

**SOEN 287**

# **Chapter 4: JavaScript (4) Supplement: Arrow Function**

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# Arrow Function (1) – no parameters

- Returns a fixed value

```
const greet = () =>{  
    return "Hello, World!";  
};
```

```
Console.log(greet()); //output Hello, World!
```



## Arrow Function (2) – single parameters

- parentheses around the parameter are optional

```
const double = number => {  
  return number * 2;  
};  
  
console.log(double(4)); // Output: 8
```



## Arrow Function (3) – multiple parameters

- Requires parentheses around the parameter

```
const add = (a, b) => {  
  return a + b;  
};
```

```
console.log(add(5, 3)); // Output: 8
```



## Arrow Function (4) – Single Line Body

- If the function body consists of a single statement, you can omit the curly braces and the `return` keyword. The result of the expression will be returned automatically.

```
const square = x => x * x;
```

```
console.log(square(5)); // Output: 25
```



## Arrow Function (5) – Returning Object Literals

- When returning an object literal, enclose the literal in parentheses to distinguish it from the function's body.

```
const createPerson = (name, age) => ({  
  name: name,  
  age: age  
});  
  
console.log(createPerson("Alice", 30)); //  
Output: { name: 'Alice', age: 30 }
```



## Arrow Function (5) – Returning Object Literals

- When returning an object literal, enclose the literal in parentheses to distinguish it from the function's body.

```
const createPerson = (name, age) => ({  
  name: name,  
  age: age  
});  
  
console.log(createPerson("Alice", 30)); //  
Output: { name: 'Alice', age: 30 }
```



# Arrow Function (6) – As Callback Functions

- Arrow functions are commonly used as callbacks for methods like map, filter, reduce, etc.

```
const numbers = [1, 2, 3, 4];  
const squares = numbers.map(x => x * x);  
  
console.log(squares); // Output: [1, 4, 9, 16]
```





## Arrow Function (7) – No Binding of this

- Arrow functions do not bind their own this. They inherit this from the parent scope at the time they are defined. This is particularly useful for event handlers and callbacks.

```
class Button {  
  constructor(label) {  
    this.label = label;  
    document.addEventListener('click', () =>  
    {  
      console.log(this.label);  
    });  
  }  
}  
  
const myButton = new Button('Click Me!');  
// When the document is clicked, "Click Me!"  
will be logged to the console.
```



# The End

