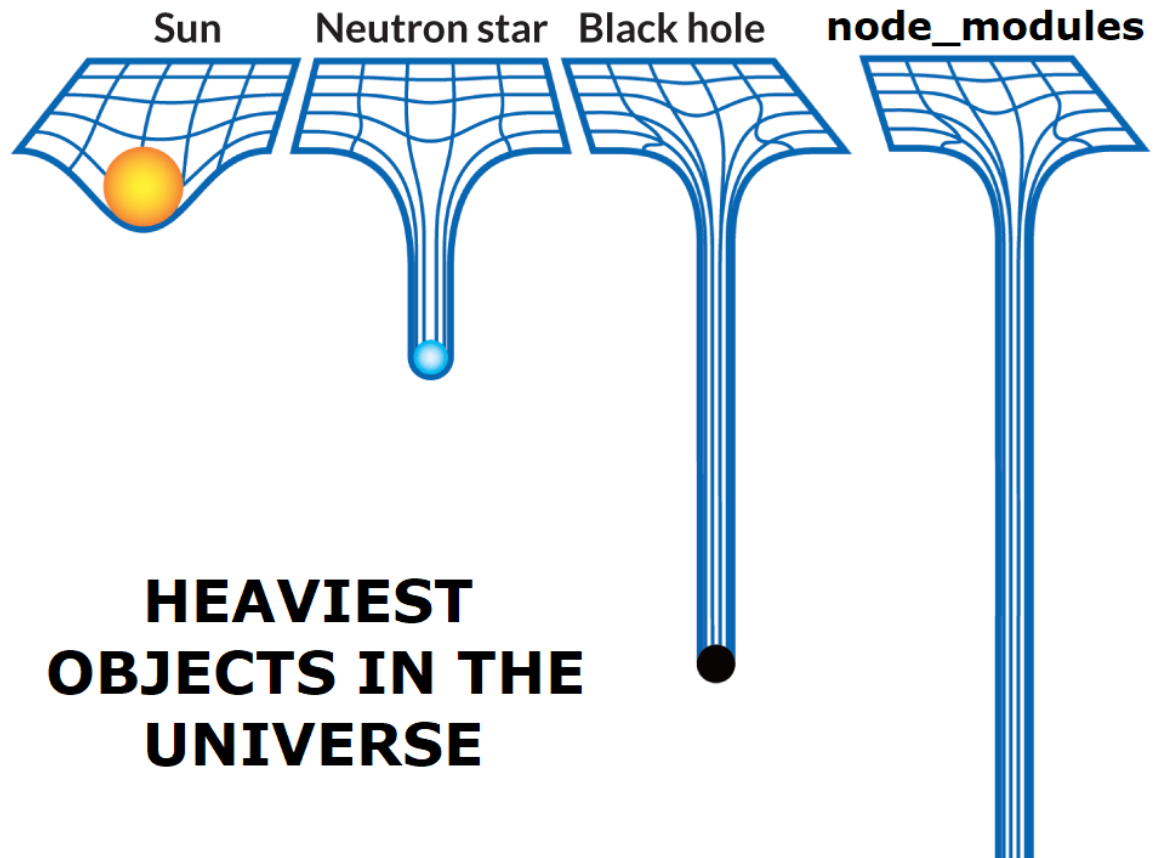


Javascript 🙄 😡 🙅 🤖

- node_modules



-
- Webpack
- convoluted ecosystem which seems to change every three month
- npm or yarn, and bad package dependencies in general

thursday

About Thursday

`sandropasquali` published 2.0.0 • 4 years ago

tuesday

About Tuesday

`sandropasquali` published 2.0.0 • 4 years ago

wednesday

About Wednesday

`sandropasquali` published 2.0.0 • 4 years ago

april

About April

`sandropasquali` published 2.0.0 • 4 years ago

august

About August

`sandropasquali` published 2.0.0 • 4 years ago

people

Populate a JSON object, save it, change it, send it, validate it, and more

`sandropasquali` published 1.0.0 • 6 years ago

.

. Javascript

```

npm http GET https://registry.npmjs.org/grunt-contrib-stylus
npm http 304 https://registry.npmjs.org/grunt-contrib-stylus
npm http 304 https://registry.npmjs.org/grunt-contrib-watch
npm http 304 https://registry.npmjs.org/grunt
npm http GET https://registry.npmjs.org/nib
npm http GET https://registry.npmjs.org/stylus
npm http GET https://registry.npmjs.org/findup-sync
npm http GET https://registry.npmjs.org/coffee-script
npm http GET https://registry.npmjs.org/glob
npm http GET https://registry.npmjs.org/colors
npm http GET https://registry.npmjs.org/minimatch
npm http GET https://registry.npmjs.org/nopt
npm http GET https://registry.npmjs.org/dateformat/1.0.2-1.2.3
npm http GET https://registry.npmjs.org/lodash
npm http GET https://registry.npmjs.org/rimraf
npm http GET https://registry.npmjs.org/hooker
npm http GET https://registry.npmjs.org/which
npm http GET https://registry.npmjs.org/eventemitter2
npm http GET https://registry.npmjs.org/underscore.string
npm http GET https://registry.npmjs.org/async
npm http GET https://registry.npmjs.org/js-yaml
npm http GET https://registry.npmjs.org/getobject
npm http GET https://registry.npmjs.org/exit
npm http GET https://registry.npmjs.org/iconv-lite

```

- lack of a standard build system or a standard library

• . Javascript

- dynamically and loosely typed, with almost no restrictions

| | true | false | 1 | 0 | -1 | "true" | "false" | "1" | "0" | "-1" | "" | null | undefined | Infinity | -Infinity | [] | {} | [] | [0] | [1] | NaN |
|-----------|------|-------|-----|-----|-----|--------|---------|-----|-----|------|-----|------|-----------|----------|-----------|-----|-----|-----|-----|-----|-----|
| true: | === | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ |
| false: | ≠ | === | ≠ | ≠ | ≠ | ≠ | === | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ |
| 1: | ≠ | ≠ | === | ≠ | ≠ | ≠ | ≠ | === | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ |
| 0: | ≠ | ≠ | ≠ | === | ≠ | ≠ | ≠ | ≠ | === | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ |
| -1: | ≠ | ≠ | ≠ | ≠ | === | ≠ | ≠ | ≠ | ≠ | === | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ |
| "true": | ≠ | ≠ | ≠ | ≠ | ≠ | === | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ |
| "false": | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | === | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ |
| "1": | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | === | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ |
| "0": | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | === | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ |
| "-1": | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | === | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ |
| "" | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | === | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ |
| null | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | === | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ |
| undefined | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | === | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ |
| Infinity | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | === | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ |
| -Infinity | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | === | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ |
| [] | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | === | ≠ | ≠ | ≠ | ≠ | ≠ |
| {} | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | === | ≠ | ≠ | ≠ | ≠ |
| [] | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | === | ≠ | ≠ | ≠ |
| [0] | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | === | ≠ | ≠ |
| [1] | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | === | ≠ |
| NaN | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ | ≠ |

Not equal

Loose equality
Often gives "false"
positives like "1" is
true; [] is "0"

Strict equality
Mostly evaluates as
one would expect.

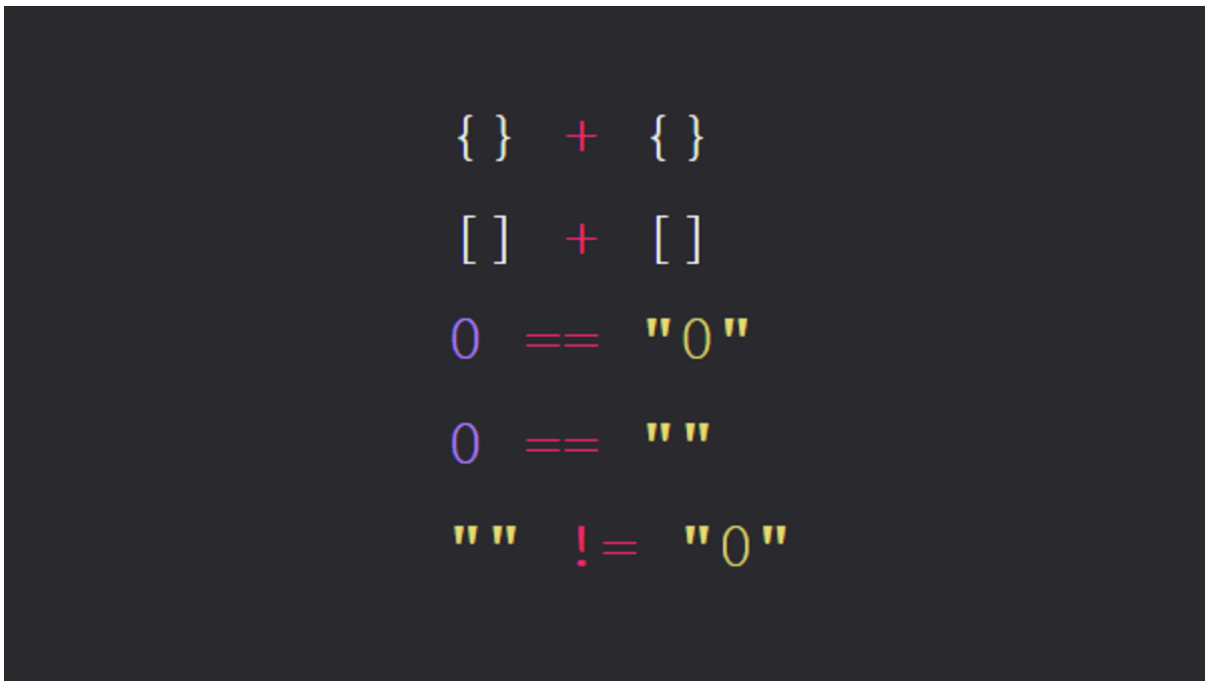
```

> {} + []
0
> [] + {}
'[object Object]'
> "0" == false
true
> true + false
1
> [] == ![]
true
> '13' + 52 + '46'
'135246'

```

Table 3-2. JavaScript type conversions

| Value | Converted to: | | | |
|-------------------------------|--------------------------|------------|---------|-------------------------|
| | String | Number | Boolean | Object |
| undefined | "undefined" | NaN | false | throws <i>TypeError</i> |
| null | "null" | 0 | false | throws <i>TypeError</i> |
| true | "true" | 1 | | new Boolean(true) |
| false | "false" | 0 | | new Boolean(false) |
| "" (empty string) | | 0 | false | new String("") |
| "1.2" (nonempty, numeric) | | 1.2 | true | new String("1.2") |
| "one" (nonempty, non-numeric) | | NaN | true | new String("one") |
| 0 | "0" | | false | new Number(0) |
| -0 | "0" | | false | new Number(-0) |
| NaN | "NaN" | | false | new Number(NaN) |
| Infinity | "Infinity" | | true | new Number(Infinity) |
| -Infinity | "-Infinity" | | true | new Number(-Infinity) |
| 1 (finite, non-zero) | "1" | | true | new Number(1) |
| { } (any object) | see §3.8.3 | see §3.8.3 | true | |
| [] (empty array) | "" | 0 | true | |
| [9] (1 numeric elt) | "9" | 9 | true | |
| ['a'] (any other array) | use <i>join()</i> method | NaN | true | |
| function(){} (any function) | see §3.8.3 | NaN | true | |



- design flaws
 - [deno needs to exist](#)

• Javascript

- [typescript needs to exist](#)
- [insecure nature](#)
- The pedantic framework wars



- .then.then.then.then
- [How 2 return variable from promise aaaa](#)

• Javascript

Add a number to another number in JavaScript

0
hallo
★

I have got a number in my JavaScript variable! Now how do I add another number to it? Please

[javascript](#)

3 Answers

oldest

newest

votes

22
✓

You should definitely use jQuery. It's really great and does all things

[link](#) [edit](#) [flag](#)

answered 11 minutes ago

[I<3jQuery](#)
1,234 ● 2 ● 13

I agree, jQuery is really the best, it solves all kinds of browser problems and is good, as well – [jsmcd0da](#) 8 mins ago

+1 jquery is best quality code ever, if you don't use your a idiot – [Werry_Togan](#) 4 mins ago

[add comment](#)

4

I think there's a jQuery plugin for that. Google for jQuery basic arithmetic plugin.

[link](#) [edit](#) [flag](#)

answered 5 minutes ago

[Timothy Goatse](#)
4,321 ● 1 ● 12

yeah, jQuery is definately the way to go – [fishnipples](#) 5 mins ago

I used the jQuery diet plugin and lost 10kg in a week – [fatty](#) 4 mins ago

[add comment](#)

-2

To add numbers together you should use the [+ operator](#), for example:

```
var a= 1;
var b= a+2;
alert(b); // 3
```

[link](#) [edit](#) [delete](#) [flag](#)

answered 50 seconds ago

[babince](#)
some ● ● ●

-1 not enough jQuery – [jsmcd0da](#) 30 secs ago

you suck – [Timothy Goatse](#) 3 secs ago

tagged

[javascript](#) × 18553

asked

a while ago

viewed

some times

latest activity

just now

Wanted: Yet another ASP.NET developer. See this and other great job listings at [jobs.stackoverflow.com](#).

Related

[What is the best number?](#)

[How can I use JavaScript to parse some HTML using regex?](#)

[JavaScript: why is my text content getting mangled when I clone nodes? Obviously I must be doing something wrong as jQuery is perfect](#)

[Stupid JavaScript floating point numbers are broken](#)

[How can I extract number from HTML using a regex without Zalgo singing the song that ends the world?](#)

[Is there a jQuery plugin for making an HTML page appear in the browser?](#)

[Where are my legs?](#)

shitcode

```
// accurate debugging
echo "dupa";
```

Latest

Browse

Top

Worst

Ad

All

(420)

[ActionScript](#) (2)

[Bash](#) (6)

[Brainfuck](#) (1)

[LSL](#) (19)

[C++](#) (27)

[C#](#) (50)

[CSS](#) (4)

[Pascal](#) (1)

[Django](#) (1)

[Erlang](#) (1)

[GLSL](#) (1)

[Go](#) (7)

[Groovy](#) (1)

[HTML](#) (8)

[Java](#) (65)

[JavaScript](#) (83)

[Less](#) (1)

[Lua](#) (2)

[Nix](#) (1)

[Obj-C](#) (4)

[OCaml](#) (1)

[PHP](#) (66)

[PowerShell](#) (1)

[Python](#) (43)

[Ruby](#) (2)

[Scala](#) (3)

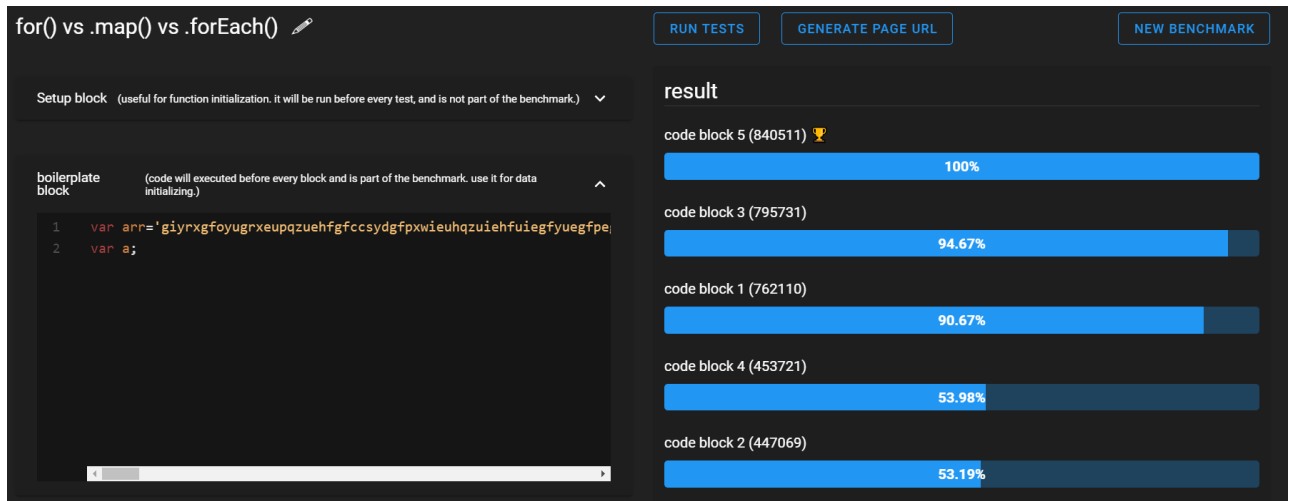
[SQL](#) (6)

[Swift](#) (4)

[TypeScript](#) (7)

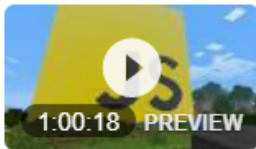
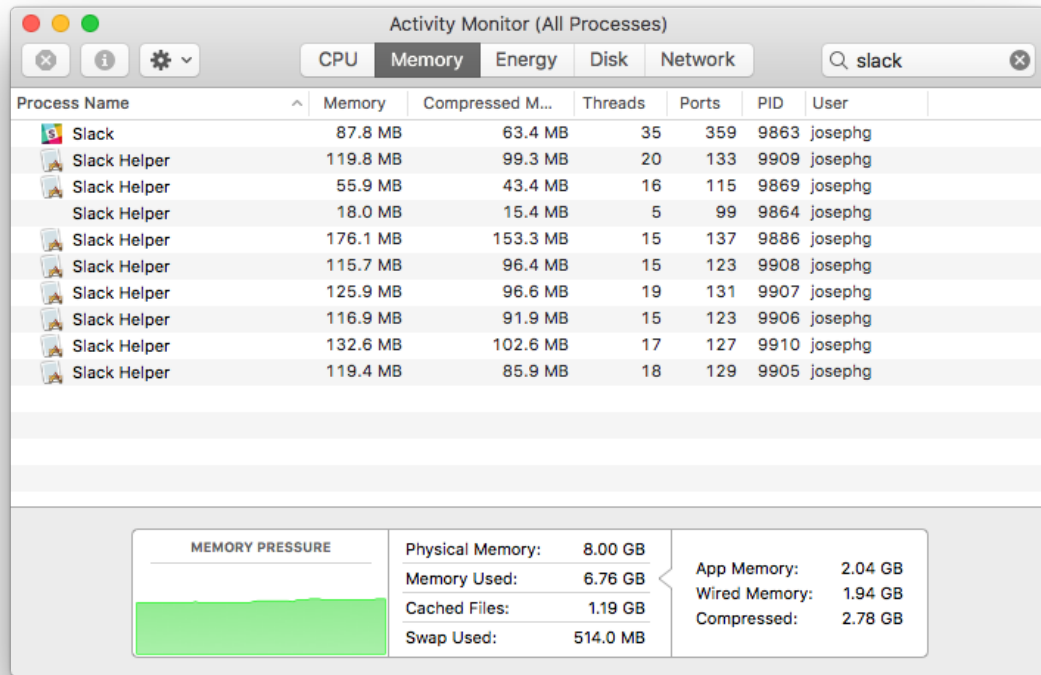
[VBScript](#) (2)

. Javascript



(<https://jsben.ch/vSgoN>)





Building JavaScript Minecraft in 1 Hour [React & Three.js ...]

YouTube · Coding Tech
Jan 10, 2021

It is a deeply flawed language with strange & unpredictable behaviour. It gives a little guarantee of quality bug-free production code unless you have a comprehensive grasp on the language; it is vulnerable to abuse; has weird scoping, and its mutability can cause issues to those who lack experience with such a dynamic language (unless using `const` — ES6).

- <https://medium.com/swlh/typescript-rescued-the-javascript-language-bfc944c0f96b>

im not fucking sorry i needed this rant [For Me, Not You](#) worst programming lang