

# Functions and Scope

- function
- scope
- hoisting

# Define a Function

- Function Declaration

```
function name([param[, param[, ... param]]) {  
  [statements]  
}
```

- Function Expression

```
var name = function([param[, param[, ... param]]) {  
  [statements]  
};
```

- Function Constructor

```
var name = new Function(arg1, arg2, ...argN, functionBody);
```

- Arrow Function

```
var name = ([param[, param[, ... param]]) => {  
  statements  
}
```

# Function Hoisting

Move declarations to the top of the current scope.  
Only declarations are hoisted, not initializations.

```
foo(); // foo
fun(); // Error

function foo() {
  console.log('foo');
}

var fun = function () {
  console.log('fun');
};
```

# Function Scope & Variable Masking

```
var x = 1;

function foo() {
  var x = 2;
  console.log(x); // 2
}
console.log(x); // 1
```

# Function Invocation

- function invocation
- method invocation
  - `this` - context
- constructor invocation
  - If a function or method invocation is preceded by the keyword `new`, then it is a constructor invocation
- indirect invocation
  - `call` & `apply`

# Function Arguments and Parameters

- optional parameters
- arguments object
  - `arguments` is an array-like object
- **default parameters**
- **rest parameters**

# Value vs Reference

value\_reference.js

- Primitive types are passed by value
- Objects are passed by reference

# Using Object Properties As Arguments

```
function foo(options) {  
  var name = options.name || 'default';  
  var age = options.age || 0;  
  console.log(name, age);  
}
```

```
foo({ name: 'John', age: 20 });  
foo({ name: 'John' });
```



# Functions As Values

- functions are first-class objects
- functions can be assigned to variables
- functions can be passed as arguments to other functions
- functions can be returned from functions

# Closure

- A closure is a function that has access to the parent scope, even after the parent function has closed.
- IIFE - Immediately Invoked Function Expression

# Object Oriented Programming

- Class
  - a blueprint for creating objects
- Object
  - an instance of a class
- Inheritance
  - a class can inherit properties and methods from another class
- Polymorphism
  - a class can override inherited methods

# Back to the old days

We had builtin classes like `Date`, `Array`, etc. We can create instances of these classes using the `new` keyword. But what if we want to create our own classes?

```
var d1 = new Date();  
var d2 = new Date();  
  
var arr1 = new Array(); // arr1 = []  
var arr2 = new Array(1, 2); // arr2 = [1,2]
```

```
var person1 = new Person();  
var person2 = new Person();  
// How to make this happen?
```

# Constructor Function

- A constructor function is a function that returns an object
- It is used with the `new` keyword to create an instance of an object
- It is a convention to capitalize the first letter of a constructor function

```
function Person(name, age) {  
  this.name = name;  
  this.age = age;  
}  
  
var person = new Person('Aaron', 30);
```

# **new** Keyword

- Creates an empty object
- Sets the value of **this** to the new object
- Adds a property called **\_\_proto\_\_** to the new object
- Adds a **return this** to the end of the function

# this Keyword

- `this` is a special keyword that refers to the object that is being created

```
function callName() {  
  console.log(this.name);  
}
```

```
const obj = {  
  name: 'obj',  
  callName: callName  
};
```

```
callName(); // undefined  
obj.callName(); // obj  
callName.call(obj); // obj
```

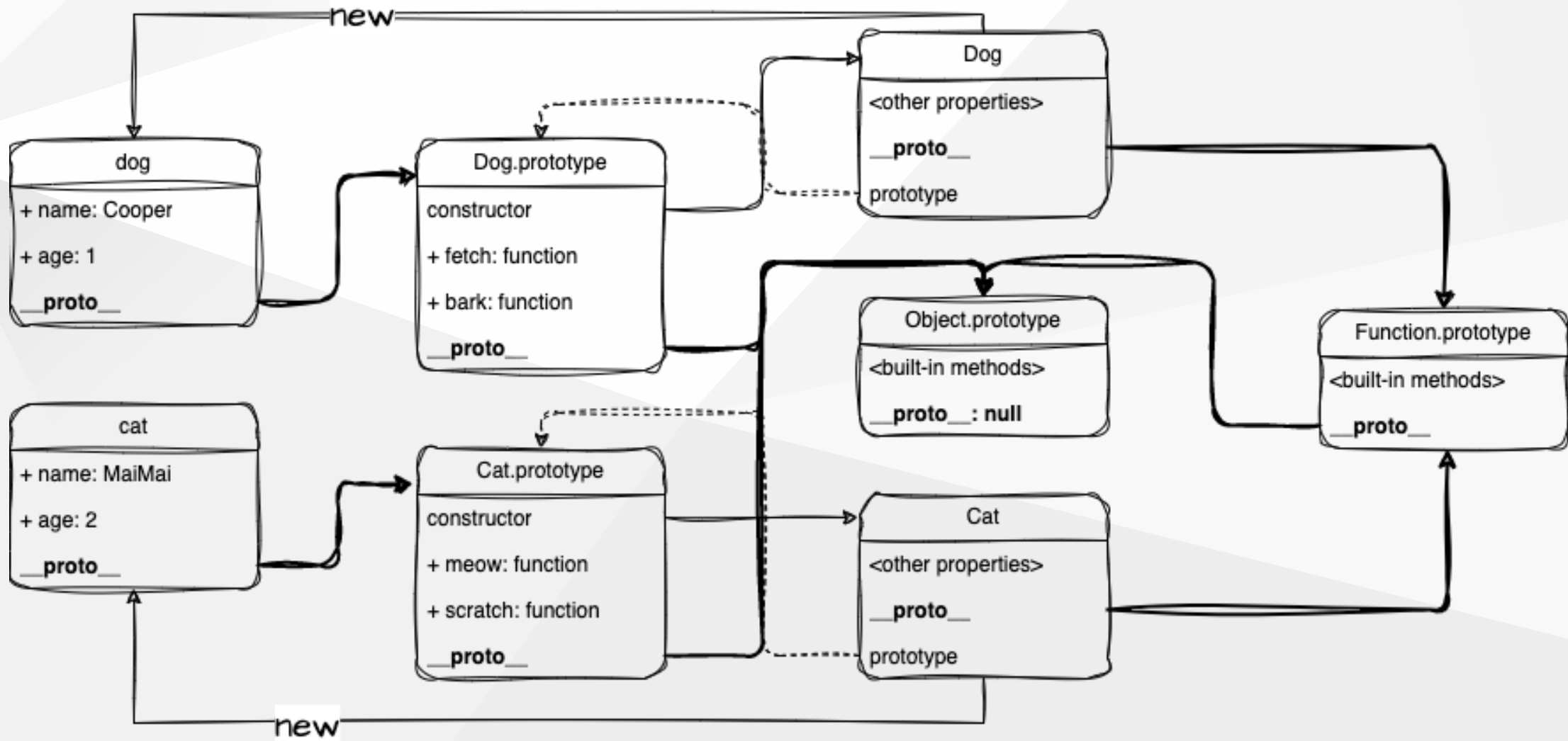
# this binding

- implicit binding
  - `obj.callName()` - `this` refers to `obj`
- explicit binding
  - `callName.call(obj)` - `this` refers to `obj`
- `new` binding
- lexical binding
  - arrow function
- global binding
  - `global` or `window`, depends on the runtime environment



# \_\_proto\_\_ Property

proto.js



# Class

- A class is a blueprint for creating objects
- It is a convention to capitalize the first letter of a class

```
class Person {  
  constructor(name, age) {  
    this.name = name;  
    this.age = age;  
  }  
}  
  
const person = new Person('Aaron', 30);
```

# Static Method

- A static method is a method that is called on the class itself, not on an instance of the class

```
class Person {  
    constructor(name, age) {  
        this.name = name;  
        this.age = age;  
    }  
  
    static create(name, age) {  
        return new Person(name, age);  
    }  
}  
  
const person = Person.create('Aaron', 30);
```

# Public and Private Properties

- Public properties are accessible outside of the class
- Private properties are only accessible inside of the class

# Inheritance

- A class can inherit properties and methods from another class
- The class that is being inherited from is called the parent class or super class

```
class Person {  
  constructor(name, age) {  
    this.name = name;  
    this.age = age;  
  }  
  
  sayHello() {  
    console.log(`Hello, my name is ${this.name}`);  
  }  
}
```

```
class Student extends Person {  
  constructor(name, age, major) {  
    super(name, age);  
    this.major = major;  
  }  
}
```

# `super` Keyword

- `super` is a special keyword that refers to the parent class
- It is used to call the constructor of the parent class
- Use `super` before `this`. This ensures that superclass is initialized before subclass