

**7 PRO**

**JAVASCRIPT**

**TRICKS**

**YOU DIDN'T**

**KNOW**



# THE TERNARY OPERATOR

Amateur :

```
1 let hungry = true;  
2 let eat;  
3 if (hungry == true) {  
4     eat = 'yes';  
5 } else {  
6     eat = 'no';  
7 }
```

Pro:

```
1 let hungry = true;  
2 let eat = hungry == true ? 'yes' : 'no';
```

# NUMBER TO STRING / STRING TO NUMBER

## Amateur :

```
1 let num = 15;  
2 let s = num.toString(); //number to string  
3 let n = Number(s); //string to number
```

## Pro:

```
1 let num = 15;  
2 let s = num + ""; //number to string  
3 let n = +s; //string to number
```



# POPULATING AN ARRAY

**Amateur :**

```
1 for(let i=0; i < arraySize; i++){  
2     filledArray[i] = {'hello':'goodbye'};  
3 }
```

**Pro:**

```
1 let filledArray = new Array(arraySize).fill(null).map(()=> ({'hello':'goodbye'}));
```

# DYNAMIC PROPERTIES IN OBJECTS

**Amateur :**

```
1 let dynamic = "value";  
2 let user = {  
3     id: 1  
4 };  
5 user[dynamic] = "other value";
```

**Pro:**

```
1 let dynamic = "value";  
2 let user = {  
3     id: 1,  
4     [dynamic] = "other value"  
5 };
```

# REMOVING DUPLICATES

## Amateur :

```
1 let array = [100, 23, 23, 23, 23, 67, 45];
2 let outputArray = [];
3 let flag = false;
4 for (j = 0; j < array.length; j++) {
5   for (k = 0; k < outputArray.length; k++) {
6     if (array[j] == outputArray[k]) {
7       flag = true;
8     }
9   }
10  if (flag == false) {
11    outputArray.push(array[j]);
12  }
13  flag = false;
14 }
15 //outputArray = [100, 23, 67, 45]
```

## Pro:

```
1 let array = [100, 23, 23, 23, 23, 67, 45];
2 let outputArray = Array.from(new Set(array));
3 //outputArray = [100, 23, 67, 45]
```



# ARRAY TO OBJECT

## Amateur :

```
1 let arr = ["value1", "value2", "value3"];
2 let arrObject = {};
3 for (let i = 0; i < arr.length; ++i) {
4   if (arr[i] !== undefined) {
5     arrObject[i] = arr[i];
6   }
7 }
```

## Pro:

```
1 let arr = ["value1", "value2", "value3"];
2 let arrObject = {...arr};
```

# OBJECT TO ARRAY

## Amateur :

```
1 let numbers = {  
2   one: 1,  
3   two: 2,  
4 };  
5 let keys = [];  
6 for (let number in numbers) {  
7   if (numbers.hasOwnProperty(number)) {  
8     keys.push(number);  
9   }  
10 }  
11 //key = [ 'one', 'two' ]
```

## Pro:

```
1 let numbers = {  
2   one: 1,  
3   two: 2,  
4 };  
5 let key = Object.keys(numbers); //key = [ 'one', 'two' ]  
6 let value = Object.values(numbers); //value = [ 1, 2 ]  
7 let entry = Object.entries(numbers); //entry = [['one' : 1], ['two' : 2]]
```