

細説 JavaScript 物件

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基本觀念

- JavaScript 的物件是一堆 key-value 的集合
- 每一個 key-value 配對稱為屬性(property)
- 一個 property 可以是 function、陣列、物件或是基本資料型態(number, string)

物件範例

```
var person = {  
  firstName: "Leo",  
  lastName: "Shiang",  
  fullName: function() {  
    return this.firstName + " " + this.lastName;  
  }  
};  
  
console.log(person);
```

使用物件變量 (Literal) 建立物件

```
var book = {  
  title: 'Beauty of JavaScript',  
  isbn: '978-986-347-859-1',  
  price: 400,  
  displayTitle: function() {  
    console.log(this.title);  
  }  
}
```

```
book.displayTitle();
```

建立物件：使用建構式

```
var book = new Object();
```

① 建立一個空物件

```
book.title = 'Beauty of JavaScript';  
book.isbn = '978-986-347-859-1';  
book.price = 400;
```

② 為物件加入屬性

```
book.displayTitle = function() {  
    console.log(this.title);  
}
```

③ 為物件加入方法

```
book.displayTitle();
```

④ 呼叫物件的方法

屬性存取 (property access)

```
person.firstName;  
person.fullName();
```

新的屬性可以直接指定

```
var person = {};  
person.age = 18;  
person.getAge = function() {  
    return this.age;  
}  
  
console.log(person.getAge());
```

鍵值存取 (key access)

```
var person = {};  
person["weight"] = 80;  
person.getWeight = function() {  
    return this.weight;  
}  
  
console.log(person.getWeight());
```


存取屬性：使用變數

```
var person = {};  
firstNameProperty = "firstName";  
lastNameProperty = "lastName";  
person[firstNameProperty] = "Leo";  
person[lastNameProperty] = "Shiang";  
  
console.log(  
    person[firstNameProperty] + " " +  
    person[lastNameProperty]);
```

不合法的屬性名稱

```
person["生日"] = "2018-10-10";  
person[12] = 12;  
person.12 = 12; // 錯誤
```

```
console.log(human.12)
```

刪除屬性：delete

```
delete person.firstName;
```

列舉屬性：Object.keys

回傳一個包含給定物件內所有可列舉屬性的字串陣列

```
var book = {  
  title: 'Beauty of JavaScript',  
  isbn: '978-986-347-859-1',  
  price: 400,  
  displayTitle: function() {  
    console.log(this.title);  
  }  
}  
  
console.log(Object.keys(book));
```

建構函數 (constructor function)

```
function Person(firstName, lastName) {  
    this.firstName = firstName;  
    this.lastName = lastName;  
    this.fullName = function() {  
        return this.firstName + " " + this.lastName;  
    }  
}
```

```
var me = new Person("Leo", "Shiang");  
console.log(me);
```

使用 Object.create

此 method 有兩個參數：

1. prototypeObject

原型物件，新建立出來的物件其原型會是此參數所傳入的原型物件。

2. propertoObject

新建立物件的屬性。

第一個參數：原型物件

建立物件但是沒有 prototype

```
var person = Object.create(null);  
person.name = "Leo";
```

```
console.log(typeof(person));  
console.log(person.prototype);
```

第一個參數：原型物件

建立物件並傳入 prototype

```
var prototypeObject = {  
    fullName: function() {  
        return this.firstName + ' ' + this.lastName;  
    }  
};
```

```
var person = Object.create(prototypeObject);  
person.firstName = 'Leo';  
person.lastName = 'Shiang';
```

```
console.log(person.fullName());
```


列舉屬性：for ... in

回傳物件內所有可列舉與 prototype 的屬性

```
var prototypeObject = {  
    fullName: function() {  
        return this.firstName + ' ' + this.lastName;  
    }  
};
```

```
var person = Object.create(prototypeObject);  
person.firstName = 'Leo';  
person.lastName = 'Shiang';  
for (var property in person) {  
    console.log(property);  
}
```

```
console.log(Object.keys(person));
```

第二個參數：屬性物件

propertiesObject 是定義以下幾種屬性的描述

1. Configurable
2. Enumerable
3. Value
4. 4. writable

第二個參數：屬性物件

```
var prototypeObject = {
  fullName: function() {
    return this.firstName + " " + this.lastName;
  }
};

var person = Object.create(prototypeObject, {
  firstName: {
    value: "Leo", writable: false, enumerable: true
  },
  lastName: {
    value: "Shiang", writable: true, enumerable: false
  }
});

console.log(Object.keys(person));
```

取得所有屬性：GetOwnPropertyNames

```
var prototypeObject = {
  fullName: function() {
    return this.firstName + " " + this.lastName;
  }
};
var person = Object.create(prototypeObject, {
  firstName: {
    value: "Leo", writable: false, enumerable: true
  },
  lastName: {
    value: "Shiang", writable: true, enumerable: false
  }
});

console.log(Object.getPrototypeOfNames(person));
```

工廠模式

```
function createBook(title, isbn, price) {  
    var book = new Object();  
    book.title = 'Beauty of JavaScript';  
    book.isbn = '978-986-347-859-1';  
    book.price = 400;  
    book.displayTitle = function() {  
        console.log(this.title);  
    }  
    return book;  
}  
var book = createBook(  
    'Beauty of JavaScript', '978-986-347-859-1', 400);  
  
console.log(book);
```

建構函數

```
function Book(title, isbn, price) {  
  this.title = 'Beauty of JavaScript';  
  this.isbn = '978-986-347-859-1';  
  this.price = 400;  
  this.displayTitle = function() {  
    console.log(this.title);  
  }  
}
```

```
var book1 = new Book('Beauty of JavaScript',  
  '978-986-347-859-1', 400);
```

```
var book2 = new Book('Effective JavaScript',  
  '978-986-276-892-1', 450);
```

```
console.log(book1.constructor === Book);  
console.log(book2.constructor === Book);  
console.log(book1 instanceof Book);  
console.log(book2 instanceof Book);  
console.log(book1 instanceof Object);  
console.log(book2 instanceof Object);
```

建構函數當作一般函數使用

```
function Book(title, isbn, price) {  
    this.title = 'Beauty of JavaScript';  
    this.isbn = '978-986-347-859-1';  
    this.price = 400;  
    this.displayTitle = function() {  
        console.log(this.title);  
    }  
}
```

```
var book1 = new Book('Beauty of JavaScript',  
    '978-986-347-859-1', 400);  
var book2 = new Book('Effective JavaScript',  
    '978-986-276-892-1', 450);
```

```
console.log(book1.constructor === Book);  
console.log(book2.constructor === Book);  
console.log(book1 instanceof Book);  
console.log(book2 instanceof Book);  
console.log(book1 instanceof Object);  
console.log(book2 instanceof Object);
```

建構函數的問題

```
function Book(title, isbn, price) {  
    this.title = 'Beauty of JavaScript';  
    this.isbn = '978-986-347-859-1';  
    this.price = 400;  
    this.displayTitle =  
        new Function('console.log(this.title)');  
}  
var book1 = new Book('Beauty of JavaScript',  
    '978-986-347-859-1', 400);  
var book2 = new Book('Effective JavaScript',  
    '978-986-276-892-1', 450);  
  
console.log(book1.displayTitle == book2.displayTitle);
```

```
console.log(book1.constructor === Book);  
console.log(book2.constructor === Book);  
console.log(book1 instanceof Book);  
console.log(book2 instanceof Book);  
console.log(book1 instanceof Object);  
console.log(book2 instanceof Object);
```

原型模式

- 我們建立的每個函數都有一個 prototype 屬性
- 這個屬性是一個指向物件的指標
- 這個物件的用途是包含可以由特定類別的所有 instance 所共享的屬性和方法

原型模式範例

```
function Book() {}  
  
Book.prototype.title = 'Beauty of JavaScript';  
Book.prototype.isbn = '978-986-347-859-1';  
Book.prototype.price = 400;  
Book.prototype.displayTitle = function () {  
    console.log(this.title);  
};
```

```
var book1 = new Book();  
book1.displayTitle();
```

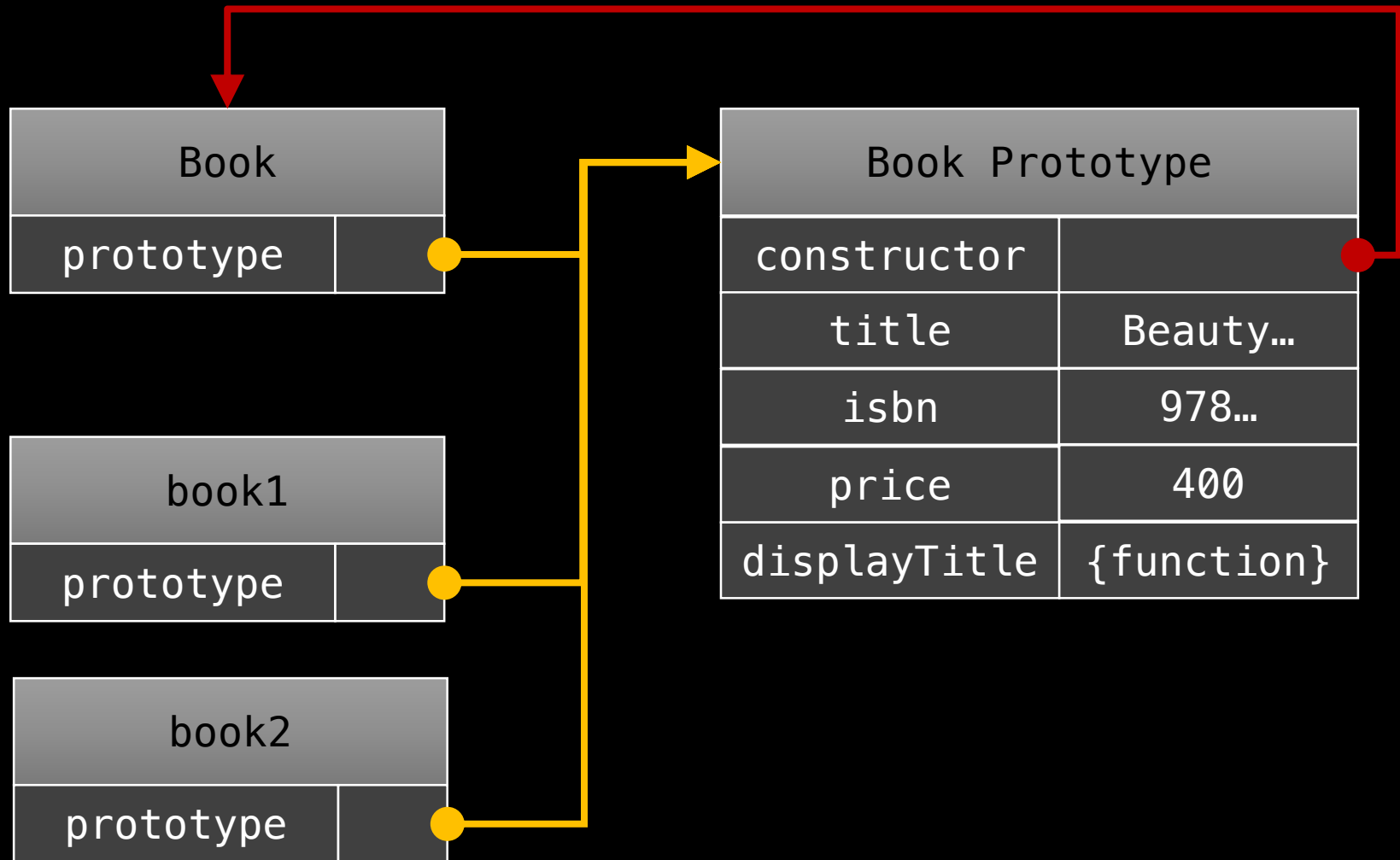
```
var book2 = new Book();  
book2.displayTitle();
```

```
console.log(book1.displayTitle === book2.displayTitle);
```

原型模式

- 只要建立一個函數，就會為該函數建立一個 prototype 屬性，這個屬性指向函數的原型物件
- 所有的原型物件都會有一個 constructor 屬性，這個屬性指向 prototype 屬性所在的函數

原型模式



原型模式

Beauty of JavaScript

```
▼ {}  
  ▼ <prototype>: {...}  
    ▼ constructor: Book() ↗≡  
      arguments: null  
      caller: null  
      length: 0  
      name: "Book"  
      ► prototype: Object { title: "Beauty of JavaScript", i  
      ► <prototype>: function ()  
      ► displayTitle: function displayTitle() ↗≡  
        isbn: "978-986-347-859-1"  
        price: 400  
        title: "Beauty of JavaScript"  
      ► <prototype>: Object { ... }
```

結合建構函數與原型模式

- 建構函數用來定義 instance 的屬性
- 原型模式用來定義方法與共享的屬性

結合建構函數與原型模式

```
function Task(name, start, end) {  
    this.name = name;  
    this.start = new Date(start);  
    this.end = new Date(end);  
    this.subTasks = [];  
}  
  
Task.prototype = {  
    constructor: Task,  
    getDuration: function() {  
        return this.end - this.start;  
    }  
}
```

結合建構函數與原型模式

```
var task1 = new Task(  
    '需求訪談', '2018-10-23', '2018-10-30');  
  
var task2 = new Task(  
    '系統設計', '2018-11-01', '2018-11-12');  
  
console.log(task1.subTasks === task2.subTasks);  
console.log(task1.getDuration === task2.getDuration);
```

寄生建構函數

```
function SpecialArray() {  
    var instance = new Array();  
    instance.push.apply(instance, arguments);  
    instance.toPipedString = function() {  
        return this.join("|");  
    };  
    return instance;  
}  
  
var colors = new SpecialArray("red", "blue", "green");  
  
console.log(colors.toPipedString());
```