

# JavaScript 核心觀念 (下)

JavaScript 各種特別的地方



是誰住在六角學院裡~OH~~~

# 萬惡的 This

# 請問 console.log 結果為何？

```
console.log(this);
```

```
>> this
< ▼ Window
  ▶ 0: Restricted about:srcdoc
  ▶ _: function ur(e) ↗≡
  ▶ browser: Object { manifest: Getter & Setter, events: Getter & Setter, types: Getter & Setter, ... }
  ▶ chrome: Object { manifest: Getter & Setter, events: Getter & Setter, types: Getter & Setter, ... }
  ▶ <default properties>
    Symbol(Symbol.toStringTag): "Window"
  ▶ <prototype>: WindowPrototype { ... }
```

# 請問 console.log 結果為何？

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

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

#### ▼ Window

- ▶ `_`: function `ur(e)` ↗≡
- ▶ `a`: function `a()`
- ▶ `browser`: Object { `manifest`: Getter & Setter, `events`: Getter & Setter, `types`: Getter & Setter, ... }
- ▶ `chrome`: Object { `manifest`: Getter & Setter, `events`: Getter & Setter, `types`: Getter & Setter, ... }
- ▶ `<default properties>`  
    `Symbol(Symbol.toStringTag)`: `"Window"`
- ▶ `<prototype>`: `WindowPrototype` { ... }

# 請問 console.log 結果為何？

```
var b = function () {  
  console.log(this);  
};  
  
b();
```

```
var b = function () {  
  console.log(this);  
};  
  
b();
```

▼ Window

- ▶ \_: function ur(e) ↗≡
- ▶ b: function b()
- ▶ browser: Object { manifest: Getter & Setter, events: Getter & Setter, types: Getter & Setter, ... }
- ▶ chrome: Object { manifest: Getter & Setter, events: Getter & Setter, types: Getter & Setter, ... }
- ▶ <default properties>  
Symbol(Symbol.toStringTag): "Window"
- ▶ <prototype>: WindowPrototype { ... }



# 具名陳述式

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

# 匿名表達式

```
var b = function () {  
  console.log(this);  
};  
  
b();
```

# 陳述式與表達式 補充文章

以下是兩篇對於陳述式與表達式的說明與描述



前端，沒有極限 – 卡斯柏



Welcome.Web.World – Ray

# 請問 console.log 結果為何？

```
function a (){  
  this.myName = 'Ray';  
}  
  
a();  
  
setTimeout(function() {  
  console.log(myName);  
}, 5000);
```

```
▼ function a () {  
  this.myName = 'Ray';  
}  
  
a();  
  
setTimeout(function() {  
  console.log(myName);  
}, 5000);
```

2

Ray

# 請問 console.log 結果為何？

```
function a (){  
  var myName = 'Ray';  
}  
  
a();  
  
setTimeout(function() {  
  console.log(myName);  
}, 5000);
```

```
>> ▼ function a () {  
    var myName = 'Ray';  
}  
  
a();  
  
setTimeout(function() {  
    console.log(myName);  
}, 5000);
```

← 2

! ▶ Uncaught ReferenceError: myName is not defined  
    <anonymous> debugger eval code:9  
    setTimeout handler\* debugger eval code:8  
    [\[了解更多\]](#)

# 簡易呼叫 (Simple Call)

直接呼叫這個 this

# this 指向重點

This 的指向與怎麼宣告定義它無關  
而是與你怎麼呼叫它有關。



```
var myName = '小明';

var app = {
  myName: 'Ray',
  hello: function() {
    console.log(this.myName);
  },
};

app.hello();
```

1. 小明

2. Ray

```
>> ▼ var myName = '小明';  
  
    var app = {  
      myName: 'Ray',  
      hello: function() {  
        console.log(this.myName);  
      },  
    };  
  
    app.hello();
```

Ray

```
var myName = '小明';

var app = {
  myName: 'Ray',
  hello: function() {
    console.log(this.myName);
  },
};

var hello = app.hello;

hello();
```

1. 小明

2. Ray

```
▼ var myName = '小明';  
  
var app = {  
  myName: 'Ray',  
  hello: function() {  
    console.log(this.myName);  
  },  
};  
  
var hello = app.hello;  
  
hello();
```

小明

```
var myName = '小明';

var app = {
  myName: 'Ray',
  hello: function() {
    setTimeout(function() {
      console.log(this.myName);
    }, 5000);
  },
};

app.hello();
```

1. 小明

2. Ray

```
>> ▼ var myName = '小明';

    var app = {
      myName: 'Ray',
      hello: function() {
        setTimeout(function() {
          console.log(this.myName);
        }, 5000);
      },
    };

    app.hello();

← undefined

小明
```

```
var myName = '小明';

var app = {
  myName: 'Ray',
  hello: function() {
    const $this = this;
    setTimeout(function() {
      console.log($this.myName);
    }, 5000);
  },
};

app.hello();
```

1. 小明

2. Ray

```
>> ▼ var myName = '小明';

    var app = {
      myName: 'Ray',
      hello: function() {
        const $this = this;
        setTimeout(function() {
          console.log($this.myName);
        }, 5000);
      },
    };

    app.hello();
```

← undefined

Ray



```
var myName = '小明';

var app = {
  myName: 'Ray',
  hello: function() {
    var myName = 'QQ';
    var sayHi = function () {
      console.log(this.myName);
    }
    sayHi();
  },
};

app.hello();
```

1. 小明

2. Ray

3. QQ

```
>> ▼ var myName = '小明';

    var app = {
      myName: 'Ray',
      hello: function() {
        var myName = 'QQ';
        var sayHi = function () {
          console.log(this.myName);
        }
        sayHi();
      },
    };

    app.hello();
```

小明

```
function sayHi() {  
  console.log(this.myName);  
}  
  
var myName = '小明';  
  
var obj = {  
  myName: 'Ray',  
  hello: sayHi,  
}  
  
obj.hello();
```

1. 小明

2. Ray

```
>> ▼ function sayHi() {  
    console.log(this.myName);  
}  
  
var myName = '小明';  
  
var obj = {  
    myName: 'Ray',  
    hello: sayHi,  
}  
  
obj.hello();
```

Ray

```
function sayHi() {  
  console.log(this.myName);  
}  
  
var myName = '小明';  
  
var obj = {  
  myName: 'Ray',  
  hello: sayHi(),  
}  
  
obj.hello;
```

1. 小明

2. Ray

```
>> ▼ function sayHi() {  
    console.log(this.myName);  
}  
  
var myName = '小明';  
  
var obj = {  
    myName: 'Ray',  
    hello: sayHi(),  
}  
  
obj.hello;
```

小明

# 優先性 與相依性

```
var a = 2 + 2 * 2 / 2;
```

```
console.log(a); // 4
```



```
console.log(1 < 2 < 3); // true
```

```
console.log(3 > 2 > 1); // ?
```

```
>> console.log(3 > 2 > 1); // ?  
false
```

# 運算子優先序

11	<a href="#">Less Than</a>	從左至右	<code>... &lt; ...</code>
	<a href="#">Less Than Or Equal</a>		<code>... &lt;= ...</code>
	<a href="#">Greater Than</a>		<code>... &gt; ...</code>
	<a href="#">Greater Than Or Equal</a>		<code>... &gt;= ...</code>
	<a href="#">in</a>		<code>... in ...</code>
	<a href="#">instanceof</a>		<code>... instanceof ...</code>





## 課後學習資源

優先序與相依性



表達式與陳述式



函式與 this 的運作

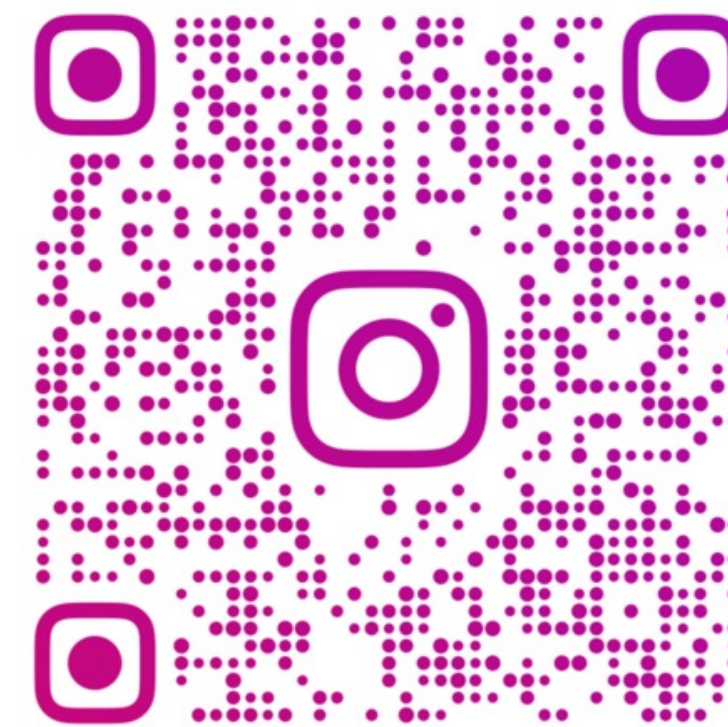




是 Ray 不是 Array



🔍 是 Ray 不是 Array



ISRAY\_NOTARRAY