

Notes - 6/3: SENT

Thursday, June 09, 2011 10:18 PM

```

class Foo(x, y)
{
    function f() { ... x ... }    // prototype method
    var g = function() { ... x ... } // instance method
    function h() {
        function k() {
            ... x ...
        }
    }
    if(...) {
        var z = ...
    }
}

class Foo(x, y)
{
    constructor(x,y) {
        Var x = x;
        Var y = y;
    }
    function f() { ... x ... }    // prototype method
    var g = function() { ... x ... } // instance method
    function h() {
        function k() {
            ... x ...
        }
    }
    if(...) {
        var z = ...
    }
}

```

Type of this in top level function: any

Perhaps allow 'self' as always meaning the member level this parameter, always typed as Foo

```
class Point(public x, public y) {}
```

```

class BinaryExpression(nty: number, public operand1, public operand2: AST) {
    public walkChildren() {
    }
}

```