

Boolean

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The **Boolean** object is an object wrapper for a boolean value.

Syntax

```
new Boolean([value])
```

Parameters

value
Optional. The initial value of the Boolean object.

Description

The value passed as the first parameter is converted to a boolean value, if necessary. If value is omitted or is 0, −0, **null**, false, **NaN**, **undefined**, or the empty string (" "), the object has an initial value of false. All other values, including any object or the string "false", create an object with an initial value of true.

Do not confuse the primitive Boolean values true and false with the true and false values of the Boolean object.

Any object whose value is not **undefined** or **null**, including a Boolean object whose value is false, evaluates to true when passed to a conditional statement. For example, the condition in the following **if** statement evaluates to true:

```
1 | var x = new Boolean(false);
2 | if (x) {
3 |     // this code is executed
4 | }
```

This behavior does not apply to Boolean primitives. For example, the condition in the following **if** statement evaluates to false:

```
1 | var x = false;
2 | if (x) {
3 |     // this code is not executed
4 | }
```

Do not use a Boolean object to convert a non-boolean value to a boolean value. Instead, use Boolean as a function to perform this task:

```
1 | var x = Boolean(expression);    // preferred
2 | var x = new Boolean(expression); // don't use
```

If you specify any object, including a Boolean object whose value is false, as the initial value of a Boolean object, the new Boolean object has a value of true.

```
1 | var myFalse = new Boolean(false); // initial value of false
2 | var g = new Boolean(myFalse);     // initial value of true
3 | var myString = new String('Hello'); // string object
4 | var s = new Boolean(myString);     // initial value of true
```

Do not use a Boolean object in place of a Boolean primitive.

Properties

Boolean.length

Length property whose value is 1.

Boolean.prototype

Represents the prototype for the Boolean constructor.

Methods

For methods available on *Boolean* instances, see *Methods of Boolean instances*.

The global `Boolean` object contains no methods of its own, however, it does inherit some methods through the prototype chain:

Boolean instances


All `Boolean` instances inherit from `Boolean.prototype`. As with all constructors, the prototype object dictates instances' inherited properties and methods.

Properties

Boolean.prototype.constructor

Returns the function that created an instance's prototype. This is the `Boolean` function by default.

Methods

Boolean.prototype.toString() 

Returns a string containing the source of the `Boolean` object; you can use this string to create an equivalent object. Overrides the `Object.prototype.toString()` method.

Boolean.prototype.toString()

Returns a string of either `"true"` or `"false"` depending upon the value of the object. Overrides the `Object.prototype.toString()` method.

Boolean.prototype.valueOf()

Returns the primitive value of the `Boolean` object. Overrides the `Object.prototype.valueOf()` method.

Examples




Creating Boolean objects with an initial value of false

```
1 | var bNoParam = new Boolean();
2 | var bZero = new Boolean(0);
3 | var bNull = new Boolean(null);
4 | var bEmptyString = new Boolean('');
5 | var bfalse = new Boolean(false);
```

Creating Boolean objects with an initial value of true

```
1 | var btrue = new Boolean(true);
2 | var btrueString = new Boolean('true');
3 | var bfalseString = new Boolean('false');
4 | var bSuLin = new Boolean('Su Lin');
5 | var bArrayProto = new Boolean([]);
6 | var bObjProto = new Boolean({});
```

Specifications

Specification	Status	Comment
ECMAScript 1st Edition (ECMA-262)	 ST Standard	Initial definition. Implemented in JavaScript 1.0.
ECMAScript 5.1 (ECMA-262) The definition of 'Boolean' in that specification.	 ST Standard	
ECMAScript 2015 (6th Edition, ECMA-262) The definition of 'Boolean' in that specification.	 ST Standard	

Browser compatibility

	Desktop					Mobile				
Feature	Chrome	Firefox (Gecko)	Internet Explorer	Opera	Safari	Chrome	Firefox (Gecko)	Internet Explorer	Opera	Safari
Basic support	(Yes)	(Yes)	6.0	(Yes)	(Yes)	(Yes)	(Yes)	6.0	(Yes)	(Yes)

See also

- [Boolean.prototype](#)
- [Boolean](#)
- [Boolean data type \(Wikipedia\)](#)