

Array.prototype.some()



Baseline Widely available



The `some()` method of [Array](#) instances tests whether at least one element in the array passes the test implemented by the provided function. It returns true if, in the array, it finds an element for which the provided function returns true; otherwise it returns false. It doesn't modify the array.

Try it

JavaScript Demo: Array.prototype.some()

```
1 const array = [1, 2, 3, 4, 5];
2
3 // Checks whether an element is even
4 const even = (element) => element % 2 === 0;
5
6 console.log(array.some(even));
7 // Expected output: true
8
```

Run

Reset

Syntax

JS



```
some(callbackFn)  
some(callbackFn, thisArg)
```

Parameters

callbackFn

A function to execute for each element in the array. It should return a [truthy](#) value to indicate the element passes the test, and a [falsy](#) value otherwise. The function is called with the following arguments:

element

The current element being processed in the array.

index

The index of the current element being processed in the array.

array

The array `some()` was called upon.

thisArg Optional

A value to use as `this` when executing `callbackFn`. See [iterative methods](#).

Return value

`false` unless `callbackFn` returns a [truthy](#) value for an array element, in which case `true` is immediately returned.

Description

The `some()` method is an [iterative method](#). It calls a provided `callbackFn` function once for each element in an array, until the `callbackFn` returns a [truthy](#) value. If such an element is found, `some()` immediately returns `true` and stops iterating through the array. Otherwise, if `callbackFn` returns a [falsy](#) value for all elements,


`some()` returns `false`. Read the [iterative methods](#) section for more information about how these methods work in general.

`some()` acts like the "there exists" quantifier in mathematics. In particular, for an empty array, it returns `false` for any condition.

`callbackFn` is invoked only for array indexes which have assigned values. It is not invoked for empty slots in [sparse arrays](#).

`some()` does not mutate the array on which it is called, but the function provided as `callbackFn` can. Note, however, that the length of the array is saved *before* the first invocation of `callbackFn`. Therefore:

- `callbackFn` will not visit any elements added beyond the array's initial length when the call to `some()` began.
- Changes to already-visited indexes do not cause `callbackFn` to be invoked on them again.
- If an existing, yet-unvisited element of the array is changed by `callbackFn`, its value passed to the `callbackFn` will be the value at the time that element gets visited. [Deleted](#) elements are not visited.

 **Warning:** Concurrent modifications of the kind described above frequently lead to hard-to-understand code and are generally to be avoided (except in special cases).

The `some()` method is [generic](#). It only expects the `this` value to have a `length` property and integer-keyed properties.

Examples

Testing value of array elements

The following example tests whether any element in the array is bigger than 10.

JS



```
function isBiggerThan10(element, index, array) {  
  return element > 10;  
}
```

```
[2, 5, 8, 1, 4].some(isBiggerThan10); // false  
[12, 5, 8, 1, 4].some(isBiggerThan10); // true
```

Testing array elements using arrow functions

[Arrow functions](#) provide a shorter syntax for the same test.

JS



```
[2, 5, 8, 1, 4].some((x) => x > 10); // false  
[12, 5, 8, 1, 4].some((x) => x > 10); // true
```

Checking whether a value exists in an array

To mimic the function of the `includes()` method, this custom function returns `true` if the element exists in the array:

JS



```
const fruits = ["apple", "banana", "mango", "guava"];  
  
function checkAvailability(arr, val) {  
  return arr.some((arrVal) => val === arrVal);  
}  
  
checkAvailability(fruits, "grapefruit"); // false  
checkAvailability(fruits, "banana"); // true
```

Converting any value to Boolean

JS



```
const TRUTHY_VALUES = [true, "true", 1];  
  
function getBoolean(value) {  
  if (typeof value === "string") {  
    value = value.toLowerCase().trim();  
  }  
}
```

```
return TRUTHY_VALUES.some((t) => t === value);
}

getBoolean(false); // false
getBoolean("false"); // false
getBoolean(1); // true
getBoolean("true"); // true
```

Using the third argument of callbackFn

The `array` argument is useful if you want to access another element in the array, especially when you don't have an existing variable that refers to the array. The following example first uses `filter()` to extract the positive values and then uses `some()` to check whether the array is strictly increasing.

```
JS
const numbers = [3, -1, 1, 4, 1, 5];
const isIncreasing = !numbers
  .filter((num) => num > 0)
  .some((num, idx, arr) => {
    // Without the arr argument, there's no way to easily access the
    // intermediate array without saving it to a variable.
    if (idx === 0) return false;
    return num <= arr[idx - 1];
  });
console.log(isIncreasing); // false
```

Using some() on sparse arrays

`some()` will not run its predicate on empty slots.

```
JS
console.log([1, , 3].some((x) => x === undefined)); // false
console.log([1, , 1].some((x) => x !== 1)); // false
console.log([1, undefined, 1].some((x) => x !== 1)); // true
```

Calling some() on non-array objects

The `some()` method reads the `length` property of `this` and then accesses each property whose key is a nonnegative integer less than `length` until they all have been accessed or `callbackFn` returns `true`.

JS 


















```
const arrayLike = {
  length: 3,
  0: "a",
  1: "b",
  2: "c",
  3: 3, // ignored by some() since length is 3
};
console.log(Array.prototype.some.call(arrayLike, (x) => typeof x ===
"number"));
// false
```

Specifications


Specification
ECMAScript® 2026 Language Specification # sec-array.prototype.some

Browser compatibility



[Report problems with this compatibility data](#)  • [View data on GitHub](#) 

														
	Chrome	Edge	Firefox	Opera	Safari	Chrome Android	Firefox for Android	Opera Android	Safari on iOS	Samsung Internet	WebView Android	WebView on iOS	Deno	Node.js
<div>some</div>	<div>1</div>	<div>12</div>	<div>1.5</div>	<div>9.5</div>	<div>3</div>	<div>18</div>	<div>4</div>	<div>10.1</div>	<div>1</div>	<div>1</div>	<div>4.4</div>	<div>1</div>	<div>1</div>	<div>0.10</div>

Tip: you can click/tap on a cell for more information.

 Full support

See also

- [Polyfill of Array.prototype.some in core-js](#) 
- [es-shims polyfill of Array.prototype.some](#) 

- [Indexed collections](#) guide
- [Array](#)
- [Array.prototype.every\(\)](#)
- [Array.prototype.forEach\(\)](#)
- [Array.prototype.find\(\)](#)
- [Array.prototype.includes\(\)](#)
- [TypedArray.prototype.some\(\)](#)

Help improve MDN

Was this page helpful to you?

 Yes

 No

[Learn how to contribute.](#)

This page was last modified on Mar 14, 2025 by [MDN contributors](#).

