between call() & apply() methods are the way we pass arguments. Instead of individually passing the arguments, we pass them as a list in apply(). Rest everything is same.

```
let name = {
  firstname: "Akshay",
  lastname: "Saini",
}

let printFullName = function (hometown, state) {
  console.log(this.firstname + " " + this.lastname + " from " + hometown + ", " + state);
}

printFullName.apply(name, ["Dehradun", "Uttarakhand"]);

let name2 = {
  firstname: "Sachin",
  lastname: "Tendulkar",
}

// Function borrowing
printFullName.apply(name2, ["Mumbai", "Maharashtra"]);
printFullName.apply(name2, ["Mumbai", "Maharashtra"]);
```

```
Elements Console
top
Akshay Saini from Dehradun , Uttarakhand index.js:7
Sachin Tendulkar from Mumbai , Maharashtra index.js:7
Sachin Tendulkar from Mumbai , Maharashtra index.js:7
```

→ bind(): It looks just like the call method, but instead of directly calling the method, it binds the method to the object & returns a copy of the fⁿ to be invoked later directly.

```
// bind method
let printMyName = printFullName.bind(name2, "Mumbai", "Maharashtra");
console.log(printMyName);
```

o/p:

```
f (hometown, state) {
  console.log(this.firstname + " " +
    this.lastname + " from " + hometown + ", " +
    state);
}
>
```

```
// bind method
let printMyName = printFullName.bind(name2, "Mumbai", "Maharashtra");
console.log(printMyName);
printMyName();
```

o/p:

```
f (hometown, state) {
  console.log(this.firstname + " " +
    this.lastname + " from " + hometown + ", " +
    state);
}
Sachin Tendulkar from Mumbai , Maharashtra index.js:7
```