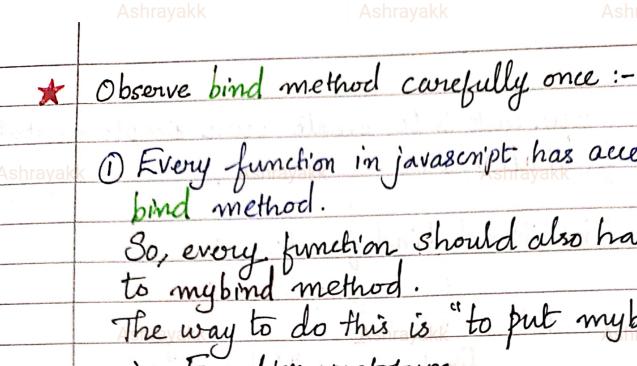
POLYFILL FOR BIND METHOD
Bill mothern will carple a - estates
Function prototype mybind = function (args) { let obj = this
let obj = this
params = args. slice (1);
- : sumplething a pool alaxyou
Astreturn function (args2) & Ashrayakk
obj. apply (args[o], [paramsargs2]
March & I war burie some haring
shrayakk Ashrayakk Ashraya
The above is the polyfill for bind method.
Polyfill: Ashrayakk Ashrayakk
To make older browers understand our
new code, the new code is conveyted int
an older code which browsers can understand
Called polyfillinks Ashrayakk Ashrayak Ashraya
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	Ashrayakk Ashrayakk Ashrayakk
	Ezeplanation
	Our task is to create own implementation
	of bind method.
shrayak	k Ashrayakk Ashrayakk Ashraya
*	Traditional bind function:
	· les Maris haidpoor ai
bun'i	· let name = {
	Ashrayakk first nameshiaya Ashrayakk
	Ashrayakk firstnameshiava Ashraya", Ashrayakk lastname: "Devan"
-	This bushing pine This so sto It
	· let print Name = function () }
shrayak	· let print Name = function () { console.log. (this. firstname + ""+ this. lastname).
	7
	. let printmyName = printName. bind(name);
	Ashrayakk Ashrayakk Ashrayakk
	Ashrayakk Ashrayakk Ashrayakk
A-	Our task is to create our own implementation
7	of bind method
	Something like: muchind () }
shrayak	of bind method. Something like: mybind () { } which behaves exactly like bind method.
	DOTTION DESCRIPTION OF THE PROPERTY OF THE PRO
	let montmulames = pointplame mubind (name)
	· let printmyName 2 = printName mybind (rame). printmyName 2 ();
	Ashrayakk Ashrayakk Ashrayakk



1) Every function in javascript has access to this bind method. So, every function should also have access to mybind method.
The way to do this is "to put mybind function in Function prototype

If we write any method cin Function-prototypi then every methods we unite have access to those methods.

- 2) the get a function in return that cam be later invoked using bind method.
- 3) If we call printMyName2, then printName method should be executed We can get this using this variable Store this ' keyword in an object Call this object by passing args [o] as
 the reference, which is the name.

