

Mixins

This lesson teaches the concept of mixins in JavaScript, their syntax, and their implementation using an example.

WE'LL COVER THE FOLLOWING ^

- What are Mixins?
- Syntax
- Example
 - Explanation

What are Mixins?

So far, you've learned that for a class to call *methods* from another class it first needs to inherit those methods. The child class extends the parent's class, inherits its methods, and then invokes them. However, there is a limiting factor: a class can only inherit from another class.

That brings us to the question:

Is there a class whose methods can be inherited by other classes without it having to be their parent class? This where **mixins** are implemented.

A **mixin** is a class that contains various methods implementing different functionalities. Other classes can then inherit those methods without having the *mixin* class be their parent class.

Note: A mixin class is not used alone. It only provides other classes with extra *methods*.

Syntax

Let's take a look at the syntax to implement a mixin:



```
var mixin = {  
  //methods defined  
}
```

As seen from above, a *mixin* can be made easily by making it an object containing various *methods*. In order for other classes to use these methods, the *mixin* can be set as their **prototype**.

Example

Let's take a look at an example implementing a mixin:



```
//creating a mixin  
var mixin = {  
  getName() {  
    console.log(`Name is ${this.name}`);  
  },  
  getSides() {  
    console.log(`Sides are ${this.sides}`);  
  }  
}  
  
//creating a class Shape  
class Shape {  
  constructor(shapeName,shapeSides) {  
    this.name = shapeName  
    this.sides = shapeSides  
  }  
}  
  
//setting mixin to be the prototype of Shape  
Shape.prototype = mixin;  
//setting constructor of prototype equal to Shape  
Shape.prototype.constructor = Shape  
  
//creating a new Shape  
var rectangle = new Shape('Rectangle',4)  
rectangle.getName()  
rectangle.getSides()
```



Explanation

- A **mixin** containing the functions **getName** and **getSides** is defined.
- Next, a class **Shape** containing the properties **name** and **sides** is defined.

- The prototype of the class `Shape` is then set to `mixin`, i.e., `mixin` becomes the prototype of the class `Shape`.
- Next, we set the `Shape.prototype.constructor` to point to `Shape` since it was pointing to `mixin` object after we set it as the prototype.

Now when the class object `rectangle` calls the `getName` and `getSides` functions, they get retrieved from `mixin` since it is set as the prototype of the `Shape` class.

Now that you have learned in detail about prototypes, prototypal inheritance, class-based inheritance, and mixins, let's put all that knowledge to test in the next lesson.