

Function

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Supported Clients

SmartClient WebClient NGClient MobileClient

Property Summary

Function	constructor	Specifies the function that creates an object's prototype.
Number	length	Specifies the number of arguments expected by the function.

Methods Summary

void	<code>apply()</code>	Applies the method of another object in the context of a different object (the calling object); arguments can be passed as an Array object.
void	<code>bind()</code>	Creates a new function which, when called, itself calls this function in the context of the provided value, with a given sequence of arguments preceding any provided when the new function was called.
void	<code>call()</code>	Calls (executes) a method of another object in the context of a different object (the calling object); arguments can be passed as they are.
String	<code>toString()</code>	Returns a string representing the source code of the function.

Property Details

constructor
Specifies the function that creates an object's prototype.

Returns
`Function`

Supported Clients
SmartClient,WebClient,NGClient,MobileClient

Sample

```
function Tree(name) {
    this.name = name;
}
theTree = new Tree("Redwood");
console.log("theTree.constructor is " + theTree.constructor);
```

length
Specifies the number of arguments expected by the function.

Returns
`Number`

Supported Clients
SmartClient,WebClient,NGClient,MobileClient

Sample

```
function addNumbers(x, y){
    if (addNumbers.length == 2) {
        return (x + y);
    } else
        return 0;
}
```

Methods Details

apply()
Applies the method of another object in the context of a different object (the calling object); arguments can be passed as an Array object.

Supported Clients

SmartClient,WebClient,NGClient,MobileClient

Sample

```
function book(name, author) {
    this.name = name;
    this.author = author;
}

function book_with_topic(name, author, topic) {
    this.topic = topic;
    book.apply(this, arguments);
}
book_with_topic.prototype = new book();

var aBook = new book_with_topic("name","author","topic");
```

bind()

Creates a new function which, when called, itself calls this function in the context of the provided value, with a given sequence of arguments preceding any provided when the new function was called.

Supported Clients

SmartClient,WebClient,NGClient,MobileClient

Sample

```
var x = 9,
    module = {
        getX: function() {
            return this.x;
        },
        x: 81
    };
// "module.getX()" called, "module" is "this", "module.x" is returned
module.getX(); // > 81
// "getX()" called, "this" is global, "x" is returned
getX(); // > 9
// store a reference with "module" bound as "this"
var boundGetX = getX.bind(module);
// "boundGetX()" called, "module" is "this" again, "module.x" is returned
boundGetX(); // > 81
```

call()

Calls (executes) a method of another object in the context of a different object (the calling object); arguments can be passed as they are.

Supported Clients

SmartClient,WebClient,NGClient,MobileClient

Sample

```
function book(name) {
    this.name = name;
}

function book_with_author(name, author) {
    this.author = author;
    book.call(this, name);
}
book_with_author.prototype = new book();

var aBook = new book_with_author("name","author");
```

toString()

Returns a string representing the source code of the function. Overrides the Object.toString method.

Returns[String](#)

Supported Clients

SmartClient, WebClient, NGClient, MobileClient

Sample

```
function printHello() {  
    return "Hello";  
}  
application.output(printHello.toString());
```