

title: Javascript 防抖和节流

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tags: Javascript

## description: 介绍防抖和节流在 js 中的使用

### debounce 防抖

```
// 防抖
function debounce(fn, wait) {
  var timeout = null;
  return function() {
    if(timeout !== null) clearTimeout(timeout);
    timeout = setTimeout(fn, wait);
  }
}
// 处理函数
function handle() {
  console.log(Math.random());
}
// 滚动事件
window.addEventListener('scroll', debounce(handle, 1000));
```

### throttle 节流

```
var throttle = function(func, delay) {
  var prev = Date.now();
  return function() {
    var context = this;
    var args = arguments;
    var now = Date.now();
    if (now - prev >= delay) {
      func.apply(context, args);
      prev = Date.now();
    }
  }
}
function handle() {
  console.log(Math.random());
}
window.addEventListener('scroll', throttle(handle, 1000));

// 节流throttle代码 (定时器) :
var throttle = function(func, delay) {
  var timer = null;
  return function() {
    var context = this;
    var args = arguments;
    if (!timer) {
      timer = setTimeout(function() {
        func.apply(context, args);
        timer = null;
      }, delay);
    }
  }
}
function handle() {
  console.log(Math.random());
}
window.addEventListener('scroll', throttle(handle, 1000));
```

- 第一次会立即执行
- 而后再怎么频繁地触发事件，也都是每delay时间才执行一次