

# The JavaScript Language (Part 3)

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# Objectives

- We will cover:
  - A subset of JavaScript...
  - That is appropriate for COS 333...
  - Through example programs

# Agenda

- **Objects (review)**
- Prototypes
- Delegation to prototypes
- Classes

# Objects (Review)

- Recall **fraction2.js**, **fraction2client.js**...

```
$ node fraction2client.js
Numerator 1: 1
Denominator 1: 2
Numerator 2: 3
Denominator 2: 4
f1: 1/2
f2: 3/4
f1 is not identical to f2
f1 is less than f2
-f1: -1/2
f1 + f2: 5/4
f1 - f2: -1/4
f1 * f2: 3/8
f1 / f2: 2/3
$
```

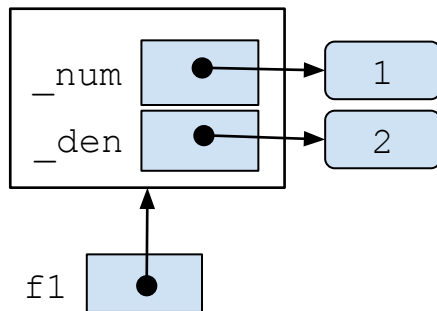
# Objects (Review)

## In Python

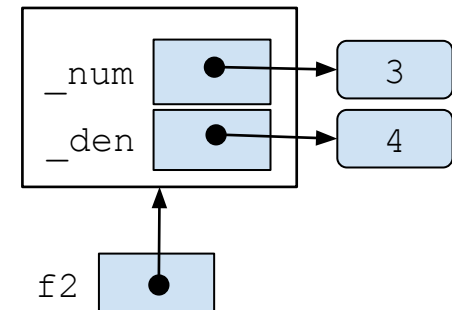
```
f1 = Fraction(1, 2)  
f2 = Fraction(3, 4)
```

```
add(self, other):  
...
```

```
sub(self, other):  
...
```



...



Explicit `self` parameter allows `Fraction` objects to share same function defs

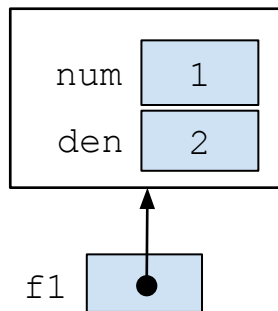
# Objects (Review)

```
Fraction f1 = new Fraction(1, 2);  
Fraction f2 = new Fraction(3, 4);
```

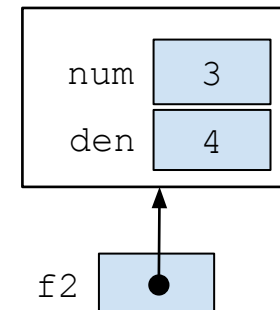
## In Java

```
add(this, other)  
{...}
```

```
sub(this, other)  
{...}
```



...

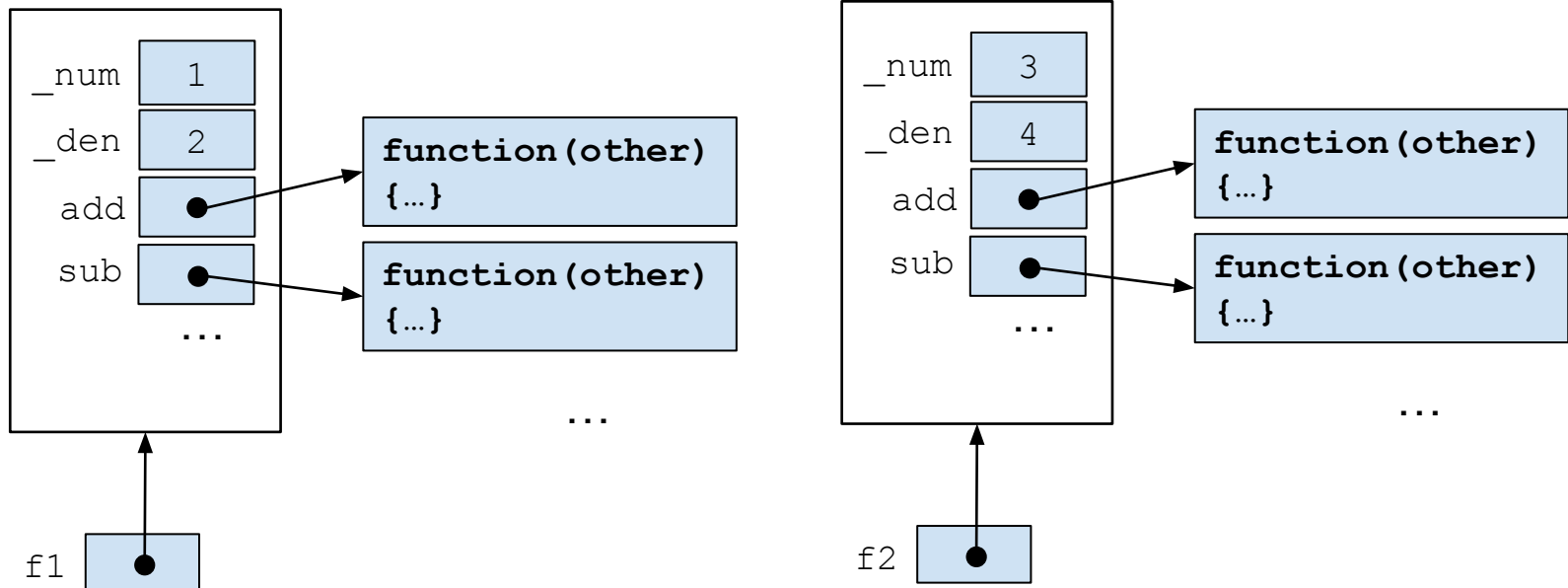


Implicit `this` parameter allows `Fraction` objects to share same method defs

# Objects (Review)

## In JavaScript (so far)

```
let f1 = createFraction(1, 2);  
let f2 = createFraction(3, 4);
```



# Objects (Review)

- **Solution (part 1)**

- ...



# Agenda

- Objects (review)
- **Prototypes**
- Delegation to prototypes
- Classes

# Prototypes

- See [fraction3.js](#), [fraction3client.js](#)

```
$ node fraction3client.js
Numerator 1: 1
Denominator 1: 2
Numerator 2: 3
Denominator 2: 4
f1: 1/2
f2: 3/4
f1 is not identical to f2
f1 is less than f2
-f1: -1/2
f1 + f2: 5/4
f1 - f2: -1/4
f1 * f2: 3/8
f1 / f2: 2/3
$
```

# Prototypes

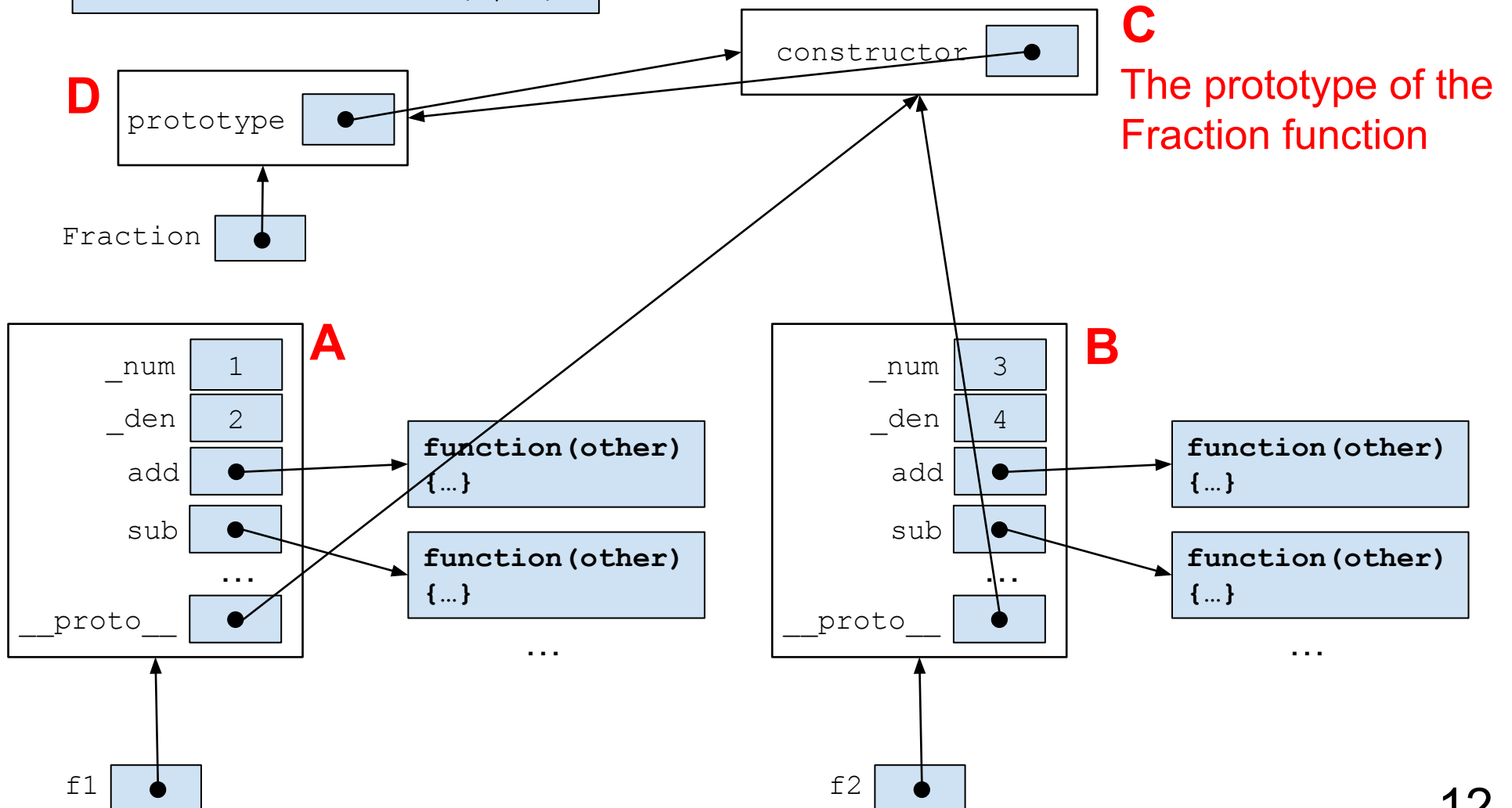
## • Prototypes

- Any function has a prototype
  - E.g.: `Fraction` has a prototype referenced by `Fraction.prototype`
- When an object is created by calling a constructor function with a `new` operator, the object has a property named `__proto__`
  - E.g.: `f1` has a `__proto__` property
- The `__proto__` property references the prototype of the constructor function
  - E.g.: `f1.__proto__` references the `Fraction` prototype

# Prototypes

## In JavaScript (so far)

```
let f1 = new Fraction(1, 2);  
let f2 = new Fraction(3, 4);
```



# Prototypes

- **Solution (part 1):**
  - Prototypes
- **Solution (part 2):**
  - ...

# Agenda

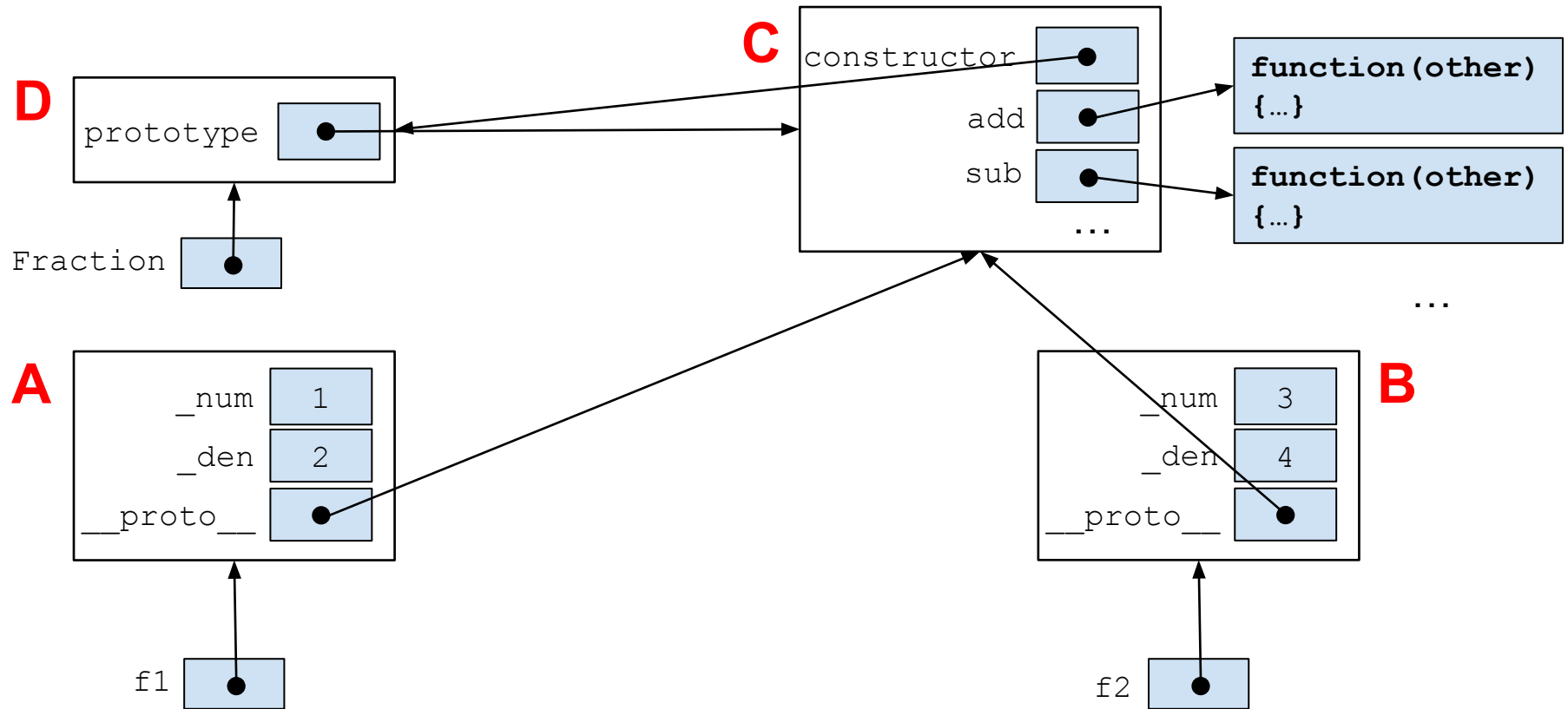
- Objects (review)
- Prototypes
- **Delegation to prototypes**
- Classes

# Delegation to Prototypes

- See [fraction4.js](#), [fraction4client.js](#)

```
$ node fraction4client.js
Numerator 1: 1
Denominator 1: 2
Numerator 2: 3
Denominator 2: 4
f1: 1/2
f2: 3/4
f1 is not identical to f2
f1 is less than f2
-f1: -1/2
f1 + f2: 5/4
f1 - f2: -1/4
f1 * f2: 3/8
f1 / f2: 2/3
$
```

# Delegation to Prototypes



`f1.add(f2)` => runtime looks for `f1.add()` then `f1.__proto__.add()`  
`f2.add(f1)` => runtime looks for `f2.add()` then `f2.__proto__.add()`



# Classes

- **Problem**

- Delegation to prototypes is distant from mainstream OOP
- Difficult to learn & understand

- **Solution**

- ...

# Agenda

- Objects (review)
- Prototypes
- Delegation to prototypes
- **Classes**

# Classes

- See **fraction5.js**, **fraction5client.js**

```
$ node fraction5client.js
Numerator 1: 1
Denominator 1: 2
Numerator 2: 3
Denominator 2: 4
f1: 1/2
f2: 3/4
f1 is not identical to f2
f1 is less than f2
-f1: -1/2
f1 + f2: 5/4
f1 - f2: -1/4
f1 * f2: 3/8
f1 / f2: 2/3
$
```

# Classes

- JavaScript really doesn't have:
  - Classes
  - Objects as instances of classes
- JavaScript has:
  - Objects
  - Delegation to prototypes

# Aside: Prototype Chains

- JavaScript really doesn't have:
  - Inheritance
- JavaScript has:
  - Prototype chains
  - (Beyond our scope)

# Aside: this

- **Question:** How is `this` bound within a function `f ()` ?
- **Answer:** Depends upon how `f ()` is called:

Function Call	Binding of <code>this</code>
<code>f ()</code>	In <code>f ()</code> , <code>this</code> is undefined
<code>obj.f ()</code>	In <code>f ()</code> , <code>this</code> is bound to <code>obj</code>
<code>new f ()</code>	In <code>f ()</code> , <code>this</code> is bound to a new empty object

# JavaScript Commentary

- **Classes** evolutionary path
  - Simula, Smalltalk
  - C++, Java, Python, ...
- **Delegation to prototypes** evolutionary path
  - Self
  - JavaScript, TypeScript

# Summary

- We have covered:
  - Prototypes
  - Delegation to prototypes
  - Classes