


d87f63ce2a ...[101 / set.js](#) / <> Jump to ▼ tjmehta deep set fix History 2 contributors63 lines (59 sloc) | 1.68 KB ...

```
1  /**
2   * @module 101/set
3   */
4
5   var isString = require('./is-string');
6   var isNumber = require('./is-number');
7   var isObject = require('./is-object');
8   var keypath = require('keypath')();
9
10  /**
11   * Functional version of obj[key] = val.
12   * When only a key and val are specified set returns a partial-function which accepts obj.
13   * @function module:101/set
14   * @param {*} [obj] - object on which the values will be set
15   * @param {string} key - key of the value being set on obj
16   * @param {*} val - value of the key being set on obj
17   * @return {*}|function The same obj with new value set or Partial-function set (which accepts obj) and returns the same obj with val set
18   */
19  module.exports = set;
20
21  function set (obj, key, val) {
22    var setObj;
23    if (arguments.length === 1) {
24      // (setObj)
25      setObj = obj;
26      return function (obj) {
27        return setKeypaths(obj, setObj); // extends original
28      };
29    }
30    if (arguments.length === 2) {
31      if (isString(obj) || isNumber(obj)) {
32        // (key, val)
33        val = key;
34        key = obj;
35        setObj = {};
36        keypath.set(setObj, key, val);
37        return function (obj) {
38          return setKeypaths(obj, setObj); // extends original
39        };
40      }
41      else if (isObject(key)) {
42        // (obj, setObj)
43        setObj = key;
44        return setKeypaths(obj, setObj); // extends original
45      }
46      else {
47        throw new TypeError('Invalid arguments: expected string, number, or object');
48      }
49    }
50    else {
51      setObj = {};
52      setObj[key] = val
53      return setKeypaths(obj, setObj); // extends original
54    }
55  }
56
57  function setKeypaths (obj, setObj) {
58    Object.keys(setObj).forEach(function (keypath) {
59      var val = setObj[keypath];
60      keypath.set(obj, keypath, val);
61    });
62    return obj;
63  }
```