

Question no:-2

call() Method: It calls the method, taking the owner object as argument. The keyword this refers to the 'owner' of the function or the object it belongs to. We can call a method which can be used on different objects.

Syntax:

```
object.objectMethod.call( objectInstance, arguments )
```

Parameters: It accepts two parameters as mentioned above and described below:

- **objectInstance:** It holds the instance of an object.
- **arguments:** The call() method takes the comma separated arguments.

apply() Method: The apply() method is used to write methods, which can be used on different objects. It is different from the function call() because it takes arguments as an array.

Syntax:

```
object.objectMethod.apply(objectInstance, arrayOfArguments)
```

Parameters: It accepts two parameters as mentioned above and described below:

- **objectInstance:** It holds the instance of an object.
- **arrayOfArguments:** The apply() method takes the array of arguments.

```

1 <!DOCTYPE html>
2 <html>
3   <head>
4     <title>call() method</title>
5   </head>
6
7   <body style = "text-align:center;">
8     <h1 style = "color:green;" >
9       GeeksForGeeks
10    </h1>
11
12    <button onClick="fun()">
13      click
14    </button>
15
16    <p id="GFG"></p>
17
18    <!-- Script to use call() method to call
19         function -->
20    <script>
21      function fun() {
22        let p = {
23          fullName: function(addr1, addr2) {
24            return this.fName + " " + this.lName
25              + ", " + addr1 + ", " + addr2;
26          }
27        }
28
29        let p1 = {
30          fName: "GFGfName",
31          lName: "GFGlName",
32        }
33
34        let x = p.fullName.call(p1, "India", "Bangalore");
35        document.getElementById("GFG").innerHTML += x;
36      }
37    </script>
38  </body>
39 </html>

```

