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 26 Apr 2019

# Type Conversions

Most of the time, operators and functions automatically convert the values given to them to the right type.

For example, `alert` automatically converts any value to a string to show it. Mathematical operations convert values to numbers.

There are also cases when we need to explicitly convert a value to the expected type.

## Not talking about objects yet

In this chapter, we won't cover objects. Instead, we'll study primitives first. Later, after we learn about objects, we'll see how object conversion works in the chapter [Object to primitive conversion](#).

## ToString

String conversion happens when we need the string form of a value.

For example, `alert(value)` does it to show the value.

We can also call the `String(value)` function to convert a value to a string:

```
1 let value = true;
2 alert(typeof value); // boolean
3
4 value = String(value); // now value is a string "true"
5 alert(typeof value); // string
```

String conversion is mostly obvious. A `false` becomes `"false"`, `null` becomes `"null"`, etc.

## ToNumber

Numeric conversion happens in mathematical functions and expressions automatically.

For example, when division `/` is applied to non-numbers:

```
1 alert( "6" / "2" ); // 3, strings are converted to numbers
```

We can use the `Number(value)` function to explicitly convert a `value` to a number:

```

1 let str = "123";
2 alert(typeof str); // string
3
4 let num = Number(str); // becomes a number 123
5
6 alert(typeof num); // number

```

Explicit conversion is usually required when we read a value from a string-based source like a text form but expect a number to be entered.

If the string is not a valid number, the result of such a conversion is `NaN`. For instance:

```

1 let age = Number("an arbitrary string instead of a number");
2
3 alert(age); // NaN, conversion failed

```

Numeric conversion rules:

Value	Becomes...
<code>undefined</code>	<code>NaN</code>
<code>null</code>	<code>0</code>
<code>true</code> and <code>false</code>	<code>1</code> and <code>0</code>
<code>string</code>	Whitespaces from the start and end are removed. If the remaining string is empty, the result is <code>0</code> . Otherwise, the number is “read” from the string. An error gives <code>NaN</code> .

Examples:

```

1 alert( Number(" 123 ") ); // 123
2 alert( Number("123z") ); // NaN (error reading a number at "z")
3 alert( Number(true) ); // 1
4 alert( Number(false) ); // 0

```

Please note that `null` and `undefined` behave differently here: `null` becomes zero while `undefined` becomes `NaN`.

### Addition '+' concatenates strings

Almost all mathematical operations convert values to numbers. A notable exception is addition `+`. If one of the added values is a string, the other one is also converted to a string.

Then, it concatenates (joins) them:

```
1 alert( 1 + '2' ); // '12' (string to the right)
2 alert( '1' + 2 ); // '12' (string to the left)
```

This only happens when at least one of the arguments is a string. Otherwise, values are converted to numbers.

## ToBoolean

Boolean conversion is the simplest one.

It happens in logical operations (later we'll meet condition tests and other similar things) but can also be performed explicitly with a call to `Boolean(value)`.

The conversion rule:

- Values that are intuitively “empty”, like `0`, an empty string, `null`, `undefined`, and `NaN`, become `false`.
- Other values become `true`.

For instance:

```
1 alert( Boolean(1) ); // true
2 alert( Boolean(0) ); // false
3
4 alert( Boolean("hello") ); // true
5 alert( Boolean("") ); // false
```

### Please note: the string with zero `"0"` is `true`

Some languages (namely PHP) treat `"0"` as `false`. But in JavaScript, a non-empty string is always `true`.

```
1 alert( Boolean("0") ); // true
2 alert( Boolean(" ") ); // spaces, also true (any non-empty string is true)
```

## Summary

The three most widely used type conversions are to string, to number, and to boolean.

**ToString** – Occurs when we output something. Can be performed with `String(value)`. The conversion to string is usually obvious for primitive values.

**ToNumber** – Occurs in math operations. Can be performed with `Number(value)`.

The conversion follows the rules:

Value	Becomes...
undefined	NaN
null	0
true / false	1 / 0
string	The string is read “as is”, whitespaces from both sides are ignored. An empty string becomes <code>0</code> . An error gives <code>NaN</code> .

**ToBoolean** – Occurs in logical operations. Can be performed with `Boolean(value)`.

Follows the rules:

Value	Becomes...
0, null, undefined, NaN, ""	false
any other value	true

Most of these rules are easy to understand and memorize. The notable exceptions where people usually make mistakes are:

- `undefined` is `NaN` as a number, not `0`.
- `"0"` and space-only strings like `" "` are true as a boolean.

Objects aren't covered here. We'll return to them later in the chapter [Object to primitive conversion](#) that is devoted exclusively to objects after we learn more basic things about JavaScript.

## ✓ Tasks

### Type conversions

importance: 5

What are results of these expressions?

```
1  "" + 1 + 0
2  "" - 1 + 0
3  true + false
4  6 / "3"
5  "2" * "3"
6  4 + 5 + "px"
7  "$" + 4 + 5
8  "4" - 2
9  "4px" - 2
10 7 / 0
```

```
11 " -9 " + 5
12 " -9 " - 5
13 null + 1
14 undefined + 1
```

Think well, write down and then compare with the answer.

solution



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