

1. Expression 表达式.

Grammar.

Grammar Tree 语法树

VS

Priority 优先级

Runtime

Type Conversion 类型转换

Reference

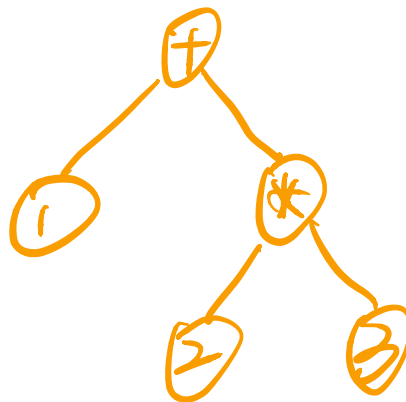
引用类型

Left hand side

&

Right hand side

2. $1 + 2 * 3$



中间树.

3. Member 表达式

| New 表达式.

a.b	2	成员访问		<u>new Foo</u>
a[b]				
foo				
super.b				
super[b]				
new.target				
<u>new Foo()</u>				优先级更高.

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']

6. 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

$<$, $>$, $<=$, $>=$, `instanceof`, `in`

11. Equality

`==`

`!=`

`===`

`!==`

Bitwise

`&`, `^`, `|`

12. Logical

`&&`, `||`, `!`

短路原则.

Conditioned

`?:` (三元运算符)

13. Type Conversion 类型转换.

00:11 7月17日周五 2. JS 表达式 | 类型转换 77%

Type Conversion

极客大学

	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 也非常的简单

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")