

Ask me anything

0 questions

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Demo — inspecting JavaScript objects



What would happen if we tried to use “this” instead of “that” in the ColoredCounter constructor?

```
function ColoredCounter(name, color) {  
  this.val = 0;  
  this.name = name;  
  this.color = color;  
  // var that = this;  
  window.onload = function() {  
    document.getElementById(this.name).style.color = this.color;  
  };  
}  
ColoredCounter.prototype = new Counter('x');  
var blueCounter = new ColoredCounter('blueCounter', 'Blue');
```

this would refer to window and not ColoredCounter

this would refer to window and not the counter.

this of window is used instead of this of coloredcounter

2

What does f() return? What is the final value of x?

```
var x = 1;
function f() {
  var x = 2;
  function g() {
    x++;
  }
  return x;
}
f();
```

3

2

3

2, since g is never called

2

3

2

f returns 3, the global variable x stays 1

1

What does f() return? What is the final value of x?

```
var x = 1;
function f() {
  var x = 2;
  function g() {
    x++;
  }
  return x;
}
f();
```

x has multiple values 1 globally and 2 as return from f

How would you simulate static class variables in JS?

directly use the value on the prototype object

add the behaviour you want to object.prototype

Last chance for questions