

7 Cool Useful JavaScript Coding Techniques That You Should Use

Do you know all of these tricks?



1. Use object instead of "switch"

We often use switch to handle different things, but have you ever thought of using an object to greatly simplify your code? (It works in some simple scenarios)

```
1 // X
 2 \quad const \quad n = 1
 3 let result
 4 switch (n) {
 5
     case 1:
 6
       result = 'res-1'
 7
       break
     case 2:
 8
      result = 'res-2'
 9
10
       break
      case 3:
11
       result = 'res-3'
12
        break
13
      // ... There are a lot more
14
15
    }
                                                                                         view raw
switch.js hosted with ♥ by GitHub
```

You only need to use an object to achieve your goal.

```
1  // ▼
2  const n = 1
3  const nMap = {
4   1: 'res-1',
5   2: 'res-2',
6   3: 'res-3'
7  }
8  const result = nMap[ n ]
switch2.js hosted with ♥ by GitHub
View raw
```

2. Use the "includes" method instead of multiple "if"

Do you often write code like this? Multiple conditions can trigger a piece of logic. As your business grows, you may need to write more "||", that's terrible.

```
1  // X
2  const n = 1
3  if (n === 1 || n === 2 || n === 3 || n === 4 || n === 5) {
4   // ...
5  }
includes.js hosted with ♥ by GitHub
view raw
```

Use includes to make your code extra maintainable.

```
1  // 
2  const n = 1
3  const conditions = [ 1, 2, 3, 4, 5 ] // You just need to add new numbers here
4  if (conditions.includes(n)) {
5    // ...
6  }
includes2.js hosted with ♥ by GitHub
view raw
```

3. Use the default parameters of the ES6 function

Why don't you use default parameters?

```
// X
1
  const func = (name) => {
2
     name = name || 'fatfish'
3
     console.log(name)
  }
5
 // 🔽
6
   const func = (name = 'fatfish') => {
7
     console.log(name)
8
  }
9
                                                                                        view raw
es6-parameters.js hosted with ♥ by GitHub
```

4. Use "? ...: ..." instead of "if... else..."

Many times simple conditional judgments do not need to use "if".

```
1  // X
2  const n = 18
3  let result
4  if (n % 2 === 0) {
5    result = 'even number'
6  } else {
7    result = 'odd number'
8  }

if.js hosted with ♥ by GitHub
view raw
```

Simplify your code with just a ternary expression.

```
1  // 
2  const n = 18
3  let result = n % 2 === 0 ? 'even number' : 'odd number'

if2.js hosted with ♥ by GitHub
view raw
```

5. Use "+" to convert string to number

You might be using Number() and parseInt() to convert string to number.

```
1 // X
2 let str = '123'
3 let num = Number(str) // 123
4 let num2 = parseInt(str) // 123
+.js hosted with ♥ by GitHub
view raw
```

It's actually easier to use "+".

```
1  // 
2  let str = '123'
3  let num = +str // 123

+2.js hosted with ♥ by GitHub
view raw
```

6. Use "JSON.stringify" to output prettier information

Here's a deeply nested object, you might use console.log to print it.

```
1 // X
const big0bj = {
      name: 'fatfish',
 3
      obj: {
 4
 5
        name: 'fatfish',
        obj: {
 6
 7
          name: 'fatfish',
          obj: {
 8
           name: 'fatfish',
 9
            obj: {
10
11
             name: 'fatfish',
12
             // ...
            }
13
14
          }
15
        }
      }
16
17
    }
18
    console.log(big0bj)
```

JSON.stringify.js hosted with ♥ by GitHub

view raw

```
> const big0bj = {
    name: 'fatfish',
    obj: {
      name: 'fatfish',
      obj: {
        name: 'fatfish',
        obj: {
          name: 'fatfish',
          obj: {
            name: 'fatfish',
            // ...
 } }
  console.log(big0bj)
  ▼ {name: 'fatfish', obj: {...}} 1
      name: "fatfish"
    ▼ obj:
        name: "fatfish"
      ▼ obj:
          name: "fatfish"
        ▼obj:
           name: "fatfish"
          ▼ obj:
             name: "fatfish"
            ▶ [[Prototype]]: Object
          ▶ [[Prototype]]: Object
        ▶ [[Prototype]]: Object
      ▶ [[Prototype]]: Object
    ▶ [[Prototype]]: Object

    undefined
```

But that is not convenient for viewing specific properties, we need to manually expand each level to see the data.

```
1
    // 🔽
    const big0bj = {
 2
 3
       name: 'fatfish',
 4
       obj: {
 5
        name: 'fatfish',
        obj: {
 6
 7
           name: 'fatfish',
          obj: {
 8
             name: 'fatfish',
 9
10
             obj: {
               name: 'fatfish',
11
12
               // ...
             }
13
14
           }
15
         }
       }
16
    }
17
    console.log(JSON.stringify(big0bj, null, 2))
18
                                                                                          view raw
JSON.stringify2.js hosted with ♥ by GitHub
```

It's really convenient and intuitive.

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```
> const big0bj = {
    name: 'fatfish',
    obj: {
      name: 'fatfish',
      obj: {
        name: 'fatfish',
        obj: {
          name: 'fatfish',
          obj: {
            name: 'fatfish',
            // ...
        }
      }
    }
  }
  console.log(JSON.stringify(big0bj, null, 2))
    "name": "fatfish",
    "obj": {
      "name": "fatfish",
      "obj": {
        "name": "fatfish",
        "obj": {
          "name": "fatfish",
          "obj": {
            "name": "fatfish"
        }
      }
    }
  undefined
```

7. Initialize the array with "fix



Initialize an array of a fixed length and each item is "fatfish".

```
1  // X
2  let array = []
3  const len = 100
4  for(let i = 0; i < len; i++){
5   array[i] = 'fatfish'
6  }
fill.js hosted with  by GitHub</pre>
view raw
```

Actually, using fill, it will be very easy.

	<pre>// let array = Array(100).fill('fatfish')</pre>	
fill2.js hosted with ♥ by GitHub		view raw

Finally

Thanks for reading. Looking forward to your following and reading more high-quality articles.

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