JS call apply bind

> JS call apply bind

this this

```
box.onclick = function(){
  function fn(){
    alert(this);
  }
  fn();
};
```

this box, Window

```
box.onclick = function(){
  var _this = this;
  function fn(){
    alert(_this);
  }
  fn();
};
```

this

call apply bind

this

```
box.onclick = function(){
  function fn(){
    alert(this);
  }
  fn();
};
```

```
box.onclick = function(){
```

```
  function fn(){
    console.log(this);
  }
  fn.call(this);
};
```

call this

```
fn.call(this);
```

this fn this box javscript box fn this

```
box.onclick = function(){
  function fn(){
    console.log(this);
  }
  fn.call(this);
};
```

```
box.onclick = function(){
  var fn = function(){
    console.log(this); //box
  }.call(this);
};
```

```
box.onclick = function(){
  (function(){
    console.log(this);
  }.call(this)); //box
};
```

```
var objName = {name:'JS2016'};
var obj = {
  name:'0_0',
  sayHello:function(){
    console.log(this.name);
  }.bind(objName)
};
obj.sayHello();//JS2016
```

call apply bind this

```
function fn(a,b,c,d){
  console.log(a,b,c,d);
}

//call
fn.call(null,1,2,3);

//apply
fn.apply(null,[1,2,3]);

//bind
var f = fn.bind(null,1,2,3);
f(4);
```

```
1 2 3 undefined
1 2 3 undefined
1 2 3 4
```

null

call apply bind call apply call apply bind this

```
var objName = {name:'JS2016'};
var obj = {
  name:'0_0',
  sayHello:function(){
    console.log(this.name);
  }.bind(objName)
};
obj.sayHello();//JS2016
```

bind call sayHello obj sayHello

Math.max

```
Math.max(10,6)
```

apply

```
var arr = [1,2,30,4,5];
console.log(Math.max.apply(null,arr));
```

```
function fn(){
  [].push.call(arguments,3);
  console.log(arguments); //[1, 2, 3]
}
fn(1,2);
```

```
var arr = ['aaabc'];
console.log(''.indexOf.call(arr,'b')); //3
```

```
var str = 'aaabc';
console.log(str.indexOf('b'));
```

```
var arr = ['aaabc'];
''.indexOf.call(arr);
```

arr indexOf 100%

```
''.indexOf.call(arr,'b')
```

arr ['aaabc'] 'aaabc'

```
'aaabc'.indexOf('b');
```

bind

```
Function.prototype.$bind = function(obj){
    //   this
  var _this = this;
    //
  var a = [].slice.call(arguments,1);
    //
  return function(){
    //          this  obj            concat                          f(4)           a  argument
    _this.apply(obj,a.concat([].slice.call(arguments)));
```

```
  };
};
```

bind

```
var arr = ['JSS'];

var index = ''.indexOf.$bind(arr,'S');
console.log(index())

------------------

function fff(){
  [].push.$bind(arguments,1);
  console.log(arguments);
}

fff();
```

bind

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