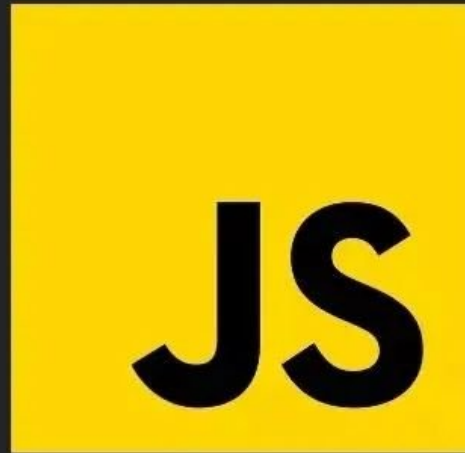




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Javascript

Best Practices



@coder_aishya



Avoid Global Variables

- Minimize the use of global variables.
- This includes all data types, objects, and functions.
- Global variables and functions can be overwritten by other scripts.
- Declare local variables with `let` and `const`



Use === Instead of == for comparison



```
0 == false // true
0 === false // false
2 == "2" // true
2 === "2" // false

// example
const val = "123";

if (val === 123) {
  console.log(val);
  // it cannot not be reached
}

if (val === "123") {
  console.log(val);
  // it can be reached
}
```



Don't Use new Object()

- Use `" "` instead of `new String()`
- Use `0` instead of `new Number()`
- Use `false` instead of `new Boolean()`
- Use `{ }` instead of `new Object()`
- Use `[]` instead of `new Array()`
- Use `/()/` instead of `new RegExp()`
- Use **`function (){}`** instead of `new Function()`



Example



```
let x1 = ""; // new primitive string
let x2 = 0; // new primitive number
let x3 = false; // new primitive boolean
const x4 = {}; // new object
const x5 = []; // new array object
const x6 = /()/; // new regexp object
const x7 = function(){}; // new function object
```

eval() usage is Bad

The eval() function is used to run text as code. In almost all cases, it should not be necessary to use it because it might cause a security problem.



Create helper functions for common tasks



```
function pick (obj, props) {  
  
  // Create new object  
  var picked = {};  
  
  // Loop through props and push to new object  
  for (let prop of props) {  
    picked[prop] = obj[prop];  
  }  
  
  // Return new object  
  return picked;  
}
```



Use for...of instead of for loops



// with for loop

```
let cities = ["New York", "Paris", "Beijing", "Sao Paulo",  
"Auckland"];  
let cityCount = cities.length;
```

```
for(let i = 0; i < cityCount; i++) {  
    console.log( cities[i] );  
}
```

// with for...of loop

```
let cities = ["New York", "Paris", "Beijing", "Sao Paulo",  
"Auckland"];
```

```
for(city of cities) {  
    console.log(city);  
}
```



Other Tips

- Give descriptive purposeful names to variables and functions (Use camel case capitalization often)
- Comment your code, but keep comments short
- Put JavaScript in a Separate File
- Place Scripts at the Bottom of Your Page
- Use JSLint



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