

面向对象的JavaScript

对象属性
创建对象
继承

对象属性 – 一般方法

```
person.a = 1;  
person["a"] = 1;  
person = {a: 1};
```

对象属性 – 数据属性

```
var person = {};  
Object.defineProperty(person, "name", {  
    writable: false,  
    value: "Nicholas"  
});  
  
alert(person.name);    //"Nicholas"  
person.name = "Greg";  
alert(person.name);    //"Nicholas"
```

configurable

enumerable

writable

value

对象属性 – 访问器属性

```
var book = {  
  _year: 2004,  
  edition: 1  
};  
  
Object.defineProperty(book, "year", {  
  get: function(){  
    return this._year;  
  },  
  set: function(newValue){  
    if (newValue > 2004) {  
      this._year = newValue;  
      this.edition += newValue - 2004;  
    }  
  }  
});  
  
book.year = 2005;  
alert(book.edition); //2
```

configurable

enumerable

get

set

创建对象 – 工厂模式

```
function createPerson(name, age, job){  
    var o = new Object();  
    o.name = name;  
    o.age = age;  
    o.job = job;  
    o.sayName = function(){  
        alert(this.name);  
    };  
    return o;  
}
```

```
var person1 = createPerson("Nicholas", 29, "Software Engineer");  
var person2 = createPerson("Greg", 27, "Doctor");
```

创建 – 构造函数

```
function Person(name, age, job){  
    this.name = name;  
    this.age = age;  
    this.job = job;  
    this.sayName = function(){  
        alert(this.name);  
    };  
}
```

```
var person1 = new Person("Nicholas", 29, "Software Engineer");  
var person2 = new Person("Greg", 27, "Doctor");
```

```
> function a() { return 1; } new a() instanceof a  
< true  
> function a() { return {}; } new a() instanceof a  
< false  
> function a() { } new a() instanceof a  
< true
```

创建对象 – 原型模式

```
function Person(){  
}
```

```
Person.prototype.name = "Nicholas";  
Person.prototype.age = 29;  
Person.prototype.job = "Software Engineer";  
Person.prototype.sayName = function(){  
    alert(this.name);  
};
```

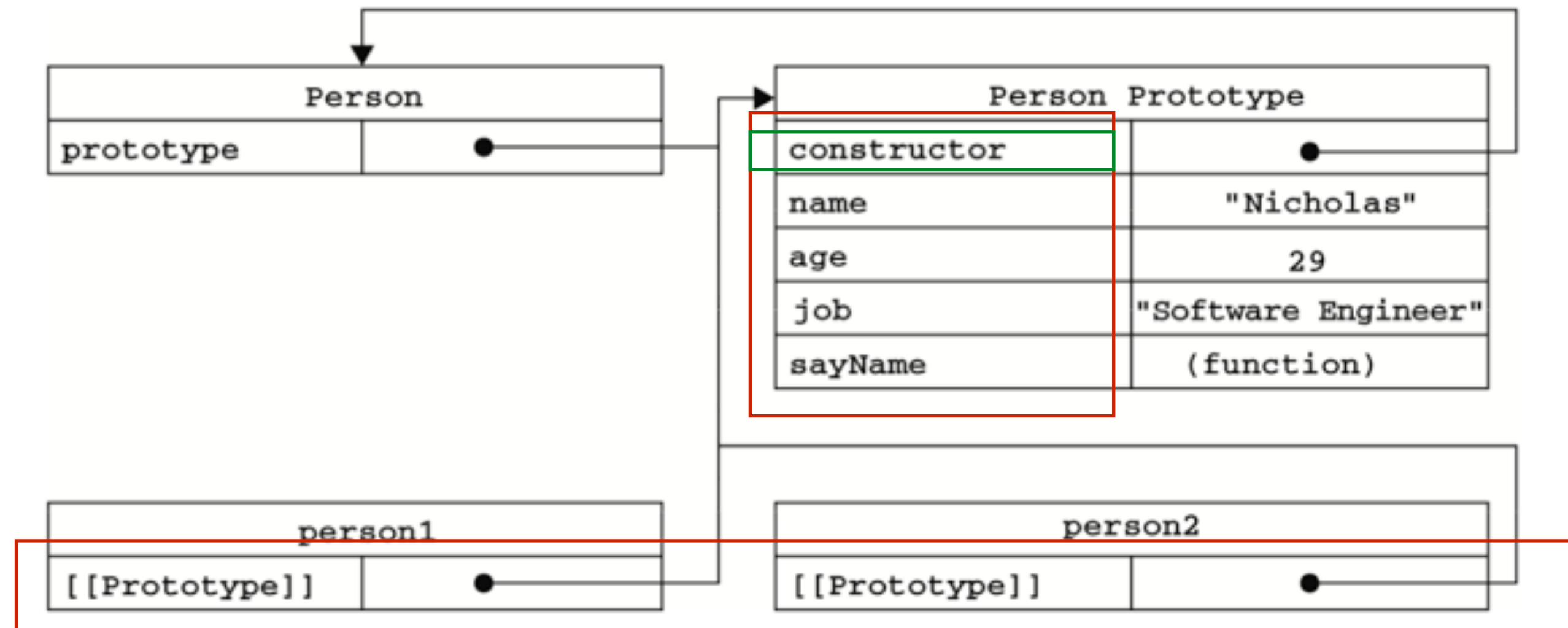
```
var person1 = new Person();  
person1.sayName();    //"Nicholas"
```

```
var person2 = new Person();
```

```
person2.sayName();    //"Nicholas"
```

```
alert(person1.sayName == person2.sayName);    //true
```


创建对象 – 原型模式



创建对象 – 实例属性和原型属性

```
function Person(){
}

Person.prototype.name = "Nicholas";
Person.prototype.age = 29;
Person.prototype.job = "Software Engineer";
Person.prototype.sayName = function(){
    alert(this.name);
};

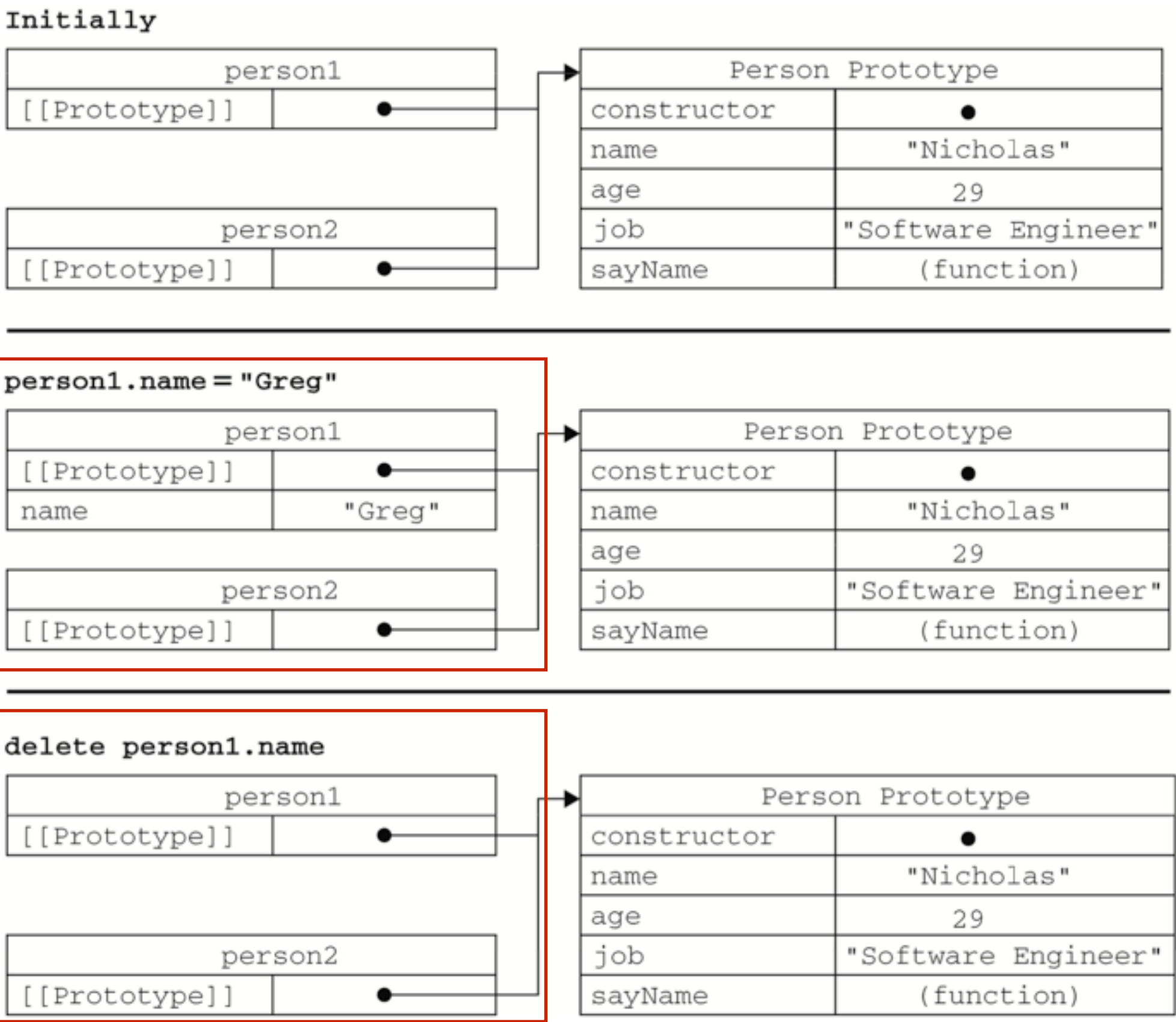
var person1 = new Person();
var person2 = new Person();

alert(person1.hasOwnProperty("name")); //false

person1.name = "Greg";
alert(person1.name); // "Greg"——来自实例
alert(person1.hasOwnProperty("name")); //true

alert(person2.name); // "Nicholas"——来自原型
alert(person2.hasOwnProperty("name")); //false

delete person1.name;
alert(person1.name); // "Nicholas"——来自原型
alert(person1.hasOwnProperty("name")); //false
```



hasOwnProperty

in

```
function Person(){
}

Person.prototype.name = "Nicholas";
Person.prototype.age = 29;
Person.prototype.job = "Software Engineer";
Person.prototype.sayName = function(){
    alert(this.name);
};

var person1 = new Person();
var person2 = new Person();

alert(person1.hasOwnProperty("name")); //false
alert("name" in person1); //true

person1.name = "Greg";
alert(person1.name); // "Greg" ——来自实例
alert(person1.hasOwnProperty("name")); //true
alert("name" in person1); //true

alert(person2.name); // "Nicholas" ——来自原型
alert(person2.hasOwnProperty("name")); //false
alert("name" in person2); //true

delete person1.name;
alert(person1.name); // "Nicholas" ——来自原型
alert(person1.hasOwnProperty("name")); //false
alert("name" in person1); //true
```

for in

创建对象 – 组合

构造函数的问题
原型的问题

创建对象 – 组合

```
function Person(name, age, job){  
    this.name = name;  
    this.age = age;  
    this.job = job;  
    this.friends = ["Shelby", "Court"];  
}
```

```
Person.prototype = {  
    constructor : Person,  
    sayName : function(){  
        alert(this.name);  
    }  
}
```

```
var person1 = new Person("Nicholas", 29, "Software Engineer");  
var person2 = new Person("Greg", 27, "Doctor");
```

```
person1.friends.push("Van");  
alert(person1.friends);    //"Shelby,Count,Van"  
alert(person2.friends);    //"Shelby,Count"  
alert(person1.friends === person2.friends);    //false  
alert(person1.sayName === person2.sayName);    //true
```

继承