

**this, Factories,  
Constructors and OLOO**

**Let's get this over with...**

# What is this?

- One of the most confusing mechanisms in JavaScript
- A special identifier keyword that's automatically defined for us
- It bedevils even senior JavaScript developers
- It can seem downright magical

# It all comes back to the call site

To understand the keyword **this**, we need to understand where the function was called - and how it was called.

There are 4 ways it can be defined:

1. Global Binding
2. Implicit Binding
3. Explicit Binding
4. **new** Binding

# Global Binding

```
console.log( this );  
// => window  
  
var randomFunction = function () {  
    console.log( this );  
    // => window  
};  
  
randomFunction();
```

# Implicit Binding

```
var person = {  
  name: "Groucho",  
  speak: function () {  
    console.log( this );  
    // => person  
  
    console.log( this.name );  
    // => "Groucho"  
  }  
};  
  
person.speak();
```

# Explicit Binding (Ahh!)

```
var sayHello = function () {  
    console.log( "Hello, " + this.name );  
};  
  
var person = {  
    name: "Zeppo"  
};  
  
sayHello.call( person );  
sayHello.apply( person );  
  
var personsHello = sayHello.bind( person );  
personsHello();
```

# new Binding

```
var Person = function (name) {  
  this.name = name;  
  console.log( this );  
  // => { name: "Roger" }  
};  
  
var roger = new Person( "Roger" );
```



# **Factories, Constructors and OLOO**

# What are they?

Well, they stem from:

- Objects are annoying to create
- Objects are often inconsistent
- Inheritance with objects are difficult

They make all of these things "easier"

# Factory Pattern

```
var DogFactory = function (name, breed) {  
    var dog = {};  
  
    dog.name = name;  
    dog.breed = breed;  
  
    return dog;  
};  
  
var tamaskan = DogFactory("Tammy", "Tamaskan");  
var buddy = DogFactory("Buddy", "Labrador");
```

# Inheritance with Factories

```
var AnimalFactory = function (name) {  
    var animal = {};  
    animal.alive = true;  
    return animal;  
}  
  
var DogFactory = function (name, breed) {  
    var dog = AnimalFactory( name );  
  
    dog.name = name;  
    dog.breed = breed;  
  
    return dog;  
};  
  
var tamaskan = DogFactory("Tammy", "Tamaskan");
```

# Factory Readings

- ATEN Design
- Ilya Kantor's Version

# Constructor Pattern

```
var Dog = function ( name, breed ) {  
    this.name = name;  
    this.breed = breed;  
    this.bark = function () {  
        console.log( "Woof!" );  
    }  
};  
  
var tamaskan = new Dog( "Tammy", "Tamaskan" );  
var buddy = new Dog( "Buddy", "Labrador" );
```

# Inheritance with Constructors

```
var Animal = function () {};  
Animal.prototype.breathe = function(){  
    console.log( "Breathe" );  
}  
  
var Cat = function () {};  
Cat.prototype = new Animal();  
Cat.prototype.constructor = Cat;  
  
Cat.prototype.somethingCatSpecific = true;
```

# Inheritance with Constructors

```
var LivingThing = function (name) {  
    this.name = name;  
};  
LivingThing.prototype.beBorn = function () {  
    this.alive = true;  
    console.log( "Alive!" );  
};  
  
var Wolf = function (name) {  
    this.name = name;  
};  
Wolf.prototype = new LivingThing();  
Wolf.prototype.constructor = Wolf;  
Wolf.prototype.howl = function () {  
    console.log( "https://www.youtube.com/watch?v=5T-ZThSE5rQ" );  
};  
  
var grey = new Wolf( "Hunter" );  
grey.name; // => "Hunter"  
grey.beBorn();  
grey.howl();
```



# Constructor Readings

- [Pivotal](#)
- [Toby Ho](#)
- [Phrogz](#)
- [CSS Tricks](#)

# Objects Linked to Other Objects: OLOO

My preferred method.

# OLOO

```
var Animal = {
  init: function (name) {
    this.name = name;
    console.log( "Born!" );
    this.alive = false;
  },
  die: function () {
    this.alive = false;
    console.log( "Dead!" );
  }
};

var Wolf = Object.create( Animal );
Wolf.howl = function () {
  console.log( "Howl" );
};

var tamaskan = Object.create( Wolf );
```

# OLOO Readings

- [Stack Overflow: OLOO](#)
- [Getify Gist: OLOO](#)
- [John Dugan: OLOO](#)
- [You don't know JS: Behaviour Delegation](#)