**windows**

Undefined

function text(){

var name='jade';

return name;

}

undefined

text()

"jade"

name

""

var myname='Jade';

undefined

myname

"Jade"

**This**

var myobj={

name:'jade',

hello: function(){

return 'Hello ' + this.name;

}

}

undefined

name.hello

Hello Jade

**Oject creation**

var person=function(name,age){

this.name=name;

this.age=age;

}

undefined

var person1=new person('jade','30');

undefined

person1

person {name: "jade", age: "30"}

var person2=new person()

undefined

**Prototypes**

person.prototype.name='n/a';

"n/a"

person.prototype.age=1;

1

var person1= new person()

0

person1

person {}\_\_proto\_\_: Objectage: 1name: "n/a"constructor: ƒ ()arguments: nullcaller: nulllength: 0name: "person"prototype: {name: "n/a", age: 1, hello: ƒ, constructor: ƒ}\_\_proto\_\_: ƒ ()[[FunctionLocation]]: VM4754:1[[Scopes]]: Scopes[2]\_\_proto\_\_: Objectconstructor: ƒ Object()hasOwnProperty: ƒ hasOwnProperty()isPrototypeOf: ƒ isPrototypeOf()propertyIsEnumerable: ƒ propertyIsEnumerable()toLocaleString: ƒ toLocaleString()toString: ƒ toString()valueOf: ƒ valueOf()\_\_defineGetter\_\_: ƒ \_\_defineGetter\_\_()\_\_defineSetter\_\_: ƒ \_\_defineSetter\_\_()\_\_lookupGetter\_\_: ƒ \_\_lookupGetter\_\_()\_\_lookupSetter\_\_: ƒ \_\_lookupSetter\_\_()get \_\_proto\_\_: ƒ \_\_proto\_\_()set \_\_proto\_\_: ƒ \_\_proto\_\_()

person1.age

1

person.prototype.hello=function(){

return 'hello'+this.name;

}

ƒ (){

return 'hello'+this.name;

}

person1.hello()

"hellon/a"

person1.name ='jade';

"jade"

person1.hello();

"hellojade"

**Call**

var myobj={

name:'jade'

}

undefined

var sayhello = function(){

return 'hello' + this.name;

}

undefined

sayhello()

"hello[object Object]"

sayhello.call(myobj)

"hellojade"

**Call and Apply**

var myobj={

num:2

}

undefined

var myfunc=function(add){

return this.num + add;

}

undefined

myfunc()

NaN

myfunc.call(myobj,4)

6

var myfunc=function(num1,num2){

return this.num +num1+ num2;

}

undefined

myfunc.call(myobj,4,2)

8

myfunc.apply(myobj,[4,2])

8

**Bind**

var myobj={

num1:5,

num2:4

}

undefined

var myfunc= function(){

return this.num1 + this.num2;

}

undefined

myfunc()

NaN

myfunc.call(myobj);

9

var added =myfunc.bind(myobj);

undefined

added()

9

var myobj2={

num1:3,

num2:7

}

undefined

var another= myfunc.bind(myobj2);

undefined

**Classes**

class persona {

constructor(name,age){

this.age=age;

this.name=name;

}

hello(){

return 'hello'+this.name;

}

}

undefined

var mates= new persona('jade',26);

undefined

mates

persona {age: 26, name: "jade"}age: 26name: "jade"\_\_proto\_\_: constructor: class personahello: ƒ hello()\_\_proto\_\_: Object

mates.hello()

"hellojade"

**Closure**

var add = (num1)=>{

return (num2)=>{

return num1 + num2

}

}

undefined

var addTwo=add(2);

undefined

addTwo(3);

5

var addthree=add(3);

undefined

addthree(9)

12

**Promises**

var promise = new Promise(function(resolved,rejected){

/\*\*/

if(true){

resolved(1234);

}else{

rejected();

}

});

undefined

mypromise.then(function(){

console.log(my)

}).catch(function(){

});

Promise {<resolved>: undefined}\_\_proto\_\_: Promise[[PromiseStatus]]: "resolved"[[PromiseValue]]: undefined

mypromise.then(function(value){

console.log(value);

}).catch(function(){

console.log('your promise failed')

});

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Promise {<resolved>: undefined}\_\_proto\_\_: Promise[[PromiseStatus]]: "resolved"[[PromiseValue]]: undefined

**Callbacks**

function calc(num,callback){return callback(num);}

undefined

var addTen=function(num){

return num + 10;

}

undefined