[JavaScript Patterns 4.6 Immediate Object Initialization](http://www.cnblogs.com/haokaibo/p/Immediate-Object-Initialization.html)

2014-06-12 23:58 by 小郝（Kaibo Hao）, 46 阅读, 0 评论, [收藏](http://www.cnblogs.com/haokaibo/p/Immediate-Object-Initialization.html), [编辑](http://i.cnblogs.com/EditPosts.aspx?postid=3784931)

[复制代码](javascript:void(0);)

( {

// here you can define setting values

// a.k.a. configuration constants

maxwidth : 600,

maxheight : 400,

// you can also define utility methods

gimmeMax : function() {

return this.maxwidth + "x" + this.maxheight;

},

// initialize

init : function() {

console.log(this.gimmeMax());

// more init tasks...

}

}).init();

[复制代码](javascript:void(0);)

**Usage**

protect the global namespace while performing the one-off initialization tasks.

**Note**

If you want to keep a reference to the object after it is done, you can easily achieve this by adding return this; at the end of init().