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Objects in Javascript

Objects in Javascript



1. This
2. Object
3. OO vs OLOO

1. This

- Apply
- Call
- New





```
function foo() {  
    console.log( this.a );  
}
```

```
var a = 2;
```

```
foo(); // 2
```

```
var obj = {  
    a: 3,  
    foo: foo  
};
```

```
obj.foo(); // 3
```



```
function foo() {  
    console.log( this.a );  
}  
  
var obj = {  
    a: 2  
};  
  
foo.call( obj ); // 2
```

```
function foo() {  
    console.log( this.a );  
}  
  
var obj = {  
    a: 5  
};  
  
var bar = foo.bind( obj );  
bar(); // 5
```


2. Object

- `[[Get]]`
- `[[Put]]`
- `[[Prototype]]`





```
var myObject = {};  
Object.defineProperty( myObject, "a", {  
  value: 2,  
  writable: true,  
  configurable: true,  
  enumerable: true  
} );  
myObject.a; // 2
```

3. OO vs OLOO

- Class
- Object.create





```
function Foo(who) {  
    this.me = who;  
}  
Foo.prototype.identify = function() {  
    return "I am " + this.me;  
};  
function Bar(who) {  
    Foo.call( this, who );  
}  
Bar.prototype = Object.create( Foo.prototype );  
Bar.prototype.speak = function() {  
    alert( "Hello, " + this.identify() + "." );  
};  
var b1 = new Bar( "b1" );  
var b2 = new Bar( "b2" );  
b1.speak();  
b2.speak();
```



```
var Foo = {  
  init: function(who) {  
    this.me = who;  
  },  
  identify: function() {  
    return "I am " + this.me;  
  }  
};  
  
var Bar = Object.create( Foo );  
Bar.speak = function() {  
  alert( "Hello, " + this.identify() + "." );  
};  
  
var b1 = Object.create( Bar );  
b1.init( "b1" );  
var b2 = Object.create( Bar );  
b2.init( "b2" );  
  
b1.speak();  
b2.speak();
```



THANK YOU!