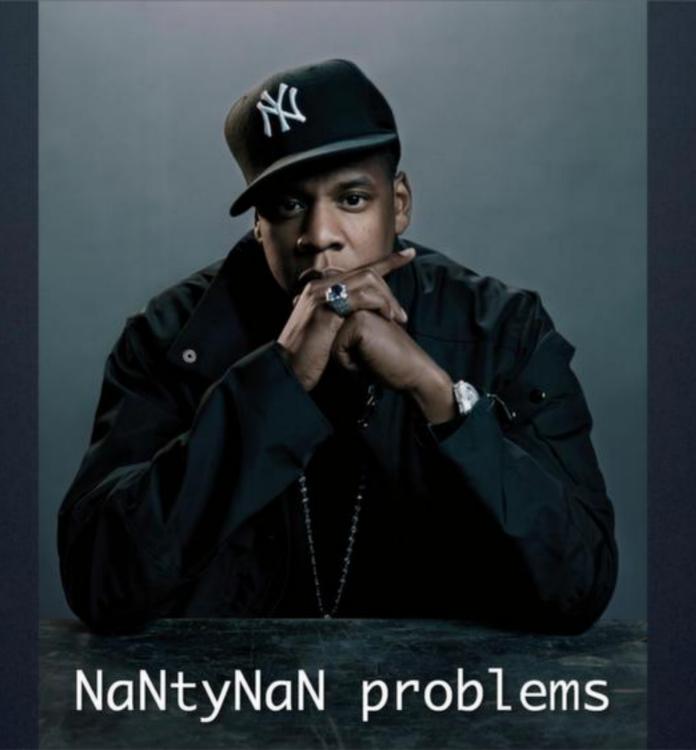
JavaScript • Unicode

@mathias · #wildcard13



@mathias





www.phpwtf.org

Default arguments and type hinting

By chx ~ Posted Mon, 05/06/2013 - 18:10

Run these three:

```
php -r 'function a(array $a){}; a(NULL);'
php -r 'function a(array $a = NULL){}; a(NULL);'
php -r 'function a(array $a = FALSE){}; a(FALSE);'
```

» Read more

The poor parser is easily confused

PHP can just cast numbers to strings, right?

```
<?php
print "a"."2";
?>
```

```
<?php
print "a".2;
?>
```

Results

a2

PHP Parse error: syntax error, unexpected '.2' (T_DNUMBER) in Command line code on line 1

array comparison

jan 1, 2013

Did you know that JavaScript can compare arrays using lexicographical ordering?

```
[1, 2, 4] < [1, 2, 5] // true
[1, 3, 4] < [1, 2, 5] // false
```

Just don't expect trichotomy to hold.

```
[1, 2, 3] == [1, 2, 3] // false

[1, 2, 3] < [1, 2, 3] // false

[1, 2, 3] == [1, 2, 3] // false

[1, 2, 3] >= [1, 2, 3] // false
```

Oh, and just in case you're wondering, it knows it's messing with you.

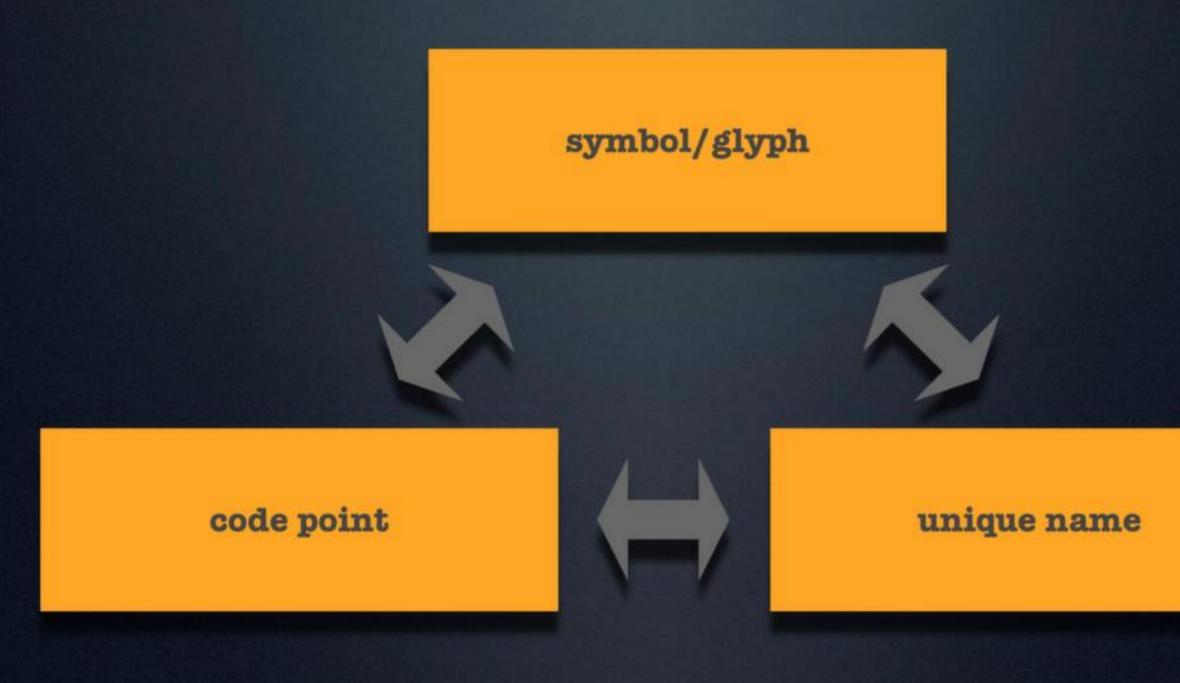
```
[1, 2, 3] <= [1, 2, 3] // true
[1, 2, 3] >= [1, 2, 3] // true
```

— @pwnall

undefined props on numbers

JavaScript has a Unicode problem

Unicode



U+0041

A

LATIN CAPITAL LETTER A

U+0061

 \mathbf{a}

LATIN SMALL LETTER A

U+00A9



COPYRIGHT SIGN

U+2603



SNOWMAN

U+1F4A9



PILE OF POO

U+000000 1 U+10FFFF

(Ox1OFFFF + 1) code points

٠.

17 planes (OxFFFF + 1) code points each Unicode plane #1

U+0000 L U+FFFF

Basic Multilingual Plane

Unicode planes #2-17

U+010000 \(\perc{1}\) U+10FFFF

supplementary planes astral planes

JavaScript

Hexadecimal escape sequences

```
>> '\x41\x42\x43'
'ABC'
>> '\x61\x62\x63'
'abc'
```

can be used for U+0000 \perp U+00FF

Unicode escape sequences

```
>> '\u0041\u0042\u0043'
'ABC'
>> 'I \u2661 JavaScript!'
'I ♡ JavaScript!'
```

can be used for U+0000 \(\preceq \) U+FFFF

...what about astral code points?

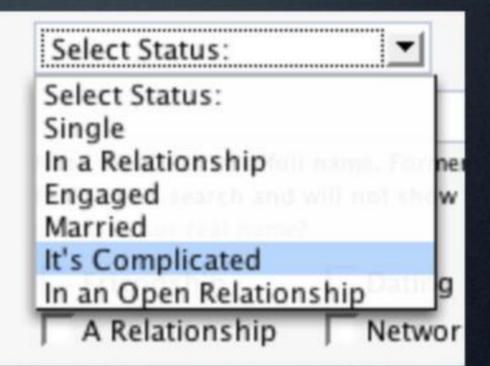
...what about 🧆?*

*...and other, equally important astral symbols

Relationship Status:

Former Name:

Looking for:



Unicode code point escapes



```
>> '\u{41}\u{42}\u{43}'
'ABC'
>> '\u{1F4A9}'
'&'
```

can be used for U+000000 \perp U+10FFFF

Surrogate pairs

```
>> '\uD83D\uDCA9'
'...' // U+1F4A9
```

can be used for U+010000 \(\preceq\) U+10FFFF

Surrogate pairs

```
// for astral code points (> 0xFFFF)
function getSurrogates(codePoint) {
  var high = Math.floor((codePoint - 0x10000) / 0x400) + 0xD800;
  var low = (codePoint - 0x10000) % 0x400 + 0xDC00;
  return [ high, low ];
function getCodePoint(high, low) {
  var\ codePoint = (high - 0xD800) * 0x400 + low - 0xDC00 + 0x10000;
  return codePoint;
>> getSurrogates(0x1F4A9); // U+1F4A9 is 💩
[ 0xD83D, 0xDCA9 ]
>> getCodePoint(0xD83D, 0xDCA9);
0x1F4A9
```

JavaScript string length

```
>> 'A'.length // U+0041
>> 'A' == '\u0041'
true
>> 'B'.length // U+0042
>> 'B' == '\u0042'
true
```

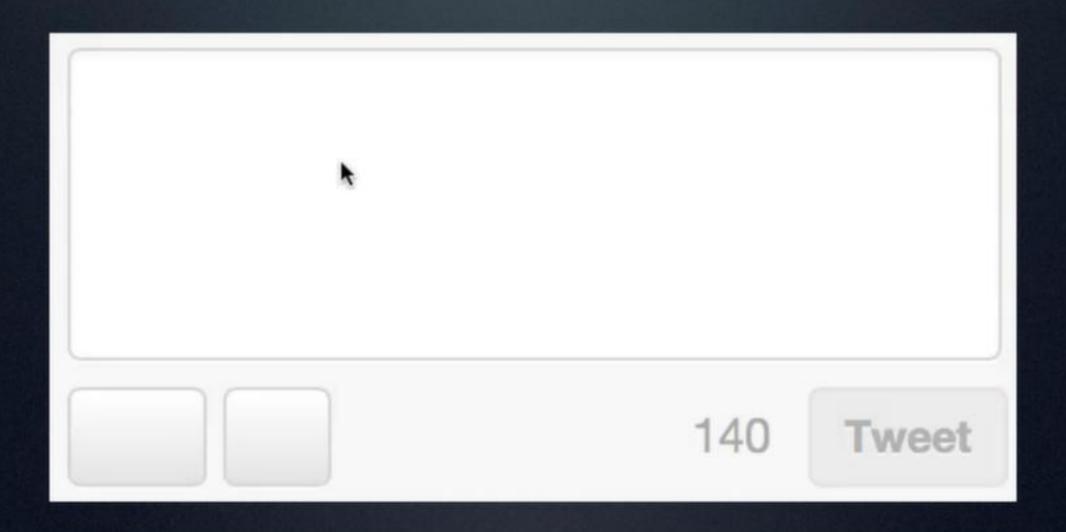
String length \(\neq \) char count

```
>> 'A'.length // U+1D400
>> 'A' == '\uD835\uDC00'
true
>> 'B'.length // U+1D401
>> 'B' == '\uD835\uDC01'
true
```

String length ≠ char count

```
>> '@'.length // U+1F4A9
>> '@' == '\uD83D\uDCA9'
         insert obligatory "number two" joke here
true
```

Real-world example



COUNTABLE.JS

Countable is a JavaScript function to add live paragraph-, word- and character-counting to an HTML element. Countable does not rely on any libraries and is very small in size.

Download on GitHub

Start entering some text here

Paragraphs: 0

Words: 0

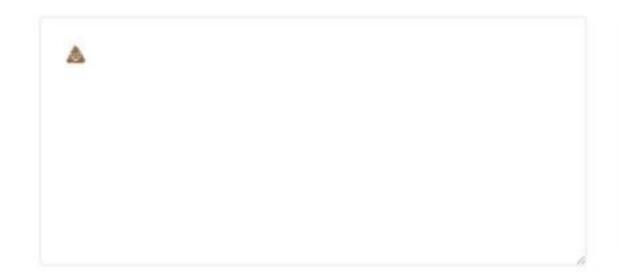
Characters: 0

Characters (with spaces): 0

COUNTABLE.JS

Countable is a JavaScript function to add live paragraph-, word- and character-counting to an HTML element. Countable does not rely on any libraries and is very small in size.

Download on GitHub





JS string character count

```
function countSymbols(string) {
 return punycode.ucs2.decode(string).length;
}
>> countSymbols('A') // U+0041
>> countSymbols('A') // U+1D400
  countSymbols('&') // U+1F4A9
```

JS escape sequences

JavaScript escapes

Here are some special characters: 0 🕾 💩

permalink

'Here are some special characters: \xA9 \u2603 \uD83D\uDCA9 \u200B'

Learn all about JavaScript character escapes and do it manually, or just use this tool.

If we're being pedantic...

```
// it's actually even more complicated:
>> 'mañana' == 'mañana'
false
```

If we're being pedantic...

```
// it's actually even more complicated:
>> 'mañana' == 'mañana'
false
>> 'ma\xF1ana' == 'man\u0303ana'
false
>> 'ma\xF1ana'.length
6
>> 'man\u0303ana'.length
```

Unicode normalization

```
function countSymbolsPedantically(string) {
  // Unicode Normalization, NFC form:
  var normalized = unorm.nfc(string);
  // Account for astral symbols / surrogates:
  return punycode.ucs2.decode(normalized).length;
  countSymbolsPedantically('mañana') // U+00F1
6
  countSymbolsPedantically('mañana') // U+006E + U+0303
6
```

http://mths.be/punycode & http://git.io/unorm



Unicode normalization

```
function countSymbolsPedantically(string) {
  // Unicode Normalization, NFC form:
  var normalized = string.normalize('NFC');
  // Account for astral symbols / surrogates:
  return punycode.ucs2.decode(normalized).length;
   countSymbolsPedantically('mañana') // U+00F1
6
   countSymbolsPedantically('mañana') // U+006E + U+0303
6
```

```
// naive solution
function reverse(string) {
  return string.split('').reverse().join('');
}
```

```
function reverse(string) {
   return string.split('').reverse().join(''); // naive solution
}
>> reverse('abc')
'cba'
```

```
function reverse(string) {
   return string.split('').reverse().join(''); // naive solution
}

>> reverse('abc')
'cba'
>> reverse('mañana') // U+00F1
'anañam'
```

```
function reverse(string) {
   return string.split('').reverse().join(''); // naive solution
}

>> reverse('abc')
'cba'
>> reverse('mañana') // U+00F1
'anañam'
>> reverse('mañana') // U+006E + U+0303
'anañam'
```

```
function reverse(string) {
  return string.split('').reverse().join(''); // naive solution
>> reverse('abc')
'cba'
>> reverse('mañana') // U+00F1
'anañam'
>> reverse('mañana') // U+006E + U+0303
'ananam'
>> reverse('&') // U+1F4A9
'00'
'\uDCA9\uD83D' // the surrogate pair for 💩, in the wrong order
```



```
// Using the Esrever library
var reverse = esrever.reverse;

>> reverse('abc')
'cba'
>> reverse('mañana') // U+00F1
'anañam'
>> reverse('mañana') // U+006E + U+0303
'anañam'
>> reverse('abc') // U+1F4A9
'abc'
```

This affects other string methods, too.

String.fromCharCode()

```
>> String.fromCharCode(0x0041) // U+0041
'A' // U+0041
>> String.fromCharCode(0x1F4A9) // U+1F4A9
'\overline{\text{W}'} // U+F4A9
```

only works as you'd expect for $U+0000 \perp U+FFFF$

String.fromCharCode()

```
\perp use surrogate pairs for astral symbols:
```

```
>> String.fromCharCode(0xD83D, 0xDCA9)
```

String.fromCharCode()

```
\perp use surrogate pairs for astral symbols:
>> String.fromCharCode(0xD83D, 0xDCA9)
'&' // U+1F4A9
\perp or just use Punycode.js:
>> punycode.ucs2.encode([ 0x1F4A9 ])
'&' // U+1F4A9
```

String.fromCodePoint()



>> String.fromCodePoint(0x1F4A9)



can be used for U+000000 \perp U+10FFFF

String#char{Code}At()

```
>> '&'.charAt(0) // U+1F4A9
'\uD83D' // U+D83D
>> '&'.charCodeAt(0)
0xD83D
```

String#codePointAt()



>> 'a'.codePointAt(0)
0x1F4A9

Iterate over all symbols in a string

```
function getSymbols(string) {
  var length = string.length;
 var index = -1;
 var output = [];
 var character;
 var charCode;
 while (++index < length) {
    character = string.charAt(index);
    charCode = character.charCodeAt(0);
    if (charCode >= 0xD800 && charCode <= 0xDBFF) {
      output.push(character + string.charAt(++index));
    } else {
      output.push(character);
  return output;
var symbols = getSymbols('\( \);
symbols.forEach(function(symbol) {
  assert(symbol == '&');
});
```



Iterate over all symbols in a string

```
for (let symbol of (a) ') {
  assert(symbol == '(a)');
}
```

More string madness

- String#substring
- String#slice
- ...anything that involves strings

Regular expressions

```
>> /foo.bar/.test('foo.bar')
false
```

```
>> /^.$/.test('a')
false // doesn't match line breaks, either
```

```
>> /^.$/.test('a')
false // doesn't match line breaks, either
>> /^[\s\S]$/.test('a')
false // matches line breaks, but still doesn't match whole astral symbols
```

```
>> /^.$/.test('@')
false // doesn't match line breaks, either
>> /^[\s\S]$/.test('@')
false // matches line breaks, but still doesn't match whole astral symbols
>> /^[\0-\uD7FF\uDC00-\uFFFF]|[\uD800-\uDBFF][\uDC00-
\uDFFF]|[\uD800-\uDBFF]$/.test('\o')
true // wtf
```

Create Unicode-aware regular expressions

```
>> regenerate.fromCodePointRange(0x0, 0x10FFFF)
'[\0-\uD7FF\uDC00-\uFFFF]|[\uD800-\uDBFF][\uDC00-\uDFFF]|[\uD800-\uDBFF]'
```

Create Unicode-aware regular expressions

```
>> regenerate.fromCodePointRange(0x0, 0x10FFFF)
'[\0-\uD7FF\uDC00-\uFFFF]|[\uD800-\uDBFF][\uDC00-\uDFFF]|[\uD800-\uDBFF]'

>> regenerate()
..... .addRange(0x000000, 0x10FFFF) // add all Unicode code points
..... .removeRange('A', 'z') // remove all symbols from `A` to `z`
```

Create Unicode-aware regular expressions

```
>> regenerate.fromCodePointRange(0x0, 0x10FFFF)
'[\0-\uD7FF\uDC00-\uFFFF]|[\uD800-\uDBFF][\uDC00-\uDFFF]|[\uD800-\uDBFF]]
>> regenerate()
.....    .addRange(0x000000, 0x10FFFF) // add all Unicode code points
.....    .removeRange('A', 'z') // remove all symbols from `A` to `z`
.....    .remove('\overline{\overline{\overline{\overline{\overline{\overline{\overline{\overline{\overline{\overline{\overline{\overline{\overline{\overline{\overline{\overline{\overline{\overline{\overline{\overline{\overline{\overline{\overline{\overline{\overline{\overline{\overline{\overline{\overline{\overline{\overline{\overline{\overline{\overline{\overline{\overline{\overline{\overline{\overline{\overline{\overline{\overline{\overline{\overline{\overline{\overline{\overline{\overline{\overline{\overline{\overline{\overline{\overline{\overline{\overline{\overline{\overline{\overline{\overline{\overline{\overline{\overline{\overline{\overline{\overline{\overline{\overline{\overline{\overline{\overline{\overline{\overline{\overline{\overline{\overline{\overline{\overline{\overline{\overline{\overline{\overline{\overline{\overline{\overline{\overline{\overline{\overline{\overline{\overline{\overline{\overline{\overline{\overline{\overline{\overline{\overline{\overline{\overline{\overline{\overline{\overline{\overline{\overline{\overline{\overline{\overline{\overline{\overline{\overline{\overline{\overline{\overline{\overline{\overline{\overline{\overline{\overline{\overline{\overline{\overline{\overline{\overline{\overline{\overline{\overline{\overline{\overline{\overline{\overline{\overline{\overline{\overline{\overline{\overline{\overline{\overline{\overline{\overline{\overline{\overline{\overline{\overline{\overline{\overline{\overline{\overline{\overline{\overline{\overline{\overline{\overline{\overline{\overline{\overline{\overline{\overline{\overline{\overline{\overline{\overline{\overline{\overline{\overline{\overline{\overline{\overline{\overline{\overline{\overline{\overline{\overline{\overline{\overline{\overline{\over
```

Regular expressions



```
>> /foo.bar/.test('foo@bar')
false
>> /foo.bar/u.test('foo@bar')
true
```

JavaScript has a Unicode problem

Thanks! Questions? \(\preceq \) @mathias



U+23FO ALARM CLOCK



U+1F37A BEER MUG



U+1F37B CLINKING BEER MUGS