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Call, apply, and bind with example

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**Call, apply, and bind with example:**

Why are they used?

Call is a function that helps you change the context of the invoking function. In layperson's terms, it helps you replace the value of ‘***this’*** inside a function with whatever value you want.

Apply is very similar to the call function. The only difference is that in apply you can pass an array as an argument list.

Bind is a function that helps you create another function that you can execute later with the new context of this that is provided.

Here is the syntax of the call function:

***func.call(thisObj, args1, args2, ...)***

Where,

‘func’ is a function that needs to be invoked with a different this object

‘thisObj’ is an object or a value that needs to be replaced with the this keyword present inside the function ‘func’

args1, args2 are arguments that are passed to the invoking function with the changed this object.

var pokemon = {

firstname: 'Pika',

lastname: 'Chu ',

getPokeName: function() {

var fullname = this.firstname + ' ' + this.lastname;

return fullname;

}

};

var pokemonName = function(snack, hobby) {

console.log(this.getPokeName() + ' loves ' + snack + ' and ' + hobby);

};

pokemonName.call(pokemon,'sushi', 'algorithms'); // Pika Chu loves sushi and algorithms

pokemonName.apply(pokemon,['sushi', 'algorithms']); // Pika Chu loves sushi and algorithms

var pokemon = {

firstname: 'Pika',

lastname: 'Chu ',

getPokeName: function() {

var fullname = this.firstname + ' ' + this.lastname;

return fullname;

}

};

var pokemonName = function(snack, hobby) {

console.log(this.getPokeName() + 'I choose you!');

console.log(this.getPokeName() + ' loves ' + snack + ' and ' + hobby);

};

var logPokemon = pokemonName.bind(pokemon); // creates new object and binds pokemon. 'this' of pokemon === pokemon now

logPokemon('sushi', 'algorithms'); // Pika Chu loves sushi and algorithms