

JavaScript Standard Style

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This is a summary of the [standard](#) JavaScript rules.

The best way to learn about `standard` is to just install it and give it a try on your code.

Rules

- **Use 2 spaces** for indentation.

eslint: `indent`

```
function hello (name) {  
  console.log('hi', name)  
}
```

- **Use single quotes for strings** except to avoid escaping.

eslint: `quotes`

```
console.log('hello there')    // ✓ ok  
console.log("hello there")    // x avoid  
console.log(`hello there`)    // x avoid  
  
$("<div class='box'>")        // ✓ ok  
console.log(`hello ${name}`)  // ✓ ok
```

- **No unused variables.**

eslint: `no-unused-vars`

```
function myFunction () {
  var result = something() // x avoid
}
```

- **Add a space after keywords.**

eslint: `keyword-spacing`

```
if (condition) { ... } // ✓ ok
if(condition) { ... } // x avoid
```

- **Add a space before a function declaration's parentheses.**

eslint: `space-before-function-paren`

```
function name (arg) { ... } // ✓ ok
function name(arg) { ... } // x avoid

run(function () { ... }) // ✓ ok
run(function() { ... }) // x avoid
```

- **Always use `===` instead of `==`.**

Exception: `obj == null` is allowed to check for `null || undefined`.

eslint: `eqeqeq`

```
if (name === 'John') // ✓ ok
if (name == 'John') // x avoid
```

```
if (name !== 'John') // ✓ ok
if (name != 'John') // x avoid
```

- **Infix operators** must be spaced.

eslint: `space-infix-ops`

```
// ✓ ok
var x = 2
var message = 'hello, ' + name + '!'
```

```
// x avoid
var x=2
var message = 'hello, '+name+'!'
```

- **Commas should have a space** after them.

eslint: `comma-spacing`

```
// ✓ ok
var list = [1, 2, 3, 4]
function greet (name, options) { ... }
```

```
// x avoid
var list = [1,2,3,4]
function greet (name,options) { ... }
```

- **Keep else statements** on the same line as their curly braces.

eslint: `brace-style`

```
// ✓ ok
if (condition) {
  // ...
} else {
  // ...
}
```

```
// x avoid
if (condition) {
  // ...
}
else {
  // ...
}
```

- **For multi-line if statements**, use curly braces.

eslint: `curly`

```
// ✓ ok
if (options.quiet !== true) console.log('done')
```

```
// ✓ ok
if (options.quiet !== true) {
  console.log('done')
}
```

```
// ✗ avoid
if (options.quiet !== true)
  console.log('done')
```

- **Always handle the `err` function parameter.**

eslint: `handle-callback-err`

```
// ✓ ok
run(function (err) {
  if (err) throw err
  window.alert('done')
})
```

```
// ✗ avoid
run(function (err) {
  window.alert('done')
})
```

- **Declare browser globals** with a `/* global */` comment.

Exceptions are: `window`, `document`, and `navigator`.

Prevents accidental use of poorly-named browser globals like `open`, `length`, `event`, and `name`.

```
/* global alert, prompt */

alert('hi')
prompt('ok?')
```

Explicitly referencing the function or property on `window` is okay too, though such code will not run in a Worker which uses `self` instead of `window`.

eslint: `no-undef`

```
window.alert('hi')    // ✓ ok
```

- **Multiple blank lines not allowed.**

eslint: `no-multiple-empty-lines`

```
// ✓ ok
var value = 'hello world'
console.log(value)
```

```
// ✗ avoid
var value = 'hello world'
// blank line
// blank line
console.log(value)
```

- **For the ternary operator** in a multi-line setting, place `?` and `:` on their own lines.

eslint: `operator-linebreak`

```
// ✓ ok
var location = env.development ? 'localhost' : 'www.api.com'

// ✓ ok
var location = env.development
  ? 'localhost'
  : 'www.api.com'

// ✗ avoid
var location = env.development ?
  'localhost' :
  'www.api.com'
```

- **For var declarations**, write each declaration in its own statement.

eslint: `one-var`

```
// ✓ ok
var silent = true
var verbose = true

// ✗ avoid
var silent = true, verbose = true

// ✗ avoid
var silent = true,
    verbose = true
```

- **Wrap conditional assignments** with additional parentheses. This makes it clear that the expression is intentionally an assignment (`=`) rather than a typo for equality (`===`).

eslint: `no-cond-assign`

```
// ✓ ok
while ((m = text.match(expr))) {
    // ...
}

// ✗ avoid
while (m = text.match(expr)) {
    // ...
}
```

- **Add spaces inside single line blocks.**

eslint: `block-spacing`

```
function foo () {return true}    // ✗ avoid
function foo () { return true }  // ✓ ok
```

- **Use camelcase when naming variables and functions.**

eslint: `camelcase`

```
function my_function () { }    // x avoid
function myFunction () { }    // ✓ ok

var my_var = 'hello'          // x avoid
var myVar = 'hello'           // ✓ ok
```

- **Trailing commas not allowed.**

eslint: `comma-dangle`

```
var obj = {
  message: 'hello',    // x avoid
}
```

- **Commas must be placed at the end of the current line.**

eslint: `comma-style`

```
var obj = {
  foo: 'foo'
  ,bar: 'bar'    // x avoid
}

var obj = {
  foo: 'foo',
  bar: 'bar'    // ✓ ok
}
```

- **Dot should be on the same line as property.**

eslint: `dot-location`

```
console.
  log('hello')    // x avoid

console
  .log('hello')    // ✓ ok
```

- **Files must end with a newline.**

eslint: `eol-last`

- **No space between function identifiers and their invocations.**

eslint: `func-call-spacing`

```
console.log ('hello') // x avoid  
console.log('hello')  // ✓ ok
```

- **Add space between colon and value in key value pairs.**

eslint: `key-spacing`

```
var obj = { 'key' : 'value' } // x avoid  
var obj = { 'key' :'value' } // x avoid  
var obj = { 'key': 'value' } // x avoid  
var obj = { 'key': 'value' } // ✓ ok
```

- **Constructor names must begin with a capital letter.**

eslint: `new-cap`

```
function animal () {}  
var dog = new animal() // x avoid  
  
function Animal () {}  
var dog = new Animal() // ✓ ok
```

- **Constructor with no arguments must be invoked with parentheses.**

eslint: `new-parens`

```
function Animal () {}  
var dog = new Animal // x avoid  
var dog = new Animal() // ✓ ok
```

- **Objects must contain a getter when a setter is defined.**

eslint: `accessor-pairs`


```

var person = {
  set name (value) {    // x avoid
    this._name = value
  }
}

var person = {
  set name (value) {
    this._name = value
  },
  get name () {        // ✓ ok
    return this._name
  }
}

```

- **Constructors of derived classes must call `super`.**

eslint: `constructor-super`

```

class Dog {
  constructor () {
    super()          // x avoid
    this.legs = 4
  }
}

class Dog extends Animal {
  constructor () {    // x avoid
    this.legs = 4
  }
}

class Dog extends Animal {
  constructor () {
    super()          // ✓ ok
    this.legs = 4
  }
}

```

- Use array literals instead of array constructors.

eslint: `no-array-constructor`

```
var nums = new Array(1, 2, 3) // x avoid
var nums = [1, 2, 3]         // ✓ ok
```

- Avoid using `arguments.callee` and `arguments.caller`.

eslint: `no-caller`

```
function foo (n) {
  if (n <= 0) return

  arguments.callee(n - 1) // x avoid
}

function foo (n) {
  if (n <= 0) return

  foo(n - 1) // ✓ ok
}
```

- Avoid modifying variables of class declarations.

eslint: `no-class-assign`

```
class Dog {}
Dog = 'Fido' // x avoid
```

- Avoid modifying variables declared using `const`.

eslint: `no-const-assign`

```
const score = 100
score = 125 // x avoid
```

- Avoid using constant expressions in conditions (except loops).

eslint: `no-constant-condition`

```

if (false) {    // x avoid
    // ...
}

if (x === 0) {  // ✓ ok
    // ...
}

while (true) {  // ✓ ok
    // ...
}

```

- **No control characters in regular expressions.**

eslint: `no-control-regex`

```

var pattern = /\x1f/    // x avoid
var pattern = /\x20/    // ✓ ok

```

- **No `debugger` statements.**

eslint: `no-debugger`

```

function sum (a, b) {
    debugger    // x avoid
    return a + b
}

```

- **No `delete` operator on variables.**

eslint: `no-delete-var`

```

var name
delete name    // x avoid

```

- **No duplicate arguments in function definitions.**

eslint: `no-dupe-args`

```
function sum (a, b, a) { // x avoid
  // ...
}

function sum (a, b, c) { // ✓ ok
  // ...
}
```

- **No duplicate name in class members.**

eslint: `no-dupe-class-members`

```
class Dog {
  bark () {}
  bark () {} // x avoid
}
```

- **No duplicate keys in object literals.**

eslint: `no-dupe-keys`

```
var user = {
  name: 'Jane Doe',
  name: 'John Doe' // x avoid
}
```

- **No duplicate `case` labels in `switch` statements.**

eslint: `no-duplicate-case`

```
switch (id) {
  case 1:
    // ...
  case 1: // x avoid
}
```

- **Use a single import statement per module.**

eslint: `no-duplicate-imports`

```
import { myFunc1 } from 'module'
import { myFunc2 } from 'module'           // x avoid

import { myFunc1, myFunc2 } from 'module' // ✓ ok
```

- **No empty character classes in regular expressions.**

eslint: `no-empty-character-class`

```
const myRegex = /^abc[]/           // x avoid
const myRegex = /^abc[a-z]/       // ✓ ok
```

- **No empty destructuring patterns.**

eslint: `no-empty-pattern`

```
const { a: {} } = foo             // x avoid
const { a: { b } } = foo          // ✓ ok
```

- **No using `eval()`.**

eslint: `no-eval`

```
eval( "var result = user." + propName ) // x avoid
var result = user[propName]              // ✓ ok
```

- **No reassigning exceptions in `catch` clauses.**

eslint: `no-ex-assign`

```
try {
  // ...
} catch (e) {
  e = 'new value'           // x avoid
}

try {
  // ...
} catch (e) {
```

```
const newVal = 'new value' // ✓ ok
}
```

- **No extending native objects.**

eslint: no-extend-native

```
Object.prototype.age = 21 // ✗ avoid
```

- **Avoid unnecessary function binding.**

eslint: no-extra-bind

```
const name = function () {
  getName()
}.bind(user) // ✗ avoid

const name = function () {
  this.getName()
}.bind(user) // ✓ ok
```

- **Avoid unnecessary boolean casts.**

eslint: no-extra-boolean-cast

```
const result = true
if (!!result) { // ✗ avoid
  // ...
}

const result = true
if (result) { // ✓ ok
  // ...
}
```

- **No unnecessary parentheses around function expressions.**

eslint: no-extra-parens

```
const myFunc = (function () { }) // ✗ avoid
const myFunc = function () { }   // ✓ ok
```

- Use **break** to prevent fallthrough in **switch** cases.

eslint: no-fallthrough

```
switch (filter) {
  case 1:
    doSomething() // ✗ avoid
  case 2:
    doSomethingElse()
}
```

```
switch (filter) {
  case 1:
    doSomething()
    break // ✓ ok
  case 2:
    doSomethingElse()
}
```

```
switch (filter) {
  case 1:
    doSomething()
    // fallthrough // ✓ ok
  case 2:
    doSomethingElse()
}
```

- No floating decimals.

eslint: no-floating-decimal

```
const discount = .5 // ✗ avoid
const discount = 0.5 // ✓ ok
```

- Avoid reassigning function declarations.

eslint: no-func-assign

```
function myFunc () { }  
myFunc = myOtherFunc    // x avoid
```

- No reassigning read-only global variables.

eslint: `no-global-assign`

```
window = {}    // x avoid
```

- No implied `eval()`.

eslint: `no-implied-eval`

```
setTimeout("alert('Hello world')")    // x avoid  
setTimeout(function () { alert('Hello world') })    // ✓ ok
```

- No function declarations in nested blocks.

eslint: `no-inner-declarations`

```
if (authenticated) {  
    function setAuthUser () {}    // x avoid  
}
```

- No invalid regular expression strings in `RegExp` constructors.

eslint: `no-invalid-regexp`

```
RegExp('[a-z')    // x avoid  
RegExp('[a-z]')    // ✓ ok
```

- No irregular whitespace.

eslint: `no-irregular-whitespace`

```
function myFunc () /*<NBSP>*/{}    // x avoid
```

- No using `__iterator__`.

eslint: `no-iterator`


```
Foo.prototype.__iterator__ = function () {} // x avoid
```

- **No labels that share a name with an in scope variable.**

eslint: `no-label-var`

```
var score = 100
function game () {
  score: while (true) {      // x avoid
    score -= 10
    if (score > 0) continue score
    break
  }
}
```

- **No label statements.**

eslint: `no-labels`

```
label:
  while (true) {
    break label    // x avoid
  }
```

- **No unnecessary nested blocks.**

eslint: `no-lone-blocks`

```
function myFunc () {
  {                      // x avoid
    myOtherFunc()
  }
}

function myFunc () {
  myOtherFunc()         // ✓ ok
}
```

- **Avoid mixing spaces and tabs for indentation.**

eslint: `no-mixed-spaces-and-tabs`

- **Do not use multiple spaces except for indentation.**

eslint: `no-multi-spaces`

```
const id =    1234    // x avoid
const id = 1234      // ✓ ok
```

- **No multiline strings.**

eslint: `no-multi-str`

```
const message = 'Hello \
                world'    // x avoid
```

- **No `new` without assigning object to a variable.**

eslint: `no-new`

```
new Character()           // x avoid
const character = new Character() // ✓ ok
```

- **No using the `Function` constructor.**

eslint: `no-new-func`

```
var sum = new Function('a', 'b', 'return a + b') // x avoid
```

- **No using the `Object` constructor.**

eslint: `no-new-object`

```
let config = new Object() // x avoid
```

- **No using `new require`.**

eslint: `no-new-require`

```
const myModule = new require('my-module') // x avoid
```

- No using the `Symbol` constructor.

eslint: `no-new-symbol`

```
const foo = new Symbol('foo') // x avoid
```

- No using primitive wrapper instances.

eslint: `no-new-wrappers`

```
const message = new String('hello') // x avoid
```

- No calling global object properties as functions.

eslint: `no-obj-calls`

```
const math = Math() // x avoid
```

- No octal literals.

eslint: `no-octal`

```
const octal = 042 // x avoid
const decimal = 34 // ✓ ok
const octalString = '042' // ✓ ok
```

- No octal escape sequences in string literals.

eslint: `no-octal-escape`

```
const copyright = 'Copyright \251' // x avoid
```

- Avoid string concatenation when using `__dirname` and `__filename`.

eslint: `no-path-concat`

```
const pathToFile = __dirname + '/app.js' // x avoid
const pathToFile = path.join(__dirname, 'app.js') // ✓ ok
```

- Avoid using `__proto__`. Use `getPrototypeOf` instead.

eslint: `no-proto`

```
const foo = obj.__proto__           // x avoid  
const foo = Object.getPrototypeOf(obj) // ✓ ok
```

- **No redeclaring variables.**

eslint: `no-redeclare`

```
let name = 'John'  
let name = 'Jane'           // x avoid  
  
let name = 'John'  
name = 'Jane'               // ✓ ok
```

- **Avoid multiple spaces in regular expression literals.**

eslint: `no-regex-spaces`

```
const regexp = /test  value/      // x avoid  
  
const regexp = /test {3}value/    // ✓ ok  
const regexp = /test value/       // ✓ ok
```

- **Assignments in return statements must be surrounded by parentheses.**

eslint: `no-return-assign`

```
function sum (a, b) {  
  return result = a + b           // x avoid  
}  
  
function sum (a, b) {  
  return (result = a + b)         // ✓ ok  
}
```

- **Avoid assigning a variable to itself**

eslint: `no-self-assign`

```
name = name    // x avoid
```

- **Avoid comparing a variable to itself.**

eslint: `no-self-compare`

```
if (score === score) {}    // x avoid
```

- **Avoid using the comma operator.**

eslint: `no-sequences`

```
if (doSomething(), !!test) {}    // x avoid
```

- **Restricted names should not be shadowed.**

eslint: `no-shadow-restricted-names`

```
let undefined = 'value'    // x avoid
```

- **Sparse arrays are not allowed.**

eslint: `no-sparse-arrays`

```
let fruits = ['apple',, 'orange']    // x avoid
```

- **Tabs should not be used**

eslint: `no-tabs`

- **Regular strings must not contain template literal placeholders.**

eslint: `no-template-curly-in-string`

```
const message = 'Hello ${name}'    // x avoid  
const message = `Hello ${name}`    // ✓ ok
```

- **`super()` must be called before using `this`.**

eslint: `no-this-before-super`

```
class Dog extends Animal {
  constructor () {
    this.legs = 4    // x avoid
    super()
  }
}
```

- Only **throw** an **Error** object.

eslint: no-throw-literal

```
throw 'error'           // x avoid
throw new Error('error') // ✓ ok
```

- **Whitespace not allowed at end of line.**

eslint: no-trailing-spaces

- **Initializing to **undefined** is not allowed.**

eslint: no-undef-init

```
let name = undefined    // x avoid

let name
name = 'value'          // ✓ ok
```

- **No unmodified conditions of loops.**

eslint: no-unmodified-loop-condition

```
for (let i = 0; i < items.length; j++) {...} // x avoid
for (let i = 0; i < items.length; i++) {...} // ✓ ok
```

- **No ternary operators when simpler alternatives exist.**

eslint: no-unneeded-ternary

```
let score = val ? val : 0    // x avoid
let score = val || 0         // ✓ ok
```

- No unreachable code after **return**, **throw**, **continue**, and **break** statements.

eslint: no-unreachable

```
function doSomething () {  
  return true  
  console.log('never called')    // x avoid  
}
```

- No flow control statements in **finally** blocks.

eslint: no-unsafe-finally

```
try {  
  // ...  
} catch (e) {  
  // ...  
} finally {  
  return 42    // x avoid  
}
```

- The left operand of relational operators must not be negated.

eslint: no-unsafe-negation

```
if (!key in obj) {}    // x avoid  
if (!(key in obj)) {}  // ✓ ok
```

- Avoid unnecessary use of **.call()** and **.apply()**.

eslint: no-useless-call

```
sum.call(null, 1, 2, 3)    // x avoid
```

- Avoid using unnecessary computed property keys on objects.

eslint: no-useless-computed-key

```
const user = { ['name']: 'John Doe' }    // x avoid  
const user = { name: 'John Doe' }        // ✓ ok
```

- **No unnecessary constructor.**

eslint: `no-useless-constructor`

```
class Car {  
  constructor () {      // x avoid  
  }  
}
```

- **No unnecessary use of escape.**

eslint: `no-useless-escape`

```
let message = 'Hell\o'  // x avoid
```

- **Renaming import, export, and destructured assignments to the same name is not allowed.**

eslint: `no-useless-rename`

```
import { config as config } from './config'  // x avoid  
import { config } from './config'           // ✓ ok
```

- **No whitespace before properties.**

eslint: `no-whitespace-before-property`

```
user .name      // x avoid  
user.name       // ✓ ok
```

- **No using `with` statements.**

eslint: `no-with`

```
with (val) {...}  // x avoid
```

- **Maintain consistency of newlines between object properties.**

eslint: `object-property-newline`


```
const user = {
  name: 'Jane Doe', age: 30,
  username: 'jdoe86'           // x avoid
}

const user = { name: 'Jane Doe', age: 30, username: 'jdoe86' }

const user = {
  name: 'Jane Doe',
  age: 30,
  username: 'jdoe86'
}
```

- **No padding within blocks.**

eslint: `padded-blocks`

```
if (user) {
                                // x avoid
  const name = getName()
}

if (user) {
  const name = getName()      // ✓ ok
}
```

- **No whitespace between spread operators and their expressions.**

eslint: `rest-spread-spacing`

```
fn(... args)    // x avoid
fn(...args)     // ✓ ok
```

- **Semicolons must have a space after and no space before.**

eslint: `semi-spacing`

```
for (let i = 0 ;i < items.length ;i++) {...}    // x avoid  
for (let i = 0; i < items.length; i++) {...}    // ✓ ok
```

- **Must have a space before blocks.**

eslint: `space-before-blocks`

```
if (admin){...}    // x avoid  
if (admin) {...}  // ✓ ok
```

- **No spaces inside parentheses.**

eslint: `space-in-parens`

```
getName( name )    // x avoid  
getName(name)      // ✓ ok
```

- **Unary operators must have a space after.**

eslint: `space-unary-ops`

```
typeof!admin       // x avoid  
typeof !admin      // ✓ ok
```

- **Use spaces inside comments.**

eslint: `spaced-comment`

```
//comment          // x avoid  
// comment         // ✓ ok  
  
/*comment*/        // x avoid  
/* comment */      // ✓ ok
```

- **No spacing in template strings.**

eslint: `template-curly-spacing`

```
const message = `Hello, ${ name }`    // x avoid  
const message = `Hello, ${name}`      // ✓ ok
```

- Use `isNaN()` when checking for `NaN`.

eslint: `use-isnan`

```
if (price === NaN) { }      // x avoid
if (isNaN(price)) { }      // ✓ ok
```

- `typeof` must be compared to a valid string.

eslint: `valid-typeof`

```
typeof name === 'undefined' // x avoid
typeof name === 'undefined' // ✓ ok
```

- Immediately Invoked Function Expressions (IIFEs) must be wrapped.

eslint: `wrap-iife`

```
const getName = function () { }() // x avoid

const getName = (function () { }()) // ✓ ok
const getName = (function () { })() // ✓ ok
```

- The `*` in `yield*` expressions must have a space before and after.

eslint: `yield-star-spacing`

```
yield* increment() // x avoid
yield * increment() // ✓ ok
```

- Avoid Yoda conditions.

eslint: `yoda`

```
if (42 === age) { } // x avoid
if (age === 42) { } // ✓ ok
```

Semicolons

- No semicolons. (see: [1](#), [2](#), [3](#))

eslint: `semi`

```
window.alert('hi')    // ✓ ok
window.alert('hi');   // ✗ avoid
```

- Never start a line with `(`, `[`, ```, or a handful of other unlikely possibilities.

This is the only gotcha with omitting semicolons, and `standard` protects you from this potential issue.

(The full list is: `[`, `(`, ```, `+`, `*`, `/`, `-`, `,`, `.`, but most of these will never appear at the start of a line in real code.)

eslint: `no-unexpected-multiline`

```
// ✓ ok
;(function () {
  window.alert('ok')
})();
```

```
// ✗ avoid
(function () {
  window.alert('ok')
})();
```

```
// ✓ ok
;[1, 2, 3].forEach(bar)

// ✗ avoid
[1, 2, 3].forEach(bar)
```

```
// ✓ ok
;`hello`.indexOf('o')

// ✗ avoid
`hello`.indexOf('o')
```

Note: If you're often writing code like this, you may be trying to be too clever.

Clever short-hands are discouraged, in favor of clear and readable expressions, whenever possible.

Instead of this:

```
[1, 2, 3].forEach(bar)
```

This is strongly preferred:

```
var nums = [1, 2, 3]
nums.forEach(bar)
```

Helpful reading

- [An Open Letter to JavaScript Leaders Regarding Semicolons](#)
- [JavaScript Semicolon Insertion – Everything you need to know](#)

And a helpful video:

- [Are Semicolons Necessary in JavaScript? - YouTube](#)

All popular code minifiers in use today use AST-based minification, so they can handle semicolon-less JavaScript with no issues (since semicolons are not required in JavaScript).

Excerpt from "An Open Letter to JavaScript Leaders Regarding Semicolons":

[Relying on automatic semicolon insertion] is quite safe, and perfectly valid JS that every browser understands. Closure compiler, yuicompressor, packer, and jsmin all can properly minify it. There is no performance impact anywhere.

I am sorry that, instead of educating you, the leaders in this language community have given you lies and fear. That was shameful. I recommend learning how statements in JS are actually terminated (and in which cases they are not terminated), so that you can write code that you find beautiful.

In general, `\n` ends a statement unless: 1. The statement has an unclosed paren, array literal, or object literal or ends in some other way that is not a valid way to end a statement. (For instance, ending with `.` or `,`.) 2. The line is `--` or `++` (in which case it will decrement/increment the next token.) 3. It is a `for()`, `while()`, `do`,

`if()`, or `else`, and there is no `{` 4. The next line starts with `[`, `(`, `+`, `*`, `/`, `-`, `,`, `.`, or some other binary operator that can only be found between two tokens in a single expression.

The first is pretty obvious. Even JSLint is ok with `\n` chars in JSON and parenthesized constructs, and with `var` statements that span multiple lines ending in `,`.

The second is super weird. I've never seen a case (outside of these sorts of conversations) where you'd want to do write `i\n++\nj`, but, point of fact, that's parsed as `i; ++j`, not `i++; j`.

The third is well understood, if generally despised. `if (x)\ny()` is equivalent to `if (x) { y() }`. The construct doesn't end until it reaches either a block, or a statement.

`;` is a valid JavaScript statement, so `if(x);` is equivalent to `if(x){}` or, "If x, do nothing." This is more commonly applied to loops where the loop check also is the update function. Unusual, but not unheard of.

The fourth is generally the fud-inducing "oh noes, you need semicolons!" case. But, as it turns out, it's quite easy to *prefix* those lines with semicolons if you don't mean them to be continuations of the previous line. For example, instead of this:

```
foo();  
[1,2,3].forEach(bar);
```

you could do this:

```
foo()  
; [1,2,3].forEach(bar)
```

The advantage is that the prefixes are easier to notice, once you are accustomed to never seeing lines starting with `(` or `[` without semis.