

# Type Coercion in JavaScript

**Type coercion** in JavaScript is the automatic or implicit conversion of values from one data type to another during operations.

This happens because JavaScript is a weakly typed language, which allows it to handle expressions involving mismatched types without throwing an error.

## Type coercion can be categorized into two main types:

**Implicit Coercion:** JavaScript automatically converts the data types behind the scenes to perform an operation.

**Explicit Coercion:** The developer intentionally converts the data type using built-in functions like Number(), String(), or Boolean(). (this is type conversion and has already been covered)

### How Implicit Coercion Works:

JavaScript follows specific rules for implicit coercion in different contexts.

#### Arithmetic Operations:

Most arithmetic operators (except +) will convert operands to numbers.

'12' - 2 results in 10 (number), because the string '12' is converted to the number 12 before subtraction.

'5' \* '2' results in 10 (number).

The + operator has a special rule: if either operand is a string, the other is converted to a string, and concatenation occurs.

'1' + 2 results in '12' (string).

1 + 2 + 'number' results in '3number' (string), as the addition happens first, then string concatenation.

#### Boolean Contexts (Truthy and Falsy):

When a value is used in a logical context, such as an if statement or with logical operators (&&, ||, !), it is coerced to a boolean.

JavaScript has a small list of falsy values that convert to false. Everything else is truthy:

```
false  
0 and -0  
"" (empty string)  
null  
undefined  
NaN
```

Examples:

`Boolean(0)` results in `false`.

`if ('hello')` the condition is true because a non-empty string is truthy.

### **Comparison Operations (==):**

The loose equality operator (`==`) performs type coercion if the operands are of different types before comparing them. The strict equality operator (`===`), however, checks both the value and the type without any coercion, which is generally recommended to avoid unexpected bugs.

Examples:

`12 == '12'` results in `true` ('`12`' is coerced to the number `12`).

`false == 0` results in `true` (`false` is coerced to the number `0`).

`null == undefined` results in `true`.

`12 === '12'` results in `false` (different types).

*\* In general, be aware of the string/number/Boolean operations, and do not let them happen by accident. If something doesn't work the way it should, then perform an explicit conversion.*