#### ES2019提案预览

##### 之Immutability（不可变性）

摘要

TypeScript语言特性——Immutability（不可变性）

正文

什么是Immutability（不可变性）？

不可变性是一类关键字与Object静态方法的总称，包括：

readonly

const

Object.freeze()

Object.seal().

不可变性的实现方法有什么不同？

const and Object.freeze() serve totally different purposes.

const is there for declaring a variable which has to assinged right away and can't be reassigned. variables declared by const are block scoped and not function scoped like variables declared with var

Object.freeze() is a method which accepts an object and returns the same object. Now the object cannot have any of its properties removed or any new properties added.

这个提案讲了什么？

这个提案建议TypeScript添加两个语法糖（sugar）：##和||，分别用于freeze和seal对象。示例如下：

const foo = {#

a: {#

b: {#

c: {#

d: {#

e: [# "some string!" #]

#}

#}

#}

#}

#}

const foo = {|

a: {|

b: {|

c: {|

d: {|

e: [| "some string!" |]

|}

|}

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怎样通过注解冻结对象？

function Frozen(constructor:Function){

Object.freeze(constructor);

Object.freeze(constructor.prototype)

}

@Frozen

export class IceCreamComponent{

}

console.log(Object.isFrozen(IceCreamComponent))

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