

```

1 // ===== Call and Apply =====
2
3 // we can change the value of => this
4
5 // normal function
6 function Normal_this(input1){
7     console.log(input1);
8     console.log(this); // give window object
9     //Window {window: Window, self: Window, document: document, name: "", location: Location, ...}
10 }
11 Normal_this(5);
12
13 // ***** by call change the " this " value
14
15 function Change_this(input1, input2){
16     console.log(input1 + " " + input2);
17     console.log(this); // String {"Mehedi"} give the given pass value
18 }
19
20 // call take separate argument
21 Change_this.call("Mehedi", 5, 10);
22
23
24
25 // ***** by apply change the " this " value
26
27 function Change_this_2(input1, input2){
28     console.log(input1 + " " + input2);
29     console.log(this); // String {"Mehedi"}
30 }
31 // apply take array as an argument
32 Change_this_2.apply("Mehedi", [5, 10]);
33
34 // ***** bind Change the value of this *****
35 // and create a NEW function
36
37 function BindFun(input1, input2){
38     console.log(input1 + " " + input2);
39     console.log(this); // String {"Mehedi"} After call assigning variable
40 }
41
42 // using bind create new function
43 let newFun = BindFun.bind("Mehedi", 50, 100);
44 // call the BindFun
45 newFun(); // 50 100
46 // String {"Mehedi"}
47
48 // ===== We can pass Object as an argument for { this } inside the function =====
49
50 function Fun_obj(num1, num2){
51     console.log(num1 + " " + num2); // 40 60
52     console.log(this); // Hole object take => this -> {Name: "Mehedi", Age: 50}
53 }
54 // object create

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```
54 // object create
55 let obj = {
56   Name: "Mehedi",
57   Age: 50,
58 }
59
60 // call the Fun_obj function
61 Fun_obj.call(obj, 40, 60);
```