**Principle**

1. Make variables shouldn't be changed stand out using all caps.
2. Add constants as static properties to the constructor function.

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// constructor

var Widget = function () {

// implementation...

};

// constants

Widget.MAX\_HEIGHT = 320;

Widget.MAX\_WIDTH = 480;

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1. General-purpose constant object

**set(name, value)**　// To define a new constant

**isDefined(name)**　// To check whether a constant exists

**get(name)**　// To get the value of a constant

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var constant = (function () {

var constants = {},

ownProp = Object.prototype.hasOwnProperty,

allowed = {

string: 1,

number: 1,

boolean: 1

},

prefix = (Math.random() + "\_").slice(2);

return {

set: function (name, value) {

if (this.isDefined(name)) {

return false;

}

if (!ownProp.call(allowed, typeof value)) {

return false;

}

constants[prefix + name] = value;

return true;

},

isDefined: function (name) {

return ownProp.call(constants, prefix + name);

},

get: function (name) {

if (this.isDefined(name)) {

return constants[prefix + name];

}

return null;

}

};

}());

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Testing the implementation：

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// check if defined

constant.isDefined("maxwidth"); // false

// define

constant.set("maxwidth", 480); // true

// check again

constant.isDefined("maxwidth"); // true

// attempt to redefine

constant.set("maxwidth", 320); // false

// is the value still intact?

constant.get("maxwidth"); // 480

[复制代码](javascript:void(0);)

**References*:***

*JavaScript Patterns -*by Stoyan Stefanov (O`Reilly)

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