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Airbnb JavaScript Style Guide() {

A mostly reasonable approach to JavaScript

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Types

- **Primitives:** When you access a primitive type you work directly on its value

- string
- number
- boolean
- null
- undefined

```
var foo = 1,
    bar = foo;
```

```
bar = 9;
```

```
console.log(foo, bar); // => 1, 9
```

- **Complex:** When you access a complex type you work on a reference to its value

- object
- array
- function

```
var foo = [1, 2],
    bar = foo;
```

```
bar[0] = 9;
```

```
console.log(foo[0], bar[0]); // => 9, 9
```

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Objects

- Use the literal syntax for object creation.

```
// bad
var item = new Object();
```

```
// good
var item = {};
```

- Don't use [reserved words](#) as keys. It won't work in IE8. [More info](#)

```
// bad
var superman = {
  default: { clark: 'kent' },
  private: true
};
```

```
// good
var superman = {
  defaults: { clark: 'kent' },
  hidden: true
};
```

- Use readable synonyms in place of reserved words.

```
// bad
var superman = {
  class: 'alien'
};
```

```
// bad
var superman = {
```

```
    klass: 'alien'
  };

  // good
  var superman = {
    type: 'alien'
  };

```

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Arrays

- Use the literal syntax for array creation

```
  // bad
  var items = new Array();

  // good
  var items = [];

```

- If you don't know array length use `Array#push`.

```
  var someStack = [];

  // bad
  someStack[someStack.length] = 'abracadabra';

  // good
  someStack.push('abracadabra');

```

- When you need to copy an array use `Array#slice`. [jsPerf](#)

```
  var len = items.length,
      itemsCopy = [],
      i;

  // bad
  for (i = 0; i < len; i++) {
    itemsCopy[i] = items[i];
  }

  // good
  itemsCopy = items.slice();

```

- To convert an array-like object to an array, use `Array#slice`.

```
  function trigger() {
    var args = Array.prototype.slice.call(arguments);
    ...
  }

```

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Strings

- Use single quotes `' '` for strings

```
  // bad
  var name = "Bob Parr";

  // good
  var name = 'Bob Parr';

```

```
// bad
var fullName = "Bob " + this.lastName;

// good
var fullName = 'Bob ' + this.lastName;
```

- Strings longer than 80 characters should be written across multiple lines using string concatenation.
- Note: If overused, long strings with concatenation could impact performance. [jsPerf & Discussion](#)

```
// bad
var errorMessage = 'This is a super long error that was thrown because of Batman. When you

// bad
var errorMessage = 'This is a super long error that was thrown because \
of Batman. When you stop to think about how Batman had anything to do \
with this, you would get nowhere \
fast.';

// good
var errorMessage = 'This is a super long error that was thrown because ' +
  'of Batman. When you stop to think about how Batman had anything to do ' +
  'with this, you would get nowhere fast.';
```

- When programmatically building up a string, use `Array#join` instead of string concatenation. Mostly for IE: [jsPerf](#).

```
var items,
    messages,
    length,
    i;

messages = [{
  state: 'success',
  message: 'This one worked.'
}, {
  state: 'success',
  message: 'This one worked as well.'
}, {
  state: 'error',
  message: 'This one did not work.'
}];

length = messages.length;

// bad
function inbox(messages) {
  items = '<ul>';

  for (i = 0; i < length; i++) {
    items += '<li>' + messages[i].message + '</li>';
  }

  return items + '</ul>';
}

// good
function inbox(messages) {
  items = [];

  for (i = 0; i < length; i++) {
    items[i] = messages[i].message;
  }

  return '<ul><li>' + items.join('</li><li>') + '</li></ul>';
}
```

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Functions

- Function expressions:

```
// anonymous function expression
var anonymous = function() {
  return true;
};

// named function expression
var named = function named() {
  return true;
};

// immediately-invoked function expression (IIFE)
(function() {
  console.log('Welcome to the Internet. Please follow me.');
```

- Never declare a function in a non-function block (if, while, etc). Assign the function to a variable instead. Browsers will allow you to do it, but they all interpret it differently, which is bad news bears.
- **Note:** ECMA-262 defines a `block` as a list of statements. A function declaration is not a statement. [Read ECMA-262's note on this issue.](#)

```
// bad
if (currentUser) {
  function test() {
    console.log('Nope.');
```

```
// good
var test;
if (currentUser) {
  test = function test() {
    console.log('Yup.');
```

- Never name a parameter `arguments`, this will take precedence over the `arguments` object that is given to every function scope.

```
// bad
function nope(name, options, arguments) {
  // ...stuff...
}

// good
function yup(name, options, args) {
  // ...stuff...
}
```

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Properties

- Use dot notation when accessing properties.

```
var luke = {
  jedi: true,
  age: 28
};

// bad
```

```
var isJedi = luke['jedi'];
```

```
// good  
var isJedi = luke.jedi;
```

- Use subscript notation `[]` when accessing properties with a variable.

```
var luke = {  
  jedi: true,  
  age: 28  
};
```

```
function getProp(prop) {  
  return luke[prop];  
}
```

```
var isJedi = getProp('jedi');
```

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Variables

- Always use `var` to declare variables. Not doing so will result in global variables. We want to avoid polluting the global namespace. Captain Planet warned us of that.

```
// bad  
superPower = new SuperPower();
```

```
// good  
var superPower = new SuperPower();
```

- Use one `var` declaration for multiple variables and declare each variable on a newline.

```
// bad  
var items = getItems();  
var goSportsTeam = true;  
var dragonball = 'z';
```

```
// good  
var items = getItems(),  
    goSportsTeam = true,  
    dragonball = 'z';
```

- Declare unassigned variables last. This is helpful when later on you might need to assign a variable depending on one of the previous assigned variables.

```
// bad  
var i, len, dragonball,  
    items = getItems(),  
    goSportsTeam = true;
```

```
// bad  
var i, items = getItems(),  
    dragonball,  
    goSportsTeam = true,  
    len;
```

```
// good  
var items = getItems(),  
    goSportsTeam = true,  
    dragonball,  
    length,  
    i;
```

- Assign variables at the top of their scope. This helps avoid issues with variable declaration and assignment hoisting related issues.

```
// bad
function() {
  test();
  console.log('doing stuff..');

  //..other stuff..

  var name = getName();

  if (name === 'test') {
    return false;
  }

  return name;
}

// good
function() {
  var name = getName();

  test();
  console.log('doing stuff..');

  //..other stuff..

  if (name === 'test') {
    return false;
  }

  return name;
}

// bad
function() {
  var name = getName();

  if (!arguments.length) {
    return false;
  }

  return true;
}

// good
function() {
  if (!arguments.length) {
    return false;
  }

  var name = getName();

  return true;
}
```

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Hoisting

- Variable declarations get hoisted to the top of their scope, their assignment does not.

```
// we know this wouldn't work (assuming there
// is no notDefined global variable)
function example() {
  console.log(notDefined); // => throws a ReferenceError
}

// creating a variable declaration after you
// reference the variable will work due to
// variable hoisting. Note: the assignment
// value of `true` is not hoisted.
function example() {
```

```

    console.log(declaredButNotAssigned); // => undefined
    var declaredButNotAssigned = true;
  }

  // The interpreter is hoisting the variable
  // declaration to the top of the scope.
  // Which means our example could be rewritten as:
  function example() {
    var declaredButNotAssigned;
    console.log(declaredButNotAssigned); // => undefined
    declaredButNotAssigned = true;
  }

```

- Anonymous function expressions hoist their variable name, but not the function assignment.

```

function example() {
  console.log(anonymous); // => undefined

  anonymous(); // => TypeError anonymous is not a function

  var anonymous = function() {
    console.log('anonymous function expression');
  };
}

```

- Named function expressions hoist the variable name, not the function name or the function body.

```

function example() {
  console.log(named); // => undefined

  named(); // => TypeError named is not a function

  superPower(); // => ReferenceError superPower is not defined

  var named = function superPower() {
    console.log('Flying');
  };
}

// the same is true when the function name
// is the same as the variable name.
function example() {
  console.log(named); // => undefined

  named(); // => TypeError named is not a function

  var named = function named() {
    console.log('named');
  }
}

```

- Function declarations hoist their name and the function body.

```

function example() {
  superPower(); // => Flying

  function superPower() {
    console.log('Flying');
  }
}

```

- For more information refer to [JavaScript Scoping & Hoisting](#) by Ben Cherry

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Conditional Expressions & Equality

- Use `===` and `!==` over `==` and `!=`.

- Conditional expressions are evaluated using coercion with the `ToBoolean` method and always follow these simple rules:

- **Objects** evaluate to **true**
- **Undefined** evaluates to **false**
- **Null** evaluates to **false**
- **Booleans** evaluate to **the value of the boolean**
- **Numbers** evaluate to **false** if **+0, -0, or NaN**, otherwise **true**
- **Strings** evaluate to **false** if an empty string `''`, otherwise **true**

```
if ([0]) {  
  // true  
  // An array is an object, objects evaluate to true  
}
```

- Use shortcuts.

```
// bad  
if (name !== '') {  
  // ...stuff...  
}  
  
// good  
if (name) {  
  // ...stuff...  
}  
  
// bad  
if (collection.length > 0) {  
  // ...stuff...  
}  
  
// good  
if (collection.length) {  
  // ...stuff...  
}
```

- For more information see [Truth Equality and JavaScript](#) by Angus Croll

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Blocks

- Use braces with all multi-line blocks.

```
// bad  
if (test)  
  return false;  
  
// good  
if (test) return false;  
  
// good  
if (test) {  
  return false;  
}  
  
// bad  
function() { return false; }  
  
// good  
function() {  
  return false;  
}
```

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Comments

- Use `/** ... */` for multiline comments. Include a description, specify types and values for all parameters and return values.

```
// bad
// make() returns a new element
// based on the passed in tag name
//
// @param <String> tag
// @return <Element> element
function make(tag) {

  // ...stuff...

  return element;
}

// good
/**
 * make() returns a new element
 * based on the passed in tag name
 *
 * @param <String> tag
 * @return <Element> element
 */
function make(tag) {

  // ...stuff...

  return element;
}
```

- Use `//` for single line comments. Place single line comments on a newline above the subject of the comment. Put an empty line before the comment.

```
// bad
var active = true; // is current tab

// good
// is current tab
var active = true;

// bad
function getType() {
  console.log('fetching type...');
  // set the default type to 'no type'
  var type = this._type || 'no type';

  return type;
}

// good
function getType() {
  console.log('fetching type...');

  // set the default type to 'no type'
  var type = this._type || 'no type';

  return type;
}
```

- Prefixing your comments with `FIXME` or `TODO` helps other developers quickly understand if you're pointing out a problem that needs to be revisited, or if you're suggesting a solution to the problem that needs to be implemented. These are different than regular comments because they are actionable. The actions are `FIXME -- need to figure this out` or `TODO -- need to implement`.
- Use `// FIXME:` to annotate problems

```
function Calculator() {
```

```
// FIXME: shouldn't use a global here
total = 0;

return this;
}
```

- Use `// TODO:` to annotate solutions to problems

```
function Calculator() {

  // TODO: total should be configurable by an options param
  this.total = 0;

  return this;
}
```

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Whitespace

- Use soft tabs set to 2 spaces

```
// bad
function() {
  ... var name;
}
```

```
// bad
function() {
  · var name;
}
```

```
// good
function() {
  · · var name;
}
```

- Place 1 space before the leading brace.

```
// bad
function test(){
  console.log('test');
}
```

```
// good
function test() {
  console.log('test');
}
```

```
// bad
dog.set('attr',{
  age: '1 year',
  breed: 'Bernese Mountain Dog'
});
```

```
// good
dog.set('attr', {
  age: '1 year',
  breed: 'Bernese Mountain Dog'
});
```

- Set off operators with spaces.

```
// bad
var x=y+5;
```

```
// good
var x = y + 5;
```

- End files with a single newline character.

```
// bad
(function(global) {
  // ...stuff...
})(this);
```

```
// bad
(function(global) {
  // ...stuff...
})(this);
```

```
// good
(function(global) {
  // ...stuff...
})(this);
```

- Use indentation when making long method chains.

```
// bad
$('#items').find('.selected').highlight().end().find('.open').updateCount();
```

```
// good
$('#items')
  .find('.selected')
  .highlight()
  .end()
  .find('.open')
  .updateCount();
```

```
// bad
var leds = stage.selectAll('.led').data(data).enter().append('svg:svg').class('led', true)
  .attr('width', (radius + margin) * 2).append('svg:g')
  .attr('transform', 'translate(' + (radius + margin) + ',' + (radius + margin) + ')')
  .call(tron.led);
```

```
// good
var leds = stage.selectAll('.led')
  .data(data)
  .enter().append('svg:svg')
  .class('led', true)
  .attr('width', (radius + margin) * 2)
  .append('svg:g')
  .attr('transform', 'translate(' + (radius + margin) + ',' + (radius + margin) + ')')
  .call(tron.led);
```

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Commas

- Leading commas: **Nope.**

```
// bad
var once
  , upon
  , aTime;
```

```
// good
var once,
  upon,
  aTime;
```

```
// bad
var hero = {
  firstName: 'Bob'
  , lastName: 'Parr'
  , heroName: 'Mr. Incredible'
  , superPower: 'strength'
};

// good
var hero = {
  firstName: 'Bob',
  lastName: 'Parr',
  heroName: 'Mr. Incredible',
  superPower: 'strength'
};
```

- Additional trailing comma: **Nope**. This can cause problems with IE6/7 and IE9 if it's in quirksmode. Also, in some implementations of ES3 would add length to an array if it had an additional trailing comma. This was clarified in ES5 ([source](#)):

Edition 5 clarifies the fact that a trailing comma at the end of an ArrayInitialiser does not add to the length of the array. This is not a semantic change from Edition 3 but some implementations may have previously misinterpreted this.

```
// bad
var hero = {
  firstName: 'Kevin',
  lastName: 'Flynn',
};

var heroes = [
  'Batman',
  'Superman',
];

// good
var hero = {
  firstName: 'Kevin',
  lastName: 'Flynn'
};

var heroes = [
  'Batman',
  'Superman'
];
```

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Semicolons

- Yup.

```
// bad
(function() {
  var name = 'Skywalker'
  return name
})();

// good
(function() {
  var name = 'Skywalker';
  return name;
})();

// good (guards against the function becoming an argument when two files with IIFEs are con
;(function() {
  var name = 'Skywalker';
  return name;
})();
```

[Read more.](#)[↑ back to top](#)

Type Casting & Coercion

- Perform type coercion at the beginning of the statement.
- Strings:

```
// => this.reviewScore = 9;

// bad
var totalScore = this.reviewScore + '';

// good
var totalScore = '' + this.reviewScore;

// bad
var totalScore = '' + this.reviewScore + ' total score';

// good
var totalScore = this.reviewScore + ' total score';
```

- Use `parseInt` for Numbers and always with a radix for type casting.

```
var inputValue = '4';

// bad
var val = new Number(inputValue);

// bad
var val = +inputValue;

// bad
var val = inputValue >> 0;

// bad
var val = parseInt(inputValue);

// good
var val = Number(inputValue);

// good
var val = parseInt(inputValue, 10);
```

- If for whatever reason you are doing something wild and `parseInt` is your bottleneck and need to use Bitshift for [performance reasons](#), leave a comment explaining why and what you're doing.

```
// good
/**
 * parseInt was the reason my code was slow.
 * Bitshifting the String to coerce it to a
 * Number made it a lot faster.
 */
var val = inputValue >> 0;
```

- **Note:** Be careful when using bitshift operations. Numbers are represented as [64-bit values](#), but Bitshift operations always return a 32-bit integer ([source](#)). Bitshift can lead to unexpected behavior for integer values larger than 32 bits. [Discussion](#). Largest signed 32-bit Int is 2,147,483,647:

```
2147483647 >> 0 //=> 2147483647
2147483648 >> 0 //=> -2147483648
2147483649 >> 0 //=> -2147483647
```

- Booleans:

```
var age = 0;

// bad
var hasAge = new Boolean(age);

// good
var hasAge = Boolean(age);

// good
var hasAge = !!age;
```

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Naming Conventions

- Avoid single letter names. Be descriptive with your naming.

```
// bad
function q() {
  // ...stuff...
}

// good
function query() {
  // ..stuff..
}
```

- Use camelCase when naming objects, functions, and instances

```
// bad
var OBJECTtsssss = {};
var this_is_my_object = {};
function c() {}
var u = new user({
  name: 'Bob Parr'
});

// good
var thisIsMyObject = {};
function thisIsMyFunction() {}
var user = new User({
  name: 'Bob Parr'
});
```

- Use PascalCase when naming constructors or classes

```
// bad
function user(options) {
  this.name = options.name;
}

var bad = new user({
  name: 'nope'
});

// good
function User(options) {
  this.name = options.name;
}

var good = new User({
  name: 'yup'
});
```

- Use a leading underscore _ when naming private properties

```
// bad
```

```
this.__firstName__ = 'Panda';
this.firstName_ = 'Panda';

// good
this._firstName = 'Panda';
```

- When saving a reference to `this` use `_this`.

```
// bad
function() {
  var self = this;
  return function() {
    console.log(self);
  };
}
```

```
// bad
function() {
  var that = this;
  return function() {
    console.log(that);
  };
}
```

```
// good
function() {
  var _this = this;
  return function() {
    console.log(_this);
  };
}
```

- Name your functions. This is helpful for stack traces.

```
// bad
var log = function(msg) {
  console.log(msg);
};
```

```
// good
var log = function log(msg) {
  console.log(msg);
};
```

- **Note:** IE8 and below exhibit some quirks with named function expressions. See <http://kangax.github.io/nfe/> for more info.

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Accessors

- Accessor functions for properties are not required
- If you do make accessor functions use `getVal()` and `setVal('hello')`

```
// bad
dragon.age();
```

```
// good
dragon.getAge();
```

```
// bad
dragon.age(25);
```

```
// good
dragon.setAge(25);
```

- If the property is a boolean, use `isVal()` or `hasVal()`


```
// bad
if (!dragon.age()) {
  return false;
}

// good
if (!dragon.hasAge()) {
  return false;
}
```

- It's okay to create `get()` and `set()` functions, but be consistent.

```
function Jedi(options) {
  options || (options = {});
  var lightsaber = options.lightsaber || 'blue';
  this.set('lightsaber', lightsaber);
}

Jedi.prototype.set = function(key, val) {
  this[key] = val;
};

Jedi.prototype.get = function(key) {
  return this[key];
};
```

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Constructors

- Assign methods to the prototype object, instead of overwriting the prototype with a new object. Overwriting the prototype makes inheritance impossible: by resetting the prototype you'll overwrite the base!

```
function Jedi() {
  console.log('new jedi');
}

// bad
Jedi.prototype = {
  fight: function fight() {
    console.log('fighting');
  },

  block: function block() {
    console.log('blocking');
  }
};

// good
Jedi.prototype.fight = function fight() {
  console.log('fighting');
};

Jedi.prototype.block = function block() {
  console.log('blocking');
};
```

- Methods can return `this` to help with method chaining.

```
// bad
Jedi.prototype.jump = function() {
  this.jumping = true;
  return true;
};

Jedi.prototype.setHeight = function(height) {
  this.height = height;
};
```

```

};

var luke = new Jedi ();
luke.jump(); // => true
luke.setHeight(20); // => undefined

// good
Jedi.prototype.jump = function() {
  this.jumping = true;
  return this;
};

Jedi.prototype.setHeight = function(height) {
  this.height = height;
  return this;
};

var luke = new Jedi ();

luke.jump()
  .setHeight(20);

```

- It's okay to write a custom toString() method, just make sure it works successfully and causes no side effects.

```

function Jedi (options) {
  options || (options = {});
  this.name = options.name || 'no name';
}

Jedi.prototype.getName = function getName() {
  return this.name;
};

Jedi.prototype.toString = function toString() {
  return 'Jedi - ' + this.getName();
};

```

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Events

- When attaching data payloads to events (whether DOM events or something more proprietary like Backbone events), pass a hash instead of a raw value. This allows a subsequent contributor to add more data to the event payload without finding and updating every handler for the event. For example, instead of:

```

// bad
$(this).trigger('listingUpdated', listing.id);

...

$(this).on('listingUpdated', function(e, listingId) {
  // do something with listingId
});

```

prefer:

```

// good
$(this).trigger('listingUpdated', { listingId : listing.id });

...

$(this).on('listingUpdated', function(e, data) {
  // do something with data.listingId
});

```

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Modules

- The module should start with a `! .` This ensures that if a malformed module forgets to include a final semicolon there aren't errors in production when the scripts get concatenated. [Explanation](#)
- The file should be named with camelCase, live in a folder with the same name, and match the name of the single export.
- Add a method called `noConflict()` that sets the exported module to the previous version and returns this one.
- Always declare `'use strict';` at the top of the module.

```
// fancyInput/fancyInput.js

!function(global) {
  'use strict';

  var previousFancyInput = global.FancyInput;

  function FancyInput(options) {
    this.options = options || {};
  }

  FancyInput.noConflict = function noConflict() {
    global.FancyInput = previousFancyInput;
    return FancyInput;
  };

  global.FancyInput = FancyInput;
}(this);
```

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jQuery

- Prefix jQuery object variables with a `$.`

```
// bad
var sidebar = $('.sidebar');

// good
var $sidebar = $('.sidebar');
```

- Cache jQuery lookups.

```
// bad
function setSidebar() {
  $('.sidebar').hide();

  // ...stuff...

  $('.sidebar').css({
    'background-color': 'pink'
  });
}

// good
function setSidebar() {
  var $sidebar = $('.sidebar');
  $sidebar.hide();

  // ...stuff...

  $sidebar.css({
    'background-color': 'pink'
  });
}
```

- For DOM queries use Cascading `$('.si debar ul')` or parent > child `$('.si debar > ul')`. [jsPerf](#)
- Use `find` with scoped jQuery object queries.

```
// bad
$('ul', '.si debar').hide();

// bad
$('.si debar').find('ul').hide();

// good
$('.si debar ul').hide();

// good
$('.si debar > ul').hide();

// good
$.si debar.find('ul').hide();
```

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ECMAScript 5 Compatibility

- Refer to [Kangax's ES5 compatibility table](#)

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Testing

- [Yup](#).

```
function() {
  return true;
}
```

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Performance

- [On Layout & Web Performance](#)
- [String vs Array Concat](#)
- [Try/Catch Cost In a Loop](#)
- [Bang Function](#)
- [jQuery Find vs Context, Selector](#)
- [innerHTML vs textContent for script text](#)
- [Long String Concatenation](#)
- [Loading...](#)

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Resources

Read This

- [Annotated ECMAScript 5.1](#)

Tools

- [Code Style Linters](#)
 - [JSHint - Airbnb Style](#) `.jshintrc`
 - [JSCS - Airbnb Style Preset](#)

Other Styleguides

- [Google JavaScript Style Guide](#)
- [jQuery Core Style Guidelines](#)
- [Principles of Writing Consistent, Idiomatic JavaScript](#)

Other Styles

- [Naming this in nested functions](#) - Christian Johansen
- [Conditional Callbacks](#) - Ross Allen
- [Popular JavaScript Coding Conventions on Github](#) - JeongHoon Byun
- [Multiple var statements in JavaScript, not superfluous](#) - Ben Alman

Further Reading

- [Understanding JavaScript Closures](#) - Angus Croll
- [Basic JavaScript for the impatient programmer](#) - Dr. Axel Rauschmayer
- [You Might Not Need jQuery](#) - Zack Bloom & Adam Schwartz
- [ES6 Features](#) - Luke Hoban

Books

- [JavaScript: The Good Parts](#) - Douglas Crockford
- [JavaScript Patterns](#) - Stoyan Stefanov
- [Pro JavaScript Design Patterns](#) - Ross Harmes and Dustin Diaz
- [High Performance Web Sites: Essential Knowledge for Front-End Engineers](#) - Steve Souders
- [Maintainable JavaScript](#) - Nicholas C. Zakas
- [JavaScript Web Applications](#) - Alex MacCaw
- [Pro JavaScript Techniques](#) - John Resig
- [Smashing Node.js: JavaScript Everywhere](#) - Guillermo Rauch
- [Secrets of the JavaScript Ninja](#) - John Resig and Bear Bibeault
- [Human JavaScript](#) - Henrik Joreteg
- [Superhero.js](#) - Kim Joar Bekkelund, Mads Mobæk, & Olav Bjorkoy
- [JSBooks](#) - Julien Bouquillon
- [Third Party JavaScript](#) - Ben Vinegar and Anton Kovalyov

Blogs

- [DailyJS](#)
- [JavaScript Weekly](#)
- [JavaScript, JavaScript...](#)
- [Bocoup Weblog](#)
- [Adequately Good](#)
- [NCZOnline](#)
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};

