

Precedence	Associativity	Individual operators	Notes
18: grouping	n/a	Grouping (x)	[1]
	left-to-right	Member access x.y	[2]
		Optional chaining x?.y	
		Computed member access x[y]	[3]
		new with argument list new x(y)	
		Function call x(y)	
17: access and call	n/a	import(x)	[4]
16: new	n/a	new without argument list new x	
15: postfix operators	n/a	Postfix increment x++	[5]
		Postfix decrement x--	
		Prefix increment ++x	[6]
		Prefix decrement --x	
		Logical NOT !x	
		Bitwise NOT ~x	
		Unary plus +x	
		Unary negation -x	
		typeof x	
		void x	
		delete x	[7]
		await x	
14: prefix operators	n/a		
13: exponentiation	right-to-left	Exponentiation x ** y	[8]
12: multiplicative operators	left-to-right	Multiplication x * y	
		Division x / y	
		Remainder x % y	
11: additive operators	left-to-right	Addition x + y	
		Subtraction x - y	
10: bitwise shift	left-to-right	Left shift x << y	
		Right shift x >> y	
		Unsigned right shift x >>> y	
9: relational operators	left-to-right	Less than x < y	
		Less than or equal x <= y	
		Greater than x > y	
		Greater than or equal x >= y	
		x in y	
		x instanceof y	
8: equality operators	left-to-right	Equality x == y	
		Inequality x != y	
		Strict equality x === y	
		Strict inequality x !== y	
7: bitwise AND	left-to-right	Bitwise AND x & y	
6: bitwise XOR	left-to-right	Bitwise XOR x ^ y	
5: bitwise OR	left-to-right	Bitwise OR x y	

4: logical AND	left-to-right	Logical AND <code>x && y</code>	
		Logical OR <code>x y</code>	
3: logical OR, nullish coalescing	left-to-right	Nullish coalescing operator <code>x ?? y</code>	[9]
		Assignment <code>x = y</code>	
		Addition assignment <code>x += y</code>	
		Subtraction assignment <code>x -= y</code>	
		Exponentiation assignment <code>x **= y</code>	
		Multiplication assignment <code>x *= y</code>	
		Division assignment <code>x /= y</code>	
		Remainder assignment <code>x %= y</code>	
		Left shift assignment <code>x <<= y</code>	
		Right shift assignment <code>x >>= y</code>	
		Unsigned right shift assignment <code>x >>>= y</code>	
		Bitwise AND assignment <code>x &= y</code>	
		Bitwise XOR assignment <code>x ^= y</code>	
		Bitwise OR assignment <code>x = y</code>	
		Logical AND assignment <code>x &&= y</code>	
		Logical OR assignment <code>x = y</code>	
	right-to-left	Nullish coalescing assignment <code>x ??= y</code>	[10]
	right-to-left	Conditional (ternary) operator <code>x ? y : z</code>	[11]
	right-to-left	Arrow <code>x ⇒ y</code>	[12]
		yield <code>x</code>	
		yield* <code>x</code>	
2: assignment and miscellaneous	n/a	Spread <code>...x</code>	[13]
1: comma	left-to-right	Comma operator <code>x, y</code>	

Notes:

The operand can be any expression.
The "right-hand side" must be an identifier.
The "right-hand side" can be any expression.
The "right-hand side" is a comma-separated list of any expression with precedence > 1 (i.e. not comma expressions).
The operand must be a valid assignment target (identifier or property access). Its precedence means `new Foo++` is `(new Foo)++` (a syntax error) and not `new (Foo++)` (a `TypeError: (Foo++) is not a constructor`).
The operand must be a valid assignment target (identifier or property access).
The operand cannot be an identifier or a private property access.
The left-hand side cannot have precedence 14.
The operands cannot be a logical OR `||` or logical AND `&&` operator without grouping.
The "left-hand side" must be a valid assignment target (identifier or property access).
The associativity means the two expressions after `?` are implicitly grouped.
The "left-hand side" is a single identifier or a parenthesized parameter list.
Only valid inside object literals, array literals, or argument lists.