

New Types and Object Extensions



Symbols

Well-known Symbols

Object Extensions

String Extensions

Number Extensions

Math Extensions

RegExp Extensions

Function Extensions



"A **symbol** is a unique and immutable data type and may be used as an identifier for object properties."

Mozilla Developer Network



Symbols



```
let eventSymbol = Symbol('resize event');  
console.log(typeof eventSymbol);
```



What shows in the console?



symbol

```
let eventSymbol = Symbol('resize event');  
console.log(eventSymbol.toString());
```



What shows in the console?



Symbol(resize event)

```
const CALCULATE_EVENT_SYMBOL = Symbol('calculate event');  
console.log(CALCULATE_EVENT_SYMBOL.toString());
```



What shows in the console?



Symbol(calculate event)

```
let s = Symbol.for('event');  
console.log(s.toString());
```



What shows in the console?



Symbol(event)

```
let s = Symbol('event');  
let s2 = Symbol('event');  
console.log(s === s2);
```



What shows in the console?



false


```
let s = Symbol.for('event');  
let s2 = Symbol.for('event');  
console.log(s === s2);
```



What shows in the console?



true

```
let s = Symbol.for('event');  
let s2 = Symbol.for('event2');  
console.log(s === s2);
```



What shows in the console?



false

```
let s = Symbol.for('event');  
let description = Symbol.keyFor(s);  
console.log(description);
```



What shows in the console?



event

```
let article = {  
  title: 'Whiteface Mountain',  
  [Symbol.for('article')]: 'My Article'  
};
```

```
let value = article[Symbol.for('article')];  
console.log(value);
```



What shows in the console?



My Article

```
let article = {  
  title: 'Whiteface Mountain',  
  [Symbol.for('article')]: 'My Article'  
};  
  
console.log( Object.getOwnPropertyNames(article) );
```



What shows in the console?



['title']

```
let article = {  
  title: 'Whiteface Mountain',  
  [Symbol.for('article')]: 'My Article'  
};  
  
console.log( Object.getOwnPropertySymbols(article) );
```



What shows in the console?



[Symbol(article)]

Well-known Symbols



```
let Blog = function () {  
};  
let blog = new Blog();  
console.log( blog.toString() );
```



What shows in the console?



[object Object]


```
let Blog = function () {  
};  
Blog.prototype[Symbol.toStringTag] = 'Blog Class';  
let blog = new Blog();  
console.log( blog.toString() );
```



What shows in the console?



[object Blog Class]

```
let values = [8, 12, 16];  
console.log([].concat(values));
```



What shows in the console?



[8, 12, 16]

```
let values = [8, 12, 16];  
values[Symbol.isConcatSpreadable] = false;  
console.log([].concat(values));
```



What shows in the console?



[[8, 12, 16]]

```
let values = [8, 12, 16];  
let sum = values + 100;  
console.log(sum);
```



What shows in the console?



8,12,16100

```
let values = [8, 12, 16];  
values[Symbol.toPrimitive] = function (hint) {  
  console.log(hint);  
  return 42;  
};  
let sum = values + 100;  
console.log(sum);
```



What shows in the console?



default
142

Object Extensions



```
let a = {  
  x: 1  
};  
let b = {  
  y: 2  
};
```

```
Object.setPrototypeOf(a, b);  
console.log(a.y);
```



What shows in the console?



2

```
let a = { a: 1 }, b = { b: 2 };
```

```
let target = {};  
Object.assign(target, a, b);  
console.log(target);
```



What shows in the console?



{a: 1, b: 2}


```
let a = { a: 1 }, b = { a: 5, b: 2 };
```

```
let target = {};  
Object.assign(target, a, b);  
console.log(target);
```



What shows in the console?



{a: 5, b: 2}

```
let a = { a: 1 }, b = { a: 5, b: 2 };
```

```
Object.defineProperty(b, 'c', {  
  value: 10,  
  enumerable: false  
});
```

```
let target = {};  
Object.assign(target, a, b);  
console.log(target);
```



What shows in the console?



{a: 5, b: 2}

```
let a = { a: 1 }, b = { a: 5, b: 2 }, c = { c: 20 };
```

```
Object.setPrototypeOf(b, c);
```

```
let target = {};  
Object.assign(target, a, b);  
console.log(target);
```



What shows in the console?



{a: 5, b: 2}

```
let amount = NaN;  
console.log(amount === amount);
```



What shows in the console?



false

```
let amount = NaN;  
console.log(Object.is(amount, amount));
```



What shows in the console?



true

```
let amount = 0, total = -0;  
console.log(amount === total);
```



What shows in the console?



true

```
let amount = 0, total = -0;  
console.log(Object.is(amount, total));
```



What shows in the console?



false

```
let article = {  
  title: 'Whiteface Mountain',  
  [Symbol.for('article')]: 'My Article'  
};  
  
console.log( Object.getOwnPropertySymbols(article) );
```



What shows in the console?



[Symbol(article)]

String Extensions



```
let title = 'Santa Barbara Surf Riders';  
console.log(title.startsWith('Santa'));
```



What shows in the console?



true

```
let title = 'Santa Barbara Surf Riders';  
console.log(title.endsWith('Rider'));
```



What shows in the console?



false

```
let title = 'Santa Barbara Surf Riders';  
console.log(title.includes('ba'));
```



What shows in the console?



true

```
var title = "Surfer's \u{1f3c4} Blog";
```

```
console.log(title);
```



What shows in the console?



Surfer's 🏄 Blog

```
var surfer = "\u{1f3c4}";  
console.log(surfer.length);
```



What shows in the console?



2

```
var surfer = "\u{1f30a}\u{1f3c4}\u{1f40b}";
```

```
console.log(Array.from(surfer).length);
```

```
console.log(surfer);
```



What shows in the console?



3



```
var title = "Mazatla\u0301n";  
console.log(title + ' ' + title.length);
```



What shows in the console?



Mazatlán 9


```
var title = "Mazatla\u0301n";  
console.log(title + ' ' + title.normalize().length);
```



What shows in the console?



Mazatlán 8

```
var title = "Mazatla\u0301n";
```

```
console.log(title.normalize().codePointAt(7).toString(16));
```



What shows in the console?



6e

```
console.log(String.fromCodePoint(0x1f3c4));
```



What shows in the console?



```
let title = 'Surfer';  
let output = String.raw`${title} \u{1f3c4}\n`;  
console.log(output);
```



What shows in the console?



Surfer \u{1f3c4}\n

```
let wave = '\u{1f30a}';  
console.log(wave.repeat(10));
```



What shows in the console?



Number Extensions



```
console.log(Number.parseInt === parseInt);
```

Q

What shows in the console?

A

true

```
console.log(Number.parseFloat === parseFloat);
```



What shows in the console?



true


```
let s = 'NaN';  
console.log(isNaN(s));  
console.log(Number.isNaN(s));
```



What shows in the console?



true
false

```
let s = '8000';  
console.log(isFinite(s));  
console.log(Number.isFinite(s));
```



What shows in the console?



true
false

```
let sum = 408.2;  
console.log(Number.isInteger(sum));
```



What shows in the console?



false

```
console.log(Number.isInteger(NaN));  
console.log(Number.isInteger(Infinity));  
console.log(Number.isInteger(undefined));  
console.log(Number.isInteger(3));
```



What shows in the console?



false false false
true

```
let a = Math.pow(2, 53) - 1;  
console.log(Number.isSafeInteger(a));  
a = Math.pow(2, 53);  
console.log(Number.isSafeInteger(a));
```



What shows in the console?



true
false

```
console.log(Number.EPSILON);  
console.log(Number.MAX_SAFE_INTEGER);  
console.log(Number.MIN_SAFE_INTEGER);
```



What shows in the console?



2.220446049250313e-16
9007199254740991
-9007199254740991

Math Extensions



Hyperbolic Functions

`cosh()`

`acosh()`

`sinh()`

`asinh()`

`tanh()`

`atanh()`

`hypot()`



Arithmetic Functions

<code>cbrt()</code>	cube root
<code>clz32()</code>	count leading zeros (32 bit integers)
<code>expm1()</code>	equal to $\exp(x) - 1$
<code>log2()</code>	log base 2
<code>log10()</code>	log base 10
<code>log1p()</code>	equal to $\log(x + 1)$
<code>imul()</code>	32 bit integer multiplication



Miscellaneous Functions

<code>sign()</code>	the number's sign: 1, -1, 0, -0, NaN
<code>trunc()</code>	the integer part of a number
<code>fround()</code>	round to nearest 32 bit floating-point value



```
console.log(Math.sign(0));  
console.log(Math.sign(-0));  
console.log(Math.sign(-20));  
console.log(Math.sign(20));  
console.log(Math.sign(NaN));
```

Question

What shows in the console?

Answer

0
-0 (0 in Edge)
-1
1
NaN

```
console.log(Math.cbrt(27));
```

Question

What shows in the console?

Answer

3

```
console.log(Math.trunc(27.1));  
console.log(Math.trunc(-27.9));
```

Question

What shows in the console?

Answer

27
-27

RegExp Extensions



```
let pattern = /\u{1f3c4}/;  
console.log(pattern.test('🏂'));
```

Question

What shows in the console?

Answer

false

```
let pattern = /\u{1f3c4}/u;  
console.log(pattern.test('🏂'));
```

Question

What shows in the console?

Answer

true


```
let pattern = /^.Surfer/;  
console.log(pattern.test('🏄 Surfer'));
```

Question

What shows in the console?

Answer

false

```
let pattern = /^.Surfer/u;  
console.log(pattern.test('🏄 Surfer'));
```

Question

What shows in the console?

Answer

true

```
let pattern = /900/y;  
console.log(pattern.lastIndex);  
console.log(pattern.test('800900'));
```

Question

What shows in the console?

Answer

0
false

```
let pattern = /900/y;  
pattern.lastIndex = 3;  
console.log(pattern.test('800900'));
```

Question

What shows in the console?

Answer

true

```
let pattern = /900/gy;  
console.log(pattern.flags);
```

Question

What shows in the console?

Answer

gy

(Order will be "gimuy")

Function Extensions



```
let fn = function calc() {  
  return 0;  
};  
console.log(fn.name);
```

Question

What shows in the console?

Answer

calc

```
let fn = function() {  
  return 0;  
};  
console.log(fn.name);
```

Question

What shows in the console?

Answer

fn


```
let fn = function() {  
  return 0;  
};  
let newFn = fn;  
console.log(newFn.name);
```

Question

What shows in the console?

Answer

fn

```
class Calculator {  
  constructor() {  
  }  
  add() {  
  }  
}  
let c = new Calculator();  
console.log(Calculator.name);  
console.log(c.add.name);
```

Question

What shows in the console?

Answer

Calculator
add

Function.name isn't writable

but

it's configurable with
Object.defineProperty()



Summary



Symbols

```
let eventSymbol = Symbol('resize event');  
console.log(typeof eventSymbol);
```



Summary



Well-known Symbols

```
let values = [8, 12, 16];  
values[Symbol.isConcatSpreadable] = false;  
console.log([].concat(values));
```



Summary



Object Extensions

```
let a = {  
  x: 1  
};  
let b = {  
  y: 2  
};
```

```
Object.setPrototypeOf(a, b);  
console.log(a.y);
```



Summary



String Extensions

```
var title = "Surfer's \u{1f3c4} Blog";  
console.log(title);
```



Summary



Number Extensions

```
let s = 'NaN';  
console.log(isNaN(s));  
console.log(Number.isNaN(s));
```



Summary



Math Extensions

```
console.log(Math.sign(0));  
console.log(Math.sign(-0));  
console.log(Math.sign(-20));  
console.log(Math.sign(20));  
console.log(Math.sign(NaN));
```



Summary



RegExp Extensions

```
let pattern = /\u{1f3c4}/u;  
console.log(pattern.test('🏃'));
```



Summary



Function Extensions

```
let fn = function() {  
    return 0;  
};  
console.log(fn.name);
```

