An event handler is a JavaScript function that we register with the

browser and the browser invokes when some specified type of event occurs.

* All numbers in JavaScript are represented as floating-point

values. JavaScript represents numbers using the 64-bit floating-point format defined

by the IEEE 754 standard,

# Infinity equality

var zero = 0; // Regular zero

var negz = -0; // Negative zero

zero === negz // => true: zero and negative zero are equal

1/zero === 1/negz // => false: infinity and -infinity are not equal

Date type

var then = new Date(2010, 0, 1); // The 1st day of the 1st month of 2010

var later = new Date(2010, 0, 1, // Same day, at 5:10:30pm, local time

17, 10, 30);

var now = new Date(); // The current date and time

var elapsed = now - then; // Date subtraction: interval in milliseconds

later.getFullYear() // => 2010

later.getMonth() // => 0: zero-based months

later.getDate() // => 1: one-based days

later.getDay() // => 5: day of week. 0 is Sunday 5 is Friday.

later.getHours() // => 17: 5pm, local time

later.getUTCHours() // hours in UTC time; depends on timezone

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**Core JavaScript**

later.toString() // => "Fri Jan 01 2010 17:10:30 GMT-0800 (PST)"

later.toUTCString() // => "Sat, 02 Jan 2010 01:10:30 GMT"

later.toLocaleDateString() // => "01/01/2010"

later.toLocaleTimeString() // => "05:10:30 PM"

later.toISOString() // => "2010-01-02T01:10:30.000Z"; ES5 only

# Precedence of a variable

Within the body of a function, a local variable takes precedence over a global variable

with the same name. If you declare a local variable or function parameter with the same

name as a global variable, you effectively hide the global variable:

var scope = "global"; // Declare a global variable

function checkscope() {

var scope = "local"; // Declare a local variable with the same name

return scope; // Return the local value, not the global one

}

checkscope() // => "local"

scope = "global"; // Declare a global variable, even without var.

function checkscope2() {

scope = "local"; // Oops! We just changed the global variable.

myscope = "local"; // This implicitly declares a new global variable.

return [scope, myscope]; // Return two values.

}

checkscope2() // => ["local", "local"]: has side effects!

scope // => "local": global variable has changed.

myscope // => "local": global namespace cluttered up.

# Function hoisting

var scope = "global";

function f() {

console.log(scope); // Prints "undefined", not "global"

var scope = "local"; // Variable initialized here, but defined everywhere

console.log(scope); // Prints "local"

}

# Delete variable

Variables created in this way are regular, configurable properties of

the global object and they can be deleted:

var truevar = 1; // A properly declared global variable, nondeletable.

fakevar = 2; // Creates a deletable property of the global object.

this.fakevar2 = 3; // This does the same thing.

delete truevar // => false: variable not deleted

delete fakevar // => true: variable deleted

delete this.fakevar2 // => true: variable deleted

# Arrays

[] // An empty array: no expressions inside brackets means no elements

[1+2,3+4] // A 2-element array. First element is 3, second is 7

\*\*\*

For example, the following array contains five elements, including three

undefined elements:

var sparseArray = [1,,,,5];

\*\*\*

Object initializer expressions are like array initializer expressions, but the square brackets

are replaced by curly brackets, and each subexpression is prefixed with a property

name and a colon:

var p = { x:2.3, y:-1.2 }; // An object with 2 properties

var q = {}; // An empty object with no properties

q.x = 2.3; q.y = -1.2; // Now q has the same properties as p

Object literals can be nested. For example:

var rectangle = { upperLeft: { x: 2, y: 2 },

lowerRight: { x: 4, y: 5 } };

# Property aceess syntaxis

JavaScript defines two syntaxes for property access:

*expression* . *identifier*

*expression* [ *expression* ]

var o = {x:1,y:{z:3}}; // An example object

var a = [o,4,[5,6]]; // An example array that contains the object

o.x // => 1: property x of expression o

o.y.z // => 3: property z of expression o.y

o["x"] // => 1: property x of object o

a[1] // => 4: element at index 1 of expression a

a[2]["1"] // => 6: element at index 1 of expression

# Objects

Object creation expressions are

like invocation expressions except that they are prefixed with the keyword new:

new Object()

new Point(2,3)

4.6 Object Creation Expressions | 61

**Core JavaScript**

If no arguments are passed to the constructor function in an object creation expression,

the empty pair of parentheses can be omitted:

new Object

# Precedent operators

Consider the following expression:

w = x + y\*z;

The multiplication operator \* has a higher precedence than the addition operator +, so

the multiplication is performed before the addition. Furthermore, the assignment operator

= has the lowest precedence, so the assignment is performed after all the operations

on the right side are completed.

The rules that

are important to know are these: multiplication and division are performed before addition

and subtraction, and assignment has very low precedence and is almost always

performed last.

# Operator +

1 + 2 // => 3: addition

"1" + "2" // => "12": concatenation

"1" + 2 // => "12": concatenation after number-to-string

1 + {} // => "1[object Object]": concatenation after object-to-string

true + true // => 2: addition after boolean-to-number

4.8 Arithmetic Expressions | 67

**Core JavaScript**

2 + null // => 2: addition after null converts to 0

2 + undefined // => NaN: addition after undefined converts to NaN

1 + 2 + " blind mice"; // => "3 blind mice"

1 + (2 + " blind mice"); // => "12 blind mice"

# ++ operator

The ++ operator never

performs string concatenation: it always converts its operand to a number and

increments it. If x is the string “1”, ++x is the number 2, but x+1 is the string “11”.

# Equality operators

===

If the two values have different types, they are not equal.

• If both values are null or both values are undefined, they are equal.

• If both values are the boolean value true or both are the boolean value false, they

are equal.

4.9 Relational Expressions | 71

**Core JavaScript**

• If one or both values is NaN, they are not equal. The NaN value is never equal to any

other value, including itself! To check whether a value x is NaN, use x !== x. NaN is

the only value of x for which this expression will be true.

• If both values are numbers and have the same value, they are equal. If one value is

0 and the other is -0, they are also equal.

• If both values are strings and contain exactly the same 16-bit values (see the sidebar

in §3.2) in the same positions, they are equal. If the strings differ in length or

content, they are not equal. Two strings may have the same meaning and the same

visual appearance, but still be encoded using different sequences of 16-bit values.

JavaScript performs no Unicode normalization, and a pair of strings like this

are not considered equal to the === or to the == operators. See

String.localeCompare() in Part III for another way to compare strings.

• If both values refer to the same object, array, or function, they are equal. If they

refer to different objects they are not equal, even if both objects have identical

properties

.==

If the two values have the same type, test them for strict equality as described above.

If they are strictly equal, they are equal. If they are not strictly equal, they are not

equal.

• If the two values do not have the same type, the == operator may still consider them

equal. Use the following rules and type conversions to check for equality:

— If one value is null and the other is undefined, they are equal.

— If one value is a number and the other is a string, convert the string to a number

and try the comparison again, using the converted value.

— If either value is true, convert it to 1 and try the comparison again. If either value

is false, convert it to 0 and try the comparison again.

— If one value is an object and the other is a number or string, convert the object

to a primitive using the algorithm described in §3.8.3 and try the comparison

again. An object is converted to a primitive value by either its toString() method

or its valueOf() method. The built-in classes of core JavaScript attempt

valueOf() conversion before toString() conversion, except for the Date class,

which performs toString() conversion. Objects that are not part of core Java-

Script may convert themselves to primitive values in an implementation-defined

way.

— Any other combinations of values are not equal.

# Comparison operators

1 + 2 // Addition. Result is 3.

"1" + "2" // Concatenation. Result is "12".

"1" + 2 // Concatenation. 2 is converted to "2". Result is "12".

11 < 3 // Numeric comparison. Result is false.

"11" < "3" // String comparison. Result is true.

"11" < 3 // Numeric comparison. "11" converted to 11. Result is false.

"one" < 3 // Numeric comparison. "one" converted to NaN. Result is false.

# Operator IN

The in operator expects a left-side operand that is or can be converted to a string. It

expects a right-side operand that is an object. It evaluates to true if the left-side value

is the name of a property of the right-side object. For example:

var point = { x:1, y:1 }; // Define an object

"x" in point // => true: object has property named "x"

"z" in point // => false: object has no "z" property.

"toString" in point // => true: object inherits toString method

var data = [7,8,9]; // An array with elements 0, 1, and 2

"0" in data // => true: array has an element "0"

1 in data // => true: numbers are converted

3 in data // => false: no element 3

# InstanceOf

var d = new Date(); // Create a new object with the Date() constructor

d instanceof Date; // Evaluates to true; d was created with Date()

d instanceof Object; // Evaluates to true; all objects are instances of Object

d instanceof Number; // Evaluates to false; d is not a Number object

var a = [1, 2, 3]; // Create an array with array literal syntax

a instanceof Array; // Evaluates to true; a is an array

a instanceof Object; // Evaluates to true; all arrays are objects

a instanceof RegExp; // Evaluates to false; arrays are not regular expressions

# &&

var o = { x : 1 };

var p = null;

o && o.x // => 1: o is truthy, so return value of o.x

p && p.x // => null: p is falsy, so return it and don't evaluate p.x

For example,

the following two lines of JavaScript code have equivalent effects:

if (a == b) stop(); // Invoke stop() only if a == b

(a == b) && stop(); // This does the same thing

// These two equalities hold for any values of p and q

!(p && q) === !p || !q

!(p || q) === !p && !q

# Typeof operator

x typeof x

undefined "undefined"

null "object"

true or false "boolean"

any number or NaN "number"

any string "string"

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x typeof x

any function "function"

any nonfunction native object "object"

any host object An implementation-defined string, but not “undefined”, “boolean”, “number”, or “string”.

# Delete Operator

delete is a unary operator that attempts to delete the object property or array element

specified as its operand.1 Like the assignment, increment, and decrement operators,

delete is typically used for its property deletion side effect, and not for the value it

returns. Some examples:

var o = { x: 1, y: 2}; // Start with an object

delete o.x; // Delete one of its properties

"x" in o // => false: the property does not exist anymore

var a = [1,2,3]; // Start with an array

delete a[2]; // Delete the last element of the array

a.length // => 2: array only has two elements now

Eval

**JavaScript does this with the global function eval(): eval("3+2") // => 5**

**If it calls eval("x=1"), it changes the value of the local variable. And if the function calls eval("var y = 3;"), it has declared a new local variable y. Similarly a function can declare a local function with code like this: eval("function f() { return x+1; }"); If you call eval() from top-level code, it operates on global variables and global functions, of course.**

**The Conditional Operator (?:)**

**x > 0 ? x : -x // The absolute value of x**

**greeting = "hello " + (username ? username : "there");**

The delete Operator

Some examples:

var o = { x: 1, y: 2}; // Start with an object

delete o.x; // Delete one of its properties

"x" in o // => false: the property does not exist anymore

var a = [1,2,3]; // Start with an array

delete a[2]; // Delete the last element of the array

a.length // => 2: array only has two elements now

Here are some example uses of the delete operator:

var o = {x:1, y:2}; // Define a variable; initialize it to an object

delete o.x; // Delete one of the object properties; returns true

typeof o.x; // Property does not exist; returns "undefined"

delete o.x; // Delete a nonexistent property; returns true

delete o; // Can't delete a declared variable; returns false.

// Would raise an exception in strict mode.

delete 1; // Argument is not an lvalue: returns true

this.x = 1; // Define a property of the a global object without var

delete x; // Try to delete it: returns true in non-strict mode

The Comma Operator (,)

for(var i=0,j=10; i < j; i++,j--)

console.log(i+j);

Dat loop

Consider the following for loop (for loops will be covered in §5.5.3):

// Initialize an array a

for(i = 0; i < a.length; a[i++] = 0) ;

Switch

The following switch statement is equivalent to the repeated if/else statements

shown in the previous section:

switch(n) {

case 1: // Start here if n == 1

// Execute code block #1.

break;

// Stop here

case 2: // Start here if n == 2

// Execute code block #2.

break; // Stop here

case 3: // Start here if n == 3

// Execute code block #3.

break; // Stop here

default: // If all else fails...

// Execute code block #4.

break; // stop here

}

Here is a more realistic example of the switch statement; it converts a value to a string

in a way that depends on the type of the value:

function convert(x) {

switch(typeof x) {

case 'number': // Convert the number to a hexadecimal integer

return x.toString(16);

case 'string': // Return the string enclosed in quotes

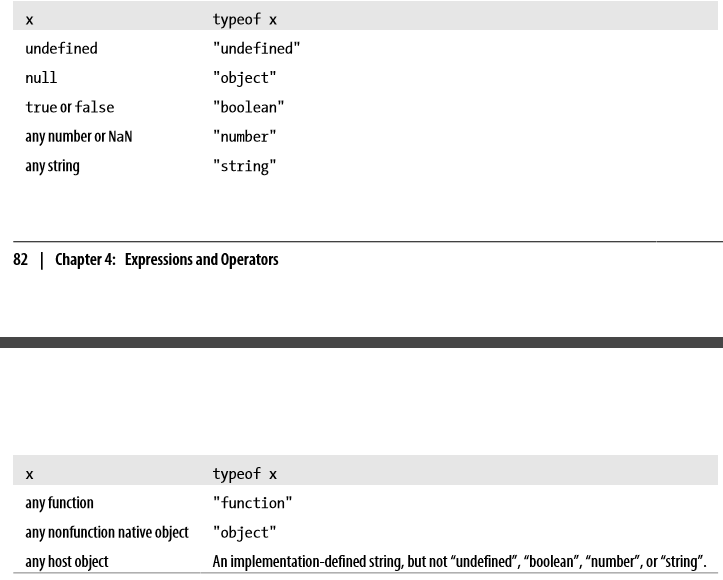
return '"' + x + '"';

default: // Convert any other type in the usual way

return String(x);

}

}



**You might use the typeof operator in an expression like this: (typeof value == "string") ? "'" + value + "'" : value**

**Do While**

do/while loop:

function printArray(a) {

var len = a.length, i = 0;

if (len == 0)

console.log("Empty Array");

else {

do {

console.log(a[i]);

} while (++i < len);

}

}

LinkedList Traversing

The following code uses a for loop to traverse a linked list

data structure and return the last object in the list (i.e., the first object that does not

have a next property):

function tail(o) { // Return the tail of linked list o

for(; o.next; o = o.next) /\* empty \*/ ; // Traverse while o.next is truthy

return o;

}

For In

It is easy to use a regular for loop to iterate through the elements of an array:

for(var i = 0; i < a.length; i++) // Assign array indexes to variable i

console.log(a[i]); // Print the value of each array element

The for/in loop makes it easy to do the same for the properties of an object:

for(var p in o) // Assign property names of o to variable p

console.log(o[p]); // Print the value of each property

Throw

function factorial(x) {

// If the input argument is invalid, throw an exception!

if (x < 0) throw new Error("x must not be negative");

// Otherwise, compute a value and return normally

for(var f = 1; x > 1; f \*= x, x--) /\* empty \*/ ;

return f;

}

When an exception is thrown, the JavaScript interpreter immediately stops normal

program execution and jumps to the nearest exception handler. Exception handlers are

written using the catch clause of the try/catch/finally statement,

Try Catch

try {

// Ask the user to enter a number

var n = Number(prompt("Please enter a positive integer", ""));

// Compute the factorial of the number, assuming the input is valid

var f = factorial(n);

// Display the result

alert(n + "! = " + f);

}

catch (ex) { // If the user's input was not valid, we end up here

alert(ex); // Tell the user what the error is

}

With

If you need to write expressions like this a number of times, you can use the with

statement to add the form object to the scope chain:

with(document.forms[0]) {

// Access form elements directly here. For example:

name.value = "";

address.value = "";

email.value = "";

}

Debugger

To help you in debugging this

problem, you might alter f() so that it begins like this:

function f(o) {

if (o === undefined) debugger; // Temporary line for debugging purposes

... // The rest of the function goes here.

}

Now, when f() is called with no argument, execution will stop, and you can use the

debugger to inspect the call stack and find out where this incorrect call is coming from.

Mutable

Recall from §3.7 that objects are *mutable* and are manipulated by reference rather than

by value. If the variable x refers to an object, and the code var y = x; is executed, the

variable y holds a reference to the same object, not a copy of that object. Any modifications

made to the object through the variable y are also visible through the variable x.

Three object attributes

In addition to its properties, every object has three associated *object attributes*:

• An object’s *prototype* is a reference to another object from which properties are

inherited.

• An object’s *class* is a string that categorizes the type of an object.

• An object’s *extensible* flag specifies (in ECMAScript 5) whether new properties may

be added to the object.

Objects

Finally, here are some terms we’ll use to distinguish among three broad categories of

JavaScript objects and two types of properties:

• A *native object* is an object or class of objects defined by the ECMAScript specification.

Arrays, functions, dates, and regular expressions (for example) are native

objects.

• A *host object* is an object defined by the host environment (such as a web browser)

within which the JavaScript interpreter is embedded. The HTMLElement objects

that represent the structure of a web page in client-side JavaScript are host objects.

Host objects may also be native objects, as when the host environment defines

methods that are normal JavaScript Function objects.

• A *user-defined* object is any object created by the execution of JavaScript code.

• An *own property* is a property defined directly on an object.

• An *inherited property* is a property defined by an object’s prototype object.

Creating Objects

Objects can be created with object literals, with the new keyword, and (in

ECMAScript 5) with the Object.create() function. The subsections below describe

each technique.

Here are some examples:

var empty = {}; // An object with no properties

var point = { x:0, y:0 }; // Two properties

var point2 = { x:point.x, y:point.y+1 }; // More complex values

var book = {

"main title": "JavaScript", // Property names include spaces,

'sub-title': "The Definitive Guide", // and hyphens, so use string literals

"for": "all audiences", // for is a reserved word, so quote

author: { // The value of this property is

firstname: "David", // itself an object. Note that

surname: "Flanagan" // these property names are unquoted.

}

};

Core JavaScript includes built-in constructors for

native types. For example:

var o = new Object(); // Create an empty object: same as {}.

var a = new Array(); // Create an empty array: same as [].

var d = new Date(); // Create a Date object representing the current

Object.create() is a static function, not a method invoked on individual objects. To

use it, simply pass the desired prototype object:

var o1 = Object.create({x:1, y:2}); // o1 inherits properties x and y.

If you want to create an ordinary empty object (like the object returned by {} or new

Object()), pass Object.prototype:

var o3 = Object.create(Object.prototype); // o3 is like {} or new Object().

Prototypes

All objects created by object literals have the same prototype object, and we can refer

to this prototype object in JavaScript code as Object.prototype. Objects created using

the new keyword and a constructor invocation use the value of the prototype property

of the constructor function as their prototype. So the object created by new Object()

inherits from Object.prototype just as the object created by {} does. Similarly, the

object created by new Array() uses Array.prototype as its prototype, and the object

created by new Date() uses Date.prototype as its prototype.

Objects As Associative Arrays

object.property

object["property"]

var addr = "";

for(i = 0; i < 4; i++) {

addr += customer["address" + i] + '\n';

This code reads and concatenates the address0, address1, address2, and address3

properties of the customer object.

Inheritance

This continues until the property x is

found or until an object with a null prototype is searched. As you can see, the *prototype*

attribute of an object creates a chain or linked list from which properties are

inherited.

var o = {} // o inherits object methods from Object.prototype

o.x = 1; // and has an own property x.

var p = inherit(o); // p inherits properties from o and Object.prototype

p.y = 2; // and has an own property y.

var q = inherit(p); // q inherits properties from p, o, and Object.prototype

q.z = 3; // and has an own property z.

var s = q.toString(); // toString is inherited from Object.prototype

q.x + q.y // => 3: x and y are inherited from o and p

The fact that inheritance occurs when

querying properties but not when setting them is a key feature of JavaScript because it

allows us to selectively override inherited properties:

var unitcircle = { r:1 }; // An object to inherit from

var c = inherit(unitcircle); // c inherits the property r

c.x = 1; c.y = 1; // c defines two properties of its own

c.r = 2; // c overrides its inherited property

unitcircle.r; // => 1: the prototype object is not affected

Property Access Errors

// A verbose and explicit technique

var len = undefined;

if (book) {

if (book.subtitle) len = book.subtitle.length;

}

// A concise and idiomatic alternative to get subtitle length or undefined

var len = book && book.subtitle && book.subtitle.length;

An attempt to set a property p of an object o

fails in these circumstances:

• o has an own property p that is read-only: it is not possible to set read-only properties.

(See the defineProperty() method, however, for an exception that allows

configurable read-only properties to be set.)

• o has an inherited property p that is read-only: it is not possible to hide an inherited

read-only property with an own property of the same name.

• o does not have an own property p; o does not inherit a property p with a setter

method, and o’s *extensible* attribute (see §6.8.3) is false. If p does not already

exist on o, and if there is no setter method to call, then p must be added

Deleting Properties

delete also evaluates to true when used

(meaninglessly) with an expression that is not a property access expression:

o = {x:1}; // o has own property x and inherits property toString

delete o.x; // Delete x, and return true

delete o.x; // Do nothing (x doesn't exist), and return true

delete o.toString; // Do nothing (toString isn't an own property), return true

delete 1; // Nonsense, but evaluates to true

delete does not remove properties that have a *configurable* attribute of false

In non-strict mode (and in

ECMAScript 3), delete simply evaluates to false in this case:

delete Object.prototype; // Can't delete; property is non-configurable

var x = 1; // Declare a global variable

delete this.x; // Can't delete this property

function f() {} // Declare a global function

delete this.f; // Can't delete this property either

When deleting configurable properties of the global object in non-strict mode, you can

omit the reference to the global object and simply follow the delete operator with the

property name:

this.x = 1; // Create a configurable global property (no var)

delete x; // And delete it

In strict mode, however, delete raises a SyntaxError if its operand is an unqualified

identifier like x, and you have to be explicit about the property access:

delete x; // SyntaxError in strict mode

delete this.x; // This works

Testing Properties

var o = { x: 1 }

"x" in o; // true: o has an own property "x"

"y" in o; // false: o doesn't have a property "y"

"toString" in o; // true: o inherits a toString property

The hasOwnProperty() method of an object tests whether that object has an own property

with the given name. It returns false for inherited properties:

var o = { x: 1 }

o.hasOwnProperty("x"); // true: o has an own property x

o.hasOwnProperty("y"); // false: o doesn't have a property y

o.hasOwnProperty("toString"); // false: toString is an inherited property

The propertyIsEnumerable() refines the hasOwnProperty() test. It returns true only if

the named property is an own property and its *enumerable* attribute is true. Certain

built-in properties are not enumerable. Properties created by normal JavaScript code

are enumerable unless you’ve used one of the ECMAScript 5 methods shown later to

make them nonenumerable.

var o = inherit({ y: 2 });

o.x = 1;

o.propertyIsEnumerable("x"); // true: o has an own enumerable property x

o.propertyIsEnumerable("y"); // false: y is inherited, not own

Object.prototype.propertyIsEnumerable("toString"); // false: not enumerable

Instead of using the in operator it is often sufficient to simply query the property and

use !== to make sure it is not undefined:

var o = { x: 1 }

o.x !== undefined; // true: o has a property x

o.y !== undefined; // false: o doesn't have a property y

o.toString !== undefined; // true: o inherits a toString property

There is one thing the in operator can do that the simple property access technique

shown above cannot do. in can distinguish between properties that do not exist and

properties that exist but have been set to undefined. Consider this code:

var o = { x: undefined } // Property is explicitly set to undefined

o.x !== undefined // false: property exists but is undefined

o.y !== undefined // false: property doesn't even exist

"x" in o // true: the property exists

"y" in o // false: the property doesn't exists

delete o.x; // Delete the property x

"x" in o // false: it doesn't exist anymore