

## Binding

- Write `Pagination` object that will get an array and `pageSize`, then will return the following.
  - `prevPage`
  - `nextPage`
  - `firstPage`
  - `lastPage`
  - `goToPage`
  - `getPageItems`

```
const alphabetArray = "abcdefghijklmnopqrstuvwxyz".split("");
Pagination.init(alphabetArray, 4);

Pagination.getPageItems(); // ["a", "b", "c", "d"]
Pagination.nextPage(); // add the current page by one

Pagination.getPageItems(); // ["e", "f", "g", "h"]

Pagination.nextPage().nextPage(); // the ability to call chainable

Pagination.goToPage(3); // current page must be set to 3
```

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- Write an `Airplane` object that initializes `name`.
  - Give airplanes the ability to `.takeOff()` and `.land()`:
    - If a plane takes off, its `isFlying` property is set to `true`.
    - If a plane lands, its `isFlying` property is set to `false`.
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Write your own `call`, `apply` and `bind` methods