

Romancing the Java Script

- Objects
- Functions

Objects



```
var foobar = {
```

```
    foo:100,
```

```
    bar:20
```

```
};
```

- ```
document.writeln(foobar['bar'])
```

# Functions

```
function testfunction(){
 return "this is a test
function"
};
```

# Functions ..

- ```
var values = [12,23,45,34];
values.sort(function(num1,
num2){return
num1>num2})
```

Method invocation pattern

- var multiply= {
 multi_number:10,
 multi:function(num){
 return num* this.multi_number;
 }
};

```
document.write(multiply.multi(200));
```

```
•var multiply= {  
    multi_number:10,  
    multi:function(num){  
        return num* this.multi_number;  
    },  
    change_no:function(new_no){  
        this.multi_number = new_no;  
    }  
};
```

```
•multiply.change_no(3)  
•document.write(multiply.multi(200));
```

Object Oriented Way..

```
•var multiply = function(){
    var multi_number=10;
    return{
        multi:function(num){
            return num* multi_number;
        },
        change_no:function(new_no){
            multi_number = new_no;
        }
    };
}
•
•
var obj = multiply()
document.writeln(obj.multi_number);
document.write(obj.multi(200));
```

Function Expression

- var multiply = (function(){
 var multi_number=10;
 return{
 multi:function(num){
 return num* multi_number;
 },
 change_no:function(new_no){
 multi_number = new_no;
 }
 };
}());
•
•
•
• multiply.change_no(5);
• document.write(multiply.multi(200));

Function Invocation

```
var multiply= {  
    multi_number:10,  
    multi:function(num){  
        return num* this.multi_number;  
    }  
};
```

```
multiply.add = function(num){  
    return num+this.multi_number;  
};
```

- `document.writeln(multiply.add(200));`

Inner functions??

- var multiply= {
 multi_number:10,
 multi:function(num){
 return num* this.multi_number;
 }
};
•
multiply.add = function(num){
 var inner_add = function(){
 return num+this.multi_number;
 };
 return inner_add();
};
• document.writeln(multiply.add(200));

Work around

- ```
var multiply= {
 multi_number:10,
 multi:function(num){
 return num* this.multi_number;
 }
};

multiply.add = function(num){
 var that = this;
 var local_num = num;
 var inner_add = function(){
 return local_num+that.multi_number;
 };
 return inner_add();
};

document.writeln(multiply.add(200));
```

# Scoping

```
var testfunct= function(){
 inner();
 function inner(){
 function innermost(){
 alert("Innermost function is called");
 };
 innermost();
 };
};

testfunct();
```

# Variables

```
var testfunct= function(){
 alert(x);
 var x = 10;
 {
 x = 30;
 }
 alert(x);
};
```

```
testfunct();
```

# Closures

```
•var later;

•function testfunction(){
 function outfunction(){
 function innerfunction(){
 alert(late_variable);
 };
 later = innerfunction;
 };
 outfunction();
};
alert(late_variable);
var late_variable = 100;
testfunction();
later();
```

# Constructor Invocation

```
var Flight = function(str){
 this.status = str;
};
```

```
Flight.prototype.get_status = function(){
 return this.status;
};
```

```
var f = new Flight('ontime');
```

```
document.writeln(f.get_status());
```

# Shadow

```
var Flight = function(str){
 this.status = str;
};
```

```
Flight.prototype.get_status = function(){
 return this.status;
};
```

```
Flight.prototype.status = function(){
 return "status using prototype";
};
```

```
var f = new Flight('ontime');
```

```
document.writeln(f.get_status());
```

# Inheritance

```
var Flight = function(str){
 this.status = str;
};

Flight.prototype.get_status = function(){
 return this.status;
};

var BritishAir = function() {};

BritishAir.prototype = new Flight('ontime');

var ba = new BritishAir();

document.writeln(ba.get_status());
```

# Apply Invocation

```
var Flight = function(str){
 this.status = str;
};
```

```
Flight.prototype.get_status = function(){
 return this.status;
};
```

```
var BritishAir = function(str) {
 this.status = str;
};
```

```
var ba = new BritishAir("onborading");
Flight.prototype.get_status.apply(BritishAir);

document.writeln(ba.status);
```

# Recusion

```
var sum = {
 rec_add :function(num){
 return num> 1 ? sum.rec_add(num-
1)+num :num;
 }
};
document.writeln(sum.rec_add(10));
```