

Assignment - OOJS Javascript

- Q1. Create a hierarchy of person, employee and developers.
- Q2. Given an array, say [1,2,3,4,5]. Print each element of an array after 3 secs.
- Q3. Explain difference between Bind and Call (example).
- Q4. Explain 3 properties of argument object.
- Q5. Create a function which returns number of invocations and number of instances of a function.
- Q6. Create a counter using closures.

1. Code:

```
function Person(name, age, contact){
    this.name=name;
    this.age=age;
    this.contact=contact;
}
function Employee(salary, department){
    this.salary=salary;
    this.department=department;
}
function Developer(competancy, project){
    this.competancy=competancy;
    this.project=project;
}
```

```
Employee.prototype=new Person('Abc', 25, 56577855);
Developer.prototype=new Employee(20000, 'IT');
```

```
var dev=new Developer('Mean', 'XYZ');
```

```
console.log("Name : "+dev.name+"\n"+"Age : "+dev.age+"\n"+"Contact : "+dev.contact+"\n"+"Salary : "+dev.salary+"\n"+"Department : "+dev.department+"\n"+"Competancy : "+dev.competancy+"\n"+"Project: "+dev.project);
```

DevTools - www.google.co.in/search?q=new+line+in+javascript&oq=new+line+&aqs=chrome.2.69l57j0l5.5301j0j7&client=ubuntu&sourceid=chrome&ie=UTF-8

Elements Console Sources Network Performance Memory Application Security Audits

top Filter Default levels

1 message
1 user mes...
No errors
No warnings
1 info
No verbose

Hide network
Preserve log
Selected context only
Group similar
Log XMLHttpRequests
Eager evaluation
Autocomplete from history

```
> function Person(name, age, contact){
  this.name=name;
  this.age=age;
  this.contact=contact;
}
< undefined
> function Employee(salary, department){
  this.salary=salary;
  this.department=department;
}
< undefined
> function Developer(competancy, project){
  this.competancy=competancy;
  this.project=project;
}
< undefined
> Employee.prototype=new Person('Abc', 25, 56577855);
< ▶ Person {name: "Abc", age: 25, contact: 56577855}
> Developer.prototype=new Employee(20000, 'IT');
< ▶ Person {salary: 20000, department: "IT"}
> var dev=new Developer('Mean', 'XYZ');
< undefined
> console.log("Name : "+dev.name+"\n"+"Age : "+dev.age+"\n"+"Contact : "+dev.contact+"\n"+"Salary : "+dev.salary+"\n"+"Department : "+dev.department+"\n"+"Competancy : "+dev.competancy+"\n"+"Project: "+dev.project);
```

Name : Abc

DevTools - www.google.co.in/search?q=new+line+in+javascript&oq=new+line+&aqs=chrome.2.69l57j0l5.5301j0j7&client=ubuntu&sourceid=chrome&ie=UTF-8

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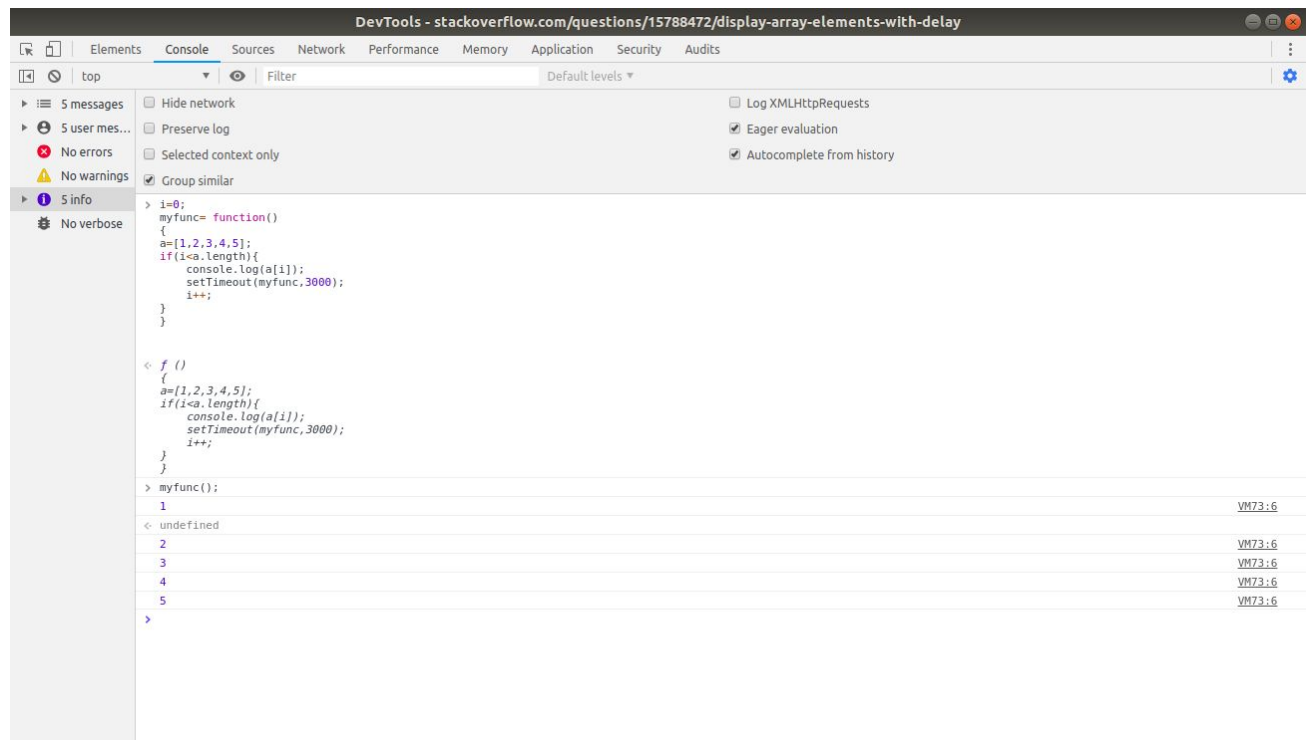
```
< undefined
> function Developer(competancy, project){
  this.competancy=competancy;
  this.project=project;
}
< undefined
> Employee.prototype=new Person('Abc', 25, 56577855);
< ▶ Person {name: "Abc", age: 25, contact: 56577855}
> Developer.prototype=new Employee(20000, 'IT');
< ▶ Person {salary: 20000, department: "IT"}
> var dev=new Developer('Mean', 'XYZ');
< undefined
> console.log("Name : "+dev.name+"\n"+"Age : "+dev.age+"\n"+"Contact : "+dev.contact+"\n"+"Salary : "+dev.salary+"\n"+"Department : "+dev.department+"\n"+"Competancy : "+dev.competancy+"\n"+"Project: "+dev.project);
```

Name : Abc
Age : 25
Contact : 56577855
Salary : 20000
Department : IT
Competancy : Mean
Project: XYZ

2. Code:

```
i=0;
myfunc= function()
{
a=[1,2,3,4,5];
if(i<a.length){
    console.log(a[i]);
    setTimeout(myfunc,3000);
    i++;
}
}

myfunc();
```



3. Bind and Call

Ans: Bind

- (i) It is used to fix the value of this.
- (ii) It returns a copy of function with different context.
- (iii) It creates the function.
- (iv) It is used when we have to call the function later in some different context.

Example:

```
let obj={ temp: 3};  
let add=function(a,b){  
    result= this.temp+a+b;  
    return result;  
};
```

```
var p=add.bind(obj,2,2);  
p; // returns a function  
p(); // 7
```

Call

- (i) Used to invoke the method and provides new value of this to method.
- (ii) It takes give this argument and other required individual arguments;
- (iii) Call is basically used when function needs to be called immediately.

Example:

```
let obj={ temp: 3};  
let add=function(a,b){  
    result= this.temp+a+b;  
    return result;  
};
```

```
var p=add.bind(obj,2,2);  
p; // 7
```

4. Explain 3 properties of argument object.

(i) Callee :- It is basically used in case of anonymous function. It is used to refer the currently executing function in the function body.

Example-

```
var sum= function(x){  
    if(x<1) return 0;  
    return x+ arguments.callee(x-1);  
}  
sum(5); // 15
```

(ii) Length :- It basically returns the number of arguments passed to the function.

Example:-

```
function sum(x1,x2){  
    var total= x1+x2;  
    console.log(total);        // 7  
    var arg=arguments.length;  
    console.log(arg);          // 2  
}  
sum(2,5);
```

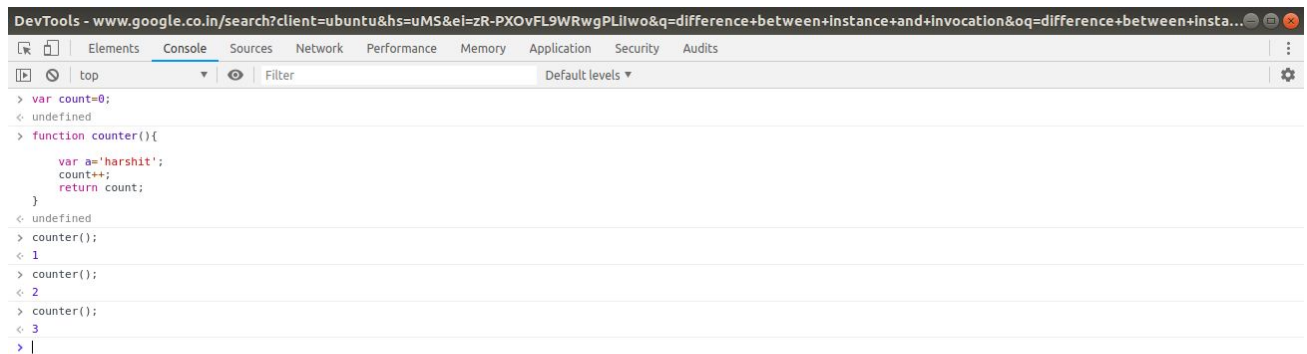
(iii) Caller:- It is used to provide the name of the function that invoked the current function being executed.

5. Create a function which returns number of invocations and number of instances of a function.

Code:

```
var count=0;
function counter(){

    var a='harshit';
    count++;
    return count;
}
counter();
counter();
counter();
```



6. Create a counter using closures.

Code:

```
function demo(){
  var count=0;
  function mycounter(n){
    while(count<n){
      console.log(count);
      count++;
    }
  }
  mycounter(5);
}

demo();
```

