

Object Methods



Overview

```
1  /*
2      - What is a method?
3      - Creating, accessing, running a method
4      - Introduction to this
5  */
```



What is a method?

```
1  /* Methods are actions you can perform on a value */
2
3  /* We've been using methods throughout this course, like .indexOf */
4
5  /* these methods are built into JS; we don't have to define them
6     ourselves */
7
8  let countries = ['Argentina', 'Bolivia', 'Brazil', 'Chile'];
9  console.log(countries.indexOf('Brazil'));
10
11
12
13
14
```



Creating a method

```
1  /* We can create our own methods too! */
2
3  /* Consider this object: */
4
5  let graceHopper = {
6    first: 'Grace',
7    last: 'Hopper',
8    rank: 'Rear Admiral'
9  };
10
11 /* objects can hold any type of value, including functions! */
12
13 /* if we add a function to this object, that function is now a method of
14    the object */
```



Creating and calling a method

```
1 let graceHopper = {
2   first: 'Grace',
3   last: 'Hopper',
4   rank: 'Rear Admiral',
5   myMethod: function() {
6     console.log("I'm from a method!");
7   }
8 };
9
10 /* we can call our own methods the same way we call built-in methods */
11 graceHopper.myMethod();
12
13
14
```



Creating and calling a method

It's easier to ask forgiveness than it is to get permission.

```
1  /* methods on an object generally should perform an action that's relevant
2     to the idea or concept represented by the object itself */
3  let graceHopper = {
4     first: 'Grace',
5     last: 'Hopper',
6     rank: 'Rear Admiral',
7     sayQuote: function() {
8         console.log("It's easier to ask forgiveness than it is to get
9             permission.");
10     }
11 };
12
13 graceHopper.sayQuote();
14
```



Creating and calling a method

```
1 let graceHopper = {
2   first: 'Grace',
3   last: 'Hopper',
4   rank: 'Rear Admiral',
5   sayQuote: function() {
6     console.log("It's easier to ask forgiveness than it is to get
7     permission.");
8   },
9   getAge: function(year) {
10    return year - 1906;
11  }
12 };
13
14 console.log(graceHopper.getAge(2018));
```



Hi Karen I am
Rear Admiral
Hopper

Creating and calling a method

```
1  /* let's give Grace a greet method */
2
3  let graceHopper = {
4    first: 'Grace',
5    last: 'Hopper',
6    rank: 'Rear Admiral',
7    greet: function(name) {
8      console.log('Hi', name, 'I am Rear Admiral Hopper')
9    }
10 };
11
12 /* greet will work, but it's a bit redundant to type out Grace's rank
13    and last name twice in the same object */
14 graceHopper.greet('Karen');
```




Creating and calling a method

```
1  /* methods frequently reference other properties in the same object */
2
3  /* this could work: */
4
5  let graceHopper = {
6    first: 'Grace',
7    last: 'Hopper',
8    rank: 'Rear Admiral',
9    greet: function(name) {
10      console.log('Hi', name, 'I am', graceHopper.rank, graceHopper.last)
11    }
12  };
13
14  graceHopper.greet('Gabe');
```



Hi Kate I am
Rear Admiral
Hopper

Introduction to this

```
1  /* JS has a keyword, this, you can use to reference the object in a
2     method */
3
4  let graceHopper = {
5     first: 'Grace',
6     last: 'Hopper',
7     rank: 'Rear Admiral',
8     greet: function(name) {
9         console.log('Hi', name, 'I am', this.rank, this.last)
10    }
11 };
12
13 graceHopper.greet('Kate');
14
```



Introduction to this

```
1  /* this is literally just another reference to the graceHopper object */
2
3  let graceHopper = {
4    first: 'Grace',
5    last: 'Hopper',
6    rank: 'Rear Admiral',
7    getThis: function() {
8      return this;
9    }
10 };
11
12 let returnedObject = graceHopper.getThis();
13 console.log(returnedObject.first);
14 console.log(returnedObject === graceHopper);
```



Example: calc

```
1  let calc = {  
2    num1: 20,  
3    num2: 30,  
4    sum: function() {  
5      return this.num1 + this.num2;  
6    },  
7    difference: function() {  
8      return this.num1 - this.num2;  
9    }  
10 };  
11  
12 console.log(calc.sum());  
13 calc.num2 = 15;  
14 console.log(calc.difference());
```



Disclaimer!

```
1  /* there is so much more to 'this'! */
2
3  /* JS is an object-oriented language, which means objects and their
4     methods play a key role in most production JS code bases */
5
6  /* we're only skimming the surface of this and object methods in this
7     course; lots more to learn as you progress!  */
8
9
10
11
12
13
14
```



Recap

```
1  /*
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```

6

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