

1. Expression 表达式.

Grammar.

Grammar Tree 语义树

VS

Priority 优先级

Runtime

Type Conversion 类型转换

Reference 参照

引用类型

Left hand side

8x

Right hand side

2. $1 + 2 * 3$

+

1

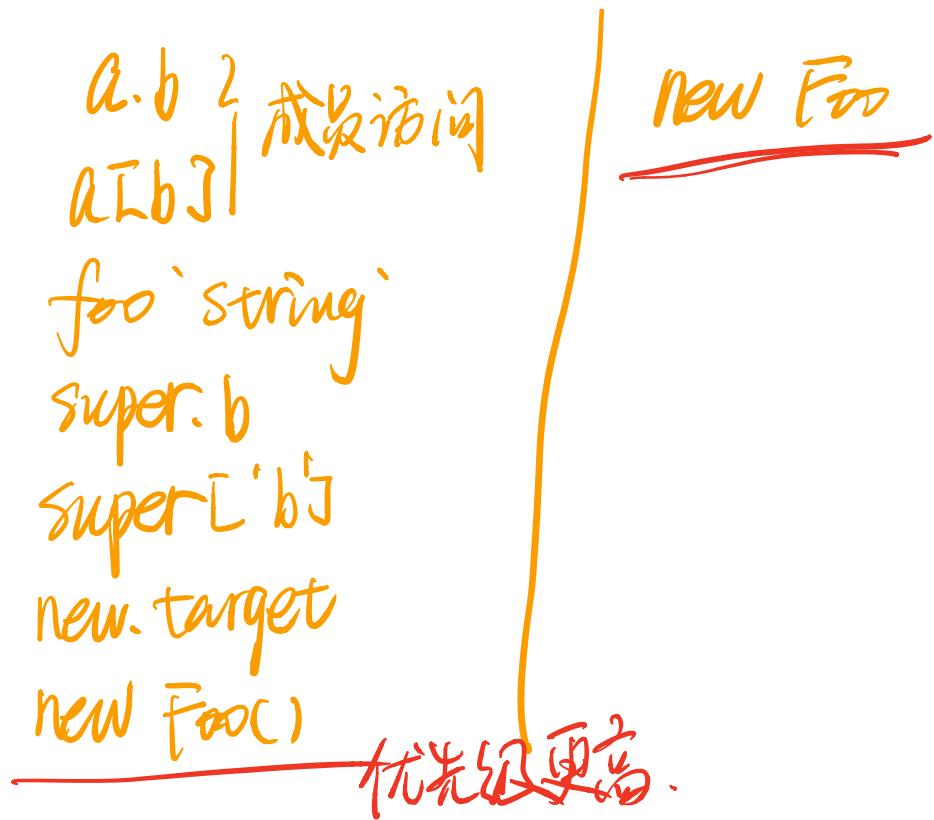
*

2 3

中缀树.

3. Member 表达式

New 成员.



4. Reference

object, key
string / symbol

delete, assign.

5. Call (expression)

优先级低于 New, 低于 Member

foo()
super()
foo(['b'])
foo().b
foo('abc')

b. Left HandSide & Right HandSide

7. Update

a++
a--
--a
++a

8. Unary 单目

delete a.b

void foo()

typeof a

+ a

- a

* a

! a

await a

9. Exponential 乘方 ** (右结合)

10. Multiplicative

*, /, %

Additive +, -

Shift <<, >>, >>>

Relationship

$<$, $>$, \leq , \geq , `instanceof`, `in`

11. Equality

`==`

`!=`

`==>`

`!=>`

Bitwise

`&`, `^`, `|`

12. Logical

`&&`, `||`, `<`

短路原语

Conditioned

`? :` (三目运算符)

13. Type Conversion 基型转换.

The screenshot shows a presentation slide titled "Type Conversion" from "极客大学". The slide contains a table illustrating type conversion rules between primitive types (Number, String, Boolean, Undefined, Null, Object, Symbol) and their corresponding boxed objects (Boxing).

	Number	String	Boolean	Undefined	Null	Object	Symbol
Number	-		0 false	×	×	Boxing	×
String		-	"" false	×	×	Boxing	×
Boolean	true 1 false 0	'true' 'false'	-	×	×	Boxing	×
Undefined	NaN	'Undefined'	false	-	×	×	×
Null	0	'null'	false	×	-	×	×
Object	valueOf	valueOf toString	true	×	×	-	×
Symbol	×	×	×	×	×	Boxing	-

String 也非常简单

II ⏪ ⏩ 03:52 / 14:20 超清 1X 选集

14. Unboxing : Object → 基本类型

toPrimitive

toString vs valueOf

Symbol.toPrimitive

15. Boxing

类型	对象	值
Number	new Number(1)	1
String	new String("a")	"a"
Boolean	new Boolean(true)	true
Symbol	new Object(Symbol("a"))	Symbol("a")