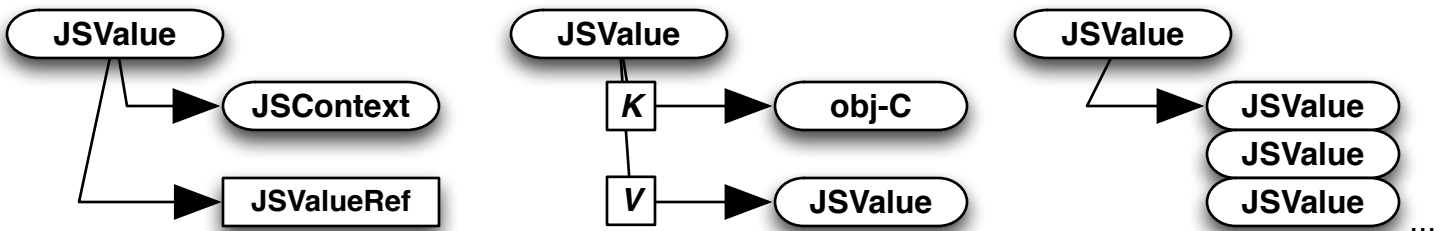


JSValue

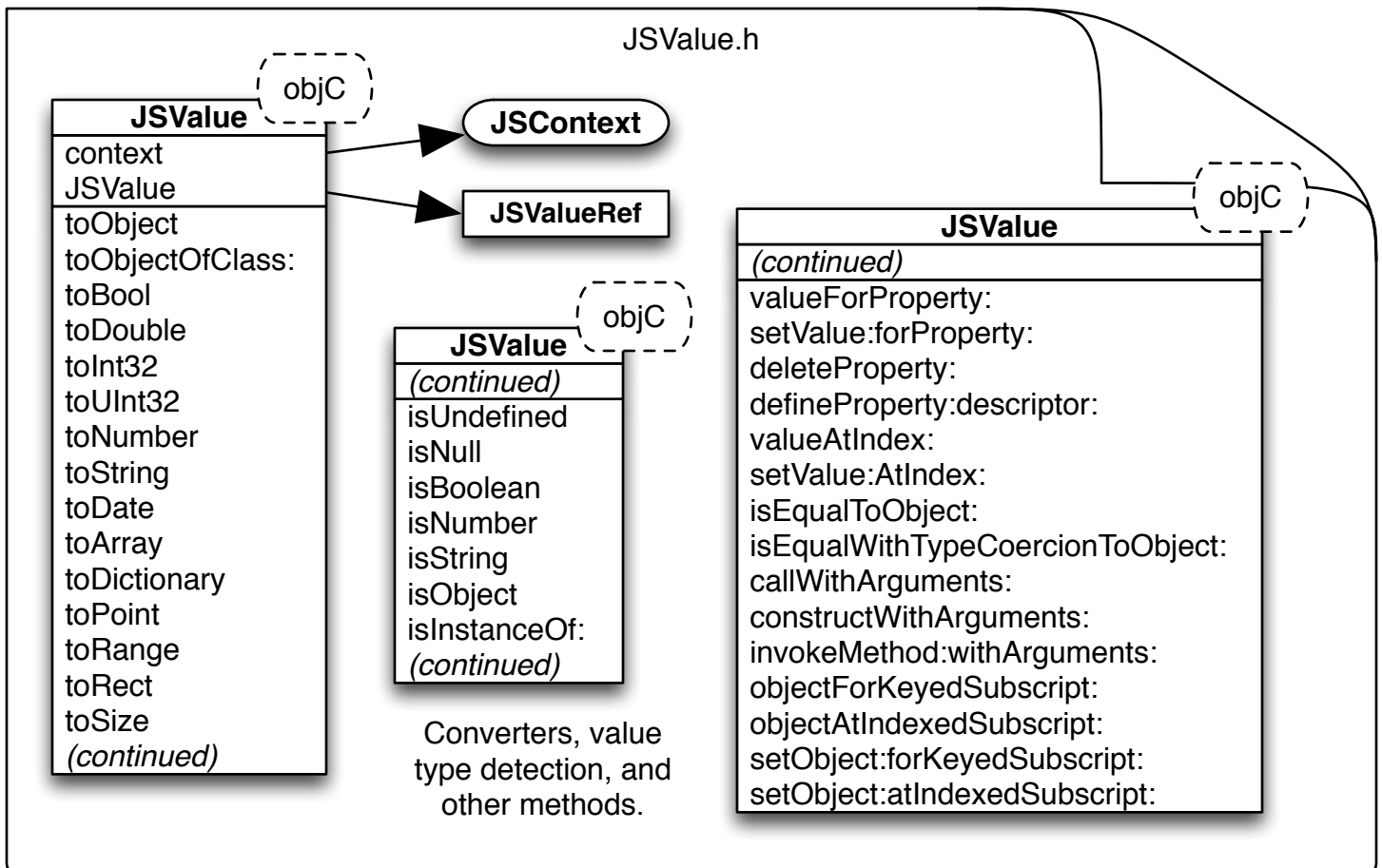
This is a wrapper for any Javascript value, including numeric, strings, booleans, and even those that wrapper native objects. JSValue provides a wealth of accessors and conversion methods, as well as a means by which a developer can easily extend to non-object struct data types.

Usage

As the JSValue.h attests, there are a lot of methods on JSValue, in order to represent the various ways to use the underlying objects. At a base level, it strongly holds said object as well as the context for safety reasons. It has both array and map accessors. Creation is done via class methods.

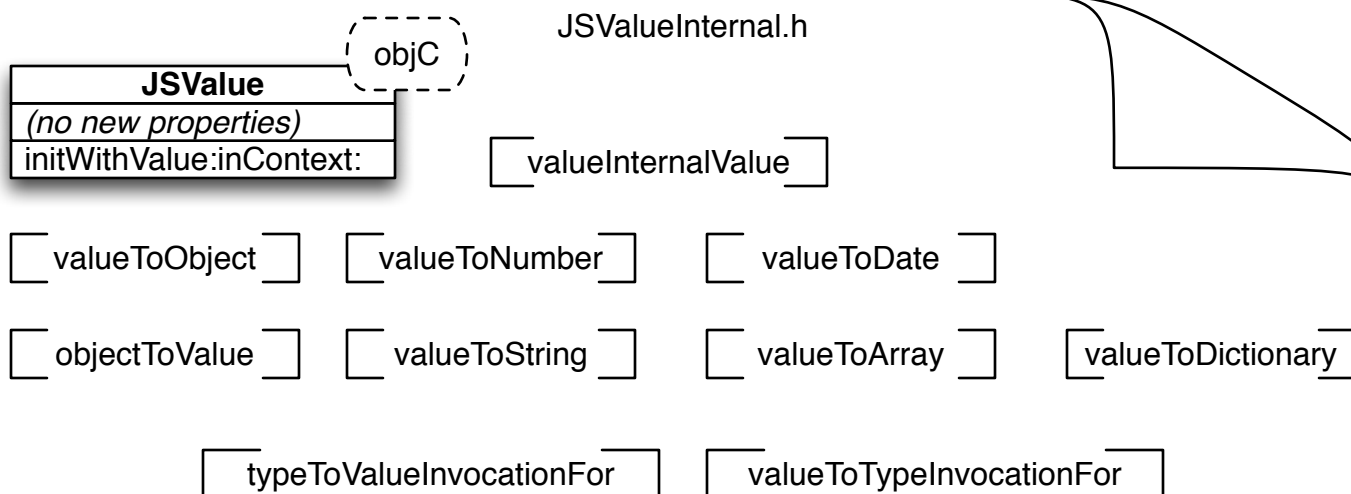


Diagram



JSValue

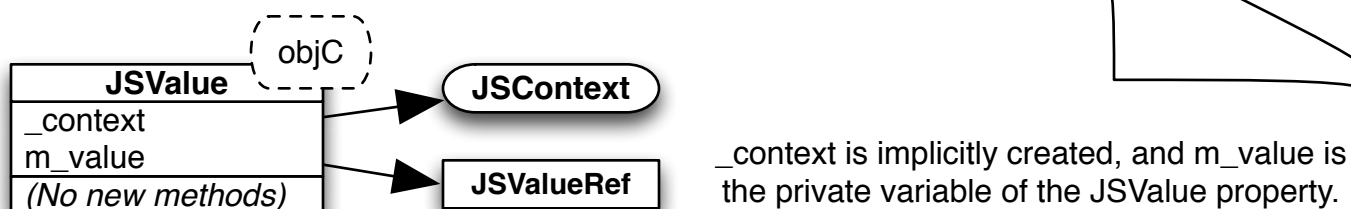
JSValueInternal.h



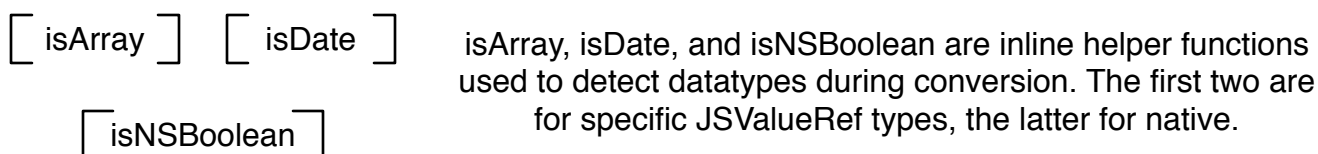
Beyond two class methods, all that's added to JSValue itself is the internal initializer. Oddly, `valueInternalValue` is provided as a convenience function with minimal added value.

Due to mappings, `valueToObject` and `objectToValue` use the wrapper `JSContext` to convert between a native object and a `JSValueRef`, while `ValueToNumber`, `-Date`, `-String`, `-Array`, and `-Dictionary` use the `JSC JSContextRef` as the intermediary. The invocation methods are used by `ObjCCallbackFunction.mm` to take advantage of any conversion methods added to JSValue.

JSValue.mm



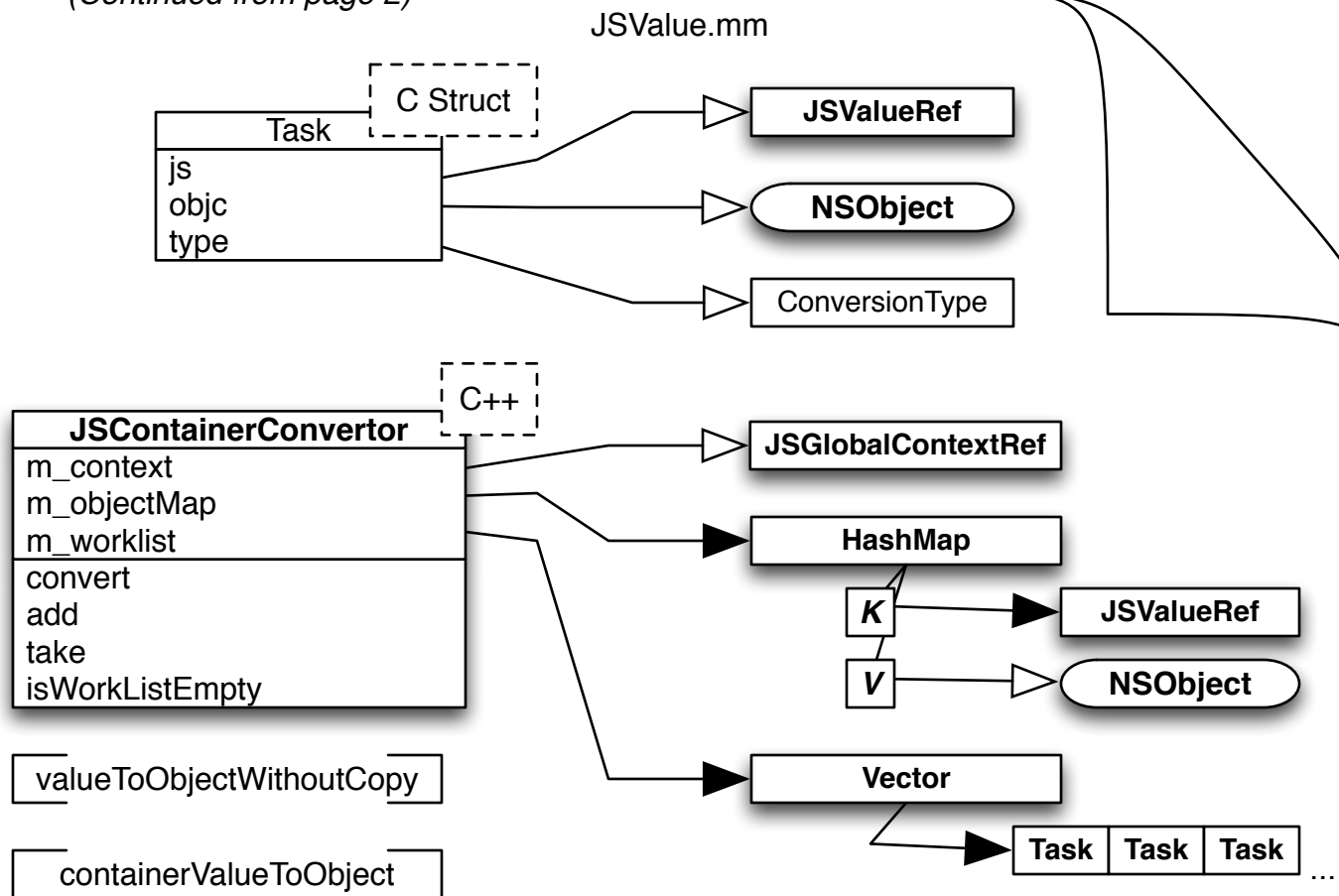
A large portion of JSValue.mm is comprised of JSValue's implementation, many of them trivial wrapper calls to JSC's C api or functions listed in JSValueInternal.h. However, a large portion of the code base is dedicated to converting between JSValueRef and native objects, hinted at by JSValueInternal.



(Continued on page 3)

JSValue

(Continued from page 2)



`JSContainerConverter::Task` is a simple structure that serves as a tuple between a `JSValueRef`, native object, and an enum specifying them to be maps, arrays, or neither.

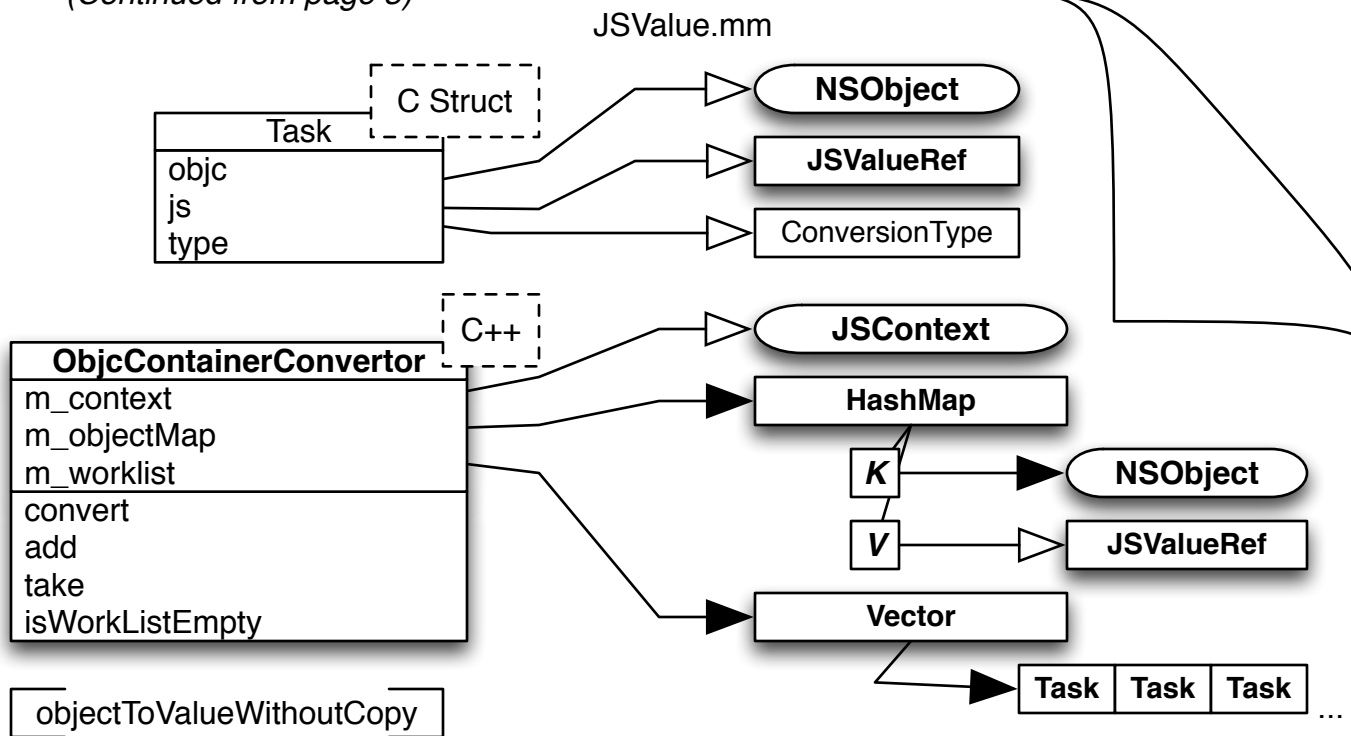
`JSContainerConverter` itself is an advanced breadth-first `JSValueRef` to native object converter, compensating for circular ownerships by breaking up container creation to make the empty object before going deeper and having a hash map so that other objects can refer to it before it's finished being built.

Both `valueToObjectWithoutCopy` and `containerValueToObject` use this class, those functions themselves used by `valueTo_____` mentioned in `JSValueInternal.h`

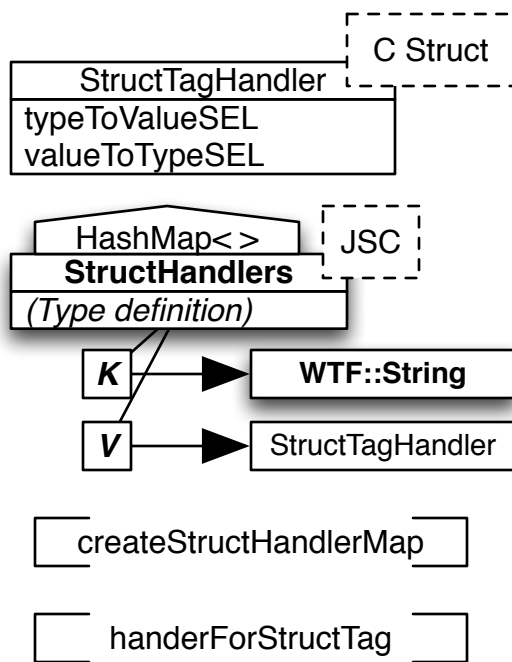
(Continued on page 4)

JSValue

(Continued from page 3)



ObjcContainerConverter and its Task are mirror reflections of JSContainerConverter, and converts from a native object into a JSValueRef. ObjectToValueWithoutCopy similarly reflects the inverse function of valueToObjectWithoutCopy.



Finally, JSValue provides support for translating between data types. This is done by extending the native class (via categories) to create pairs of functions that provide conversion to and from C structure data types. These pairs are stored in the StructHandlers hash map as StructTagHandler values.

This data is generated with `createStructHandlerMap`, and is stored within `handlerForStructTag`, which is used by the two functions, `typeToValueInvocationFor` and `valueToTypeInvocationFor` listed in `JSValueInternals`, and used by `ObjCCallbackFunction`.