Fun Facts About JavaScript

🟨 **Swipe**

JS

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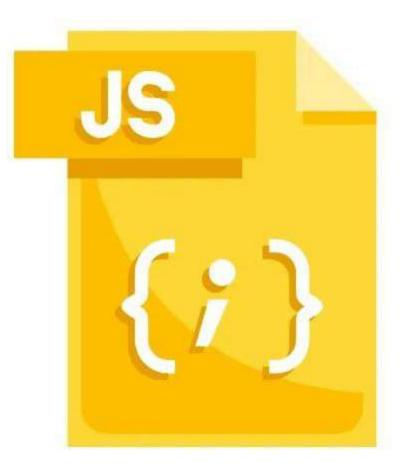
01

The new at method for arrays allows you to **access elements** from either end easily.

```javascript
const arr = ['a', 'b', 'c', 'd'];

arr.at(0);  // 'a'
arr.at(1);  // 'b'
arr.at(-1);  // 'd'
arr.at(-3);  // 'b'
```
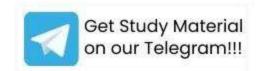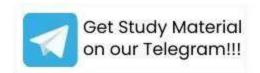
02

The Date object is smart enough to **automatically adjust any overflows** in month, date or time values.

```
const foo =
  new Date('December 31, 2022 00:00:00');

foo.setDate(foo.getDate() + 1);

foo
// -> January 1, 2022
```
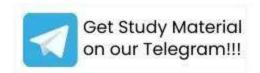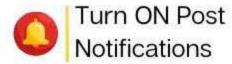
03

Underscore can be used as **separator** for numbers. This is **useful** for large values to improve readability.
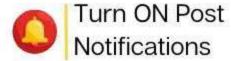
```
const largeNum = 1_000_000;
```

04

Since Strings are iterables, they can be **split into an array** of characters by using the spread operator.

```js
const arr = [...'hello'];
arr
// -> ['h', 'e', 'l', 'l', 'o']
```

05

The Performance API can be used to **calculate time** between two events precisely (useful for benchmarking).
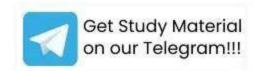
```
const start = performance.now();

// ...

cost duration = performance.now() - start;
// Precise time duration
```
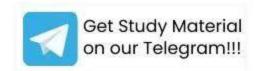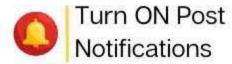
06

Using **await** before a **for** loop with promises waits for each promise to resolve before proceeding.

```
async function test() {
  const promises = [ /* */ ];
  for await (const result of promises) {
    // ...
  }
}
```
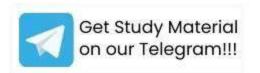
07

The following syntax provides both the **index** and **value** when iterating over an array.

```javascript
const arr = ['foo', 'bar', 'baz'];

for (const [key, value] of arr.entries()){
  console.log(key, value);
}
```
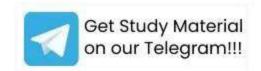
08

Any piece of code inside a Class is **automatically evaluated** in strict mode, even if there is no use strict.

```
class MyClass {
  // Evaluation here is strict
}
```

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