



SUNIL VISHWAKARMA  
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JS

# # JavaScript

# Ninja

# Techniques

👉 nullish coalescing assignment operator

👉 nullish coalescing operator

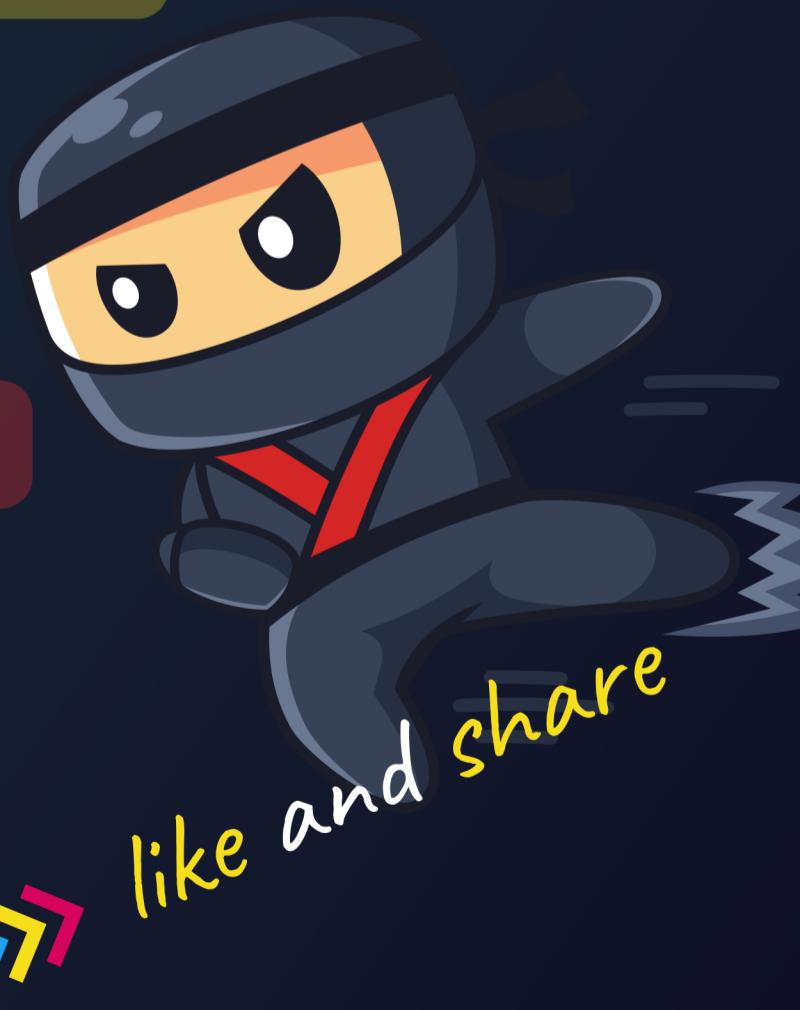
👉 spread operator

👉 optional chaining

👉 destructuring assignment

👉 dynamic property name

swipe →





## nullish coalescing assignment operator

instead of this

```
● ● ●  
  
if (token === null || token === undefined) {  
  token = user;  
}
```

do this

```
● ● ●
```

```
token ??= user
```

swipe →



## nullish coalescing operator

instead of this

```
if (token === null || token === undefined) {  
    user = "unknown";  
} else {  
    user = token;  
}
```

do this

```
user = val ?? "unknown";
```

swipe →



## spread operator

instead of this



```
const combined = Object.assign({}, obj1, obj2)
```

do this



```
const combined = { ...obj1, ...obj2};
```

swipe →



## optional chaining

instead of this



```
if (user) {  
  if(user.contact) {  
    return user.contact.email;  
  }  
}
```

do this



```
return user?.contact?.email;
```

swipe →



## destructuring assignment

instead of this



```
for(const key in arr) {  
  const val = arr[key];  
  console.log(key, val)  
}
```

do this



```
for(const [key, val] of arr.entries()) {  
  console.log(key, val)  
}
```

swipe →



dynamic property name

instead of this



```
const obj = {};  
obj[prop] = value;
```

do this



```
const obj = {[prop] = value};
```

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# Thats a Wrap!

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**short and easy explanations**

**Context API vs Redux-Toolkit**

Feature ▾	Context API ▾	Redux-Toolkit ▾
State Management	Not a full-fledged state management tool. Passes down values and update functions, but does not have built-in ability to store, get, update, and notify changes in values.	A full-fledged state management tool with built-in ability to store, get, update, and notify changes in values.
Usage	Best for passing static or infrequently updated values and moderately complex state that does not cause performance issues when passed using props.	Best for managing large-scale, complex state that requires asynchronous actions and side-effects.
Code Complexity	Minimal setup and low learning curve. However, can become complex when used with a large number of components and nested Contexts.	
Performance	Can cause unnecessary re-renders if the state passed down is not simple and can require the use of additional memoization techniques to optimize performance.	
Developer Tools	Does not come with pre-built developer tools but can be used with third-party tools like React DevTools.	
Community	Has a large and active community.	

**React**

**Virtual DOM**

**useRef()**  
referencing values in React

When you want a component to remember some information, but you don't want that information to trigger new renders, you can use a ref.

Lets See into

1. How to add a ref to component?
2. How to update a ref's value?
3. How refs are different from state?
4. When to use refs?
5. Best practices for using refs?

{ Current }

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VS

TF is a Virtual DOM?

real DOM

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**JavaScript Evolution**

**ES6** ES2015

1. let and const
2. Arrow functions
3. Default parameters
4. Rest and spread operators
5. Template literals
6. Destructuring assignment
7. Classes and inheritance
8. Promises for asynchronous programming
9. Symbols for creating unique object keys
10. Iterators and generators

**ES9** ES2018

1. Object.getOwnPropertyDescriptors()
2. Spread syntax for objects
3. Promise.prototype.finally()

**ES10** ES2019

1. Array.prototype.flat()
2. Array.prototype.flatMap()
3. String.prototype.trimStart()
4. String.prototype.trimEnd()
5. Array.prototype.sort() (stable)

**ES11** ES2020

1. BigInt
2. Nullish coalescing operator (??)
3. Optional chaining operator (?)
4. Promise.allSettled()

**ES12** ES2021

1. String.prototype.replaceAll()
2. Logical assignment operators (|=, &=&, ??=)

**ES13** ES2022

1. Array.prototype.lastIndexOf()
2. Object.hasOwn()
3. at() for strings and arrays
4. Top level await()

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**Redux Toolkit**  
Easiest Explanation Ever

React      Redux Toolkit

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