

Assume you know leetcode problems in javascript programming related to set methods then provide brief and straight forward response which contains name of the method just beside to it having a sentence about it arranged from higher priority to lower priority based on mostly asked problems

Here's a concise priority-based list of **JavaScript Set methods** commonly used in LeetCode problems:

1. **add()** – Adds a value to the set; commonly used to ensure uniqueness.
2. **has()** – Checks if a value exists in the set; frequently used for lookup problems.
3. **delete()** – Removes a value from the set; useful for modifying sets during iteration.
4. **size** – Returns the number of elements in the set; often used in counting problems.
5. **clear()** – Removes all elements from the set; rarely used but helpful in reset scenarios.
6. **forEach()** – Iterates over each element in the set; used in transformation or aggregation.
7. **values()** / **keys()** / **entries()** – Provides iterators for set elements; occasionally used in iteration-based problems.
8. **Spread [...set] or Array.from(set)** – Converts set to array for further manipulation; common in array-based problems.

If you want, I can make a **super compact LeetCode-focused table** with **examples of each method in one line** for faster recall. Do you want me to do that?