

# 极客大学 前端进阶训练营

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# 重学前端

JavaScript

# JavaScript

- Atom
- Expression
- Statement
- Structure
- Program/Module

# Atom

## Grammar

- Grammar Tree vs Priority
- Left hand side & Right hand side

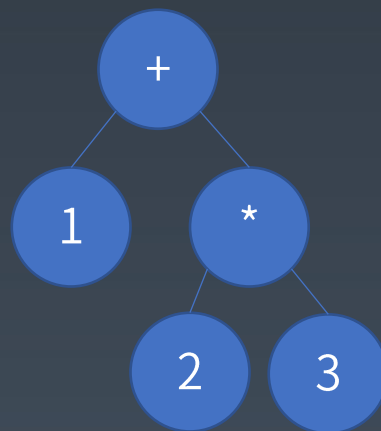
## Runtime

- Type Conversion
- Reference

# Grammar

- Tree vs Priority

- + -
- \* /
- ()



$1 + 2 * 3$

# Expressions

- Member

- a.b
- a[b]
- foo`string`
- super.b
- super[ 'b' ]
- new.target
- new Foo()

- New

- new Foo

Example:

```
new a()  
new new a()
```

# Reference

- Object
- Key
- delete
- assign

# Expressions

- Call
  - `foo()`
  - `super()`
  - `foo()['b']`
  - `foo().b`
  - `foo()`abc``

Example:  
`new a()['b']`



# Expressions

- Left Handside & Right Handside

Example:

$a.b = c;$

$a+b = c$

# Expressions

- Update

- `a ++`
- `a --`
- `-- a`
- `++ a`

Example:

`++ a ++`

`++ (a ++)`

# Expressions

- Update

- `a ++`
- `a --`
- `-- a`
- `++ a`

Example:

`++ a ++`

`++ (a ++)`

# Expressions

- Unary
  - delete a.b
  - void foo()
  - typeof a
  - + a
  - - a
  - ~ a
  - ! a
  - await a

# Expressions

- Exponential

- \*\*

Example:

`3 ** 2 ** 3`

`3 ** (2 ** 3)`

# Expressions

- Multiplicative
  - `*` `/` `%`
- Additive
  - `+` `-`
- Shift
  - `<<` `>>` `>>>`
- Relationship
  - `<` `>` `<=` `>=` `instanceof` `in`

# Expressions

- Equality
  - ==
  - !=
  - ===
  - !==
- Bitwise
  - & ^ |

# Expressions

- Logical
  - &&
  - ||
- Conditional
  - ? :



# Type Conversion

- `a + b`
- `"false" == false`
- `a[0] = 1;`

# Type Conversion

	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	-

# Unboxing

- ToPrimitive
- toString vs valueOf
- Symbol.toPrimitive

```
var o = {  
  toString() { return "2" },  
  valueOf() { return 1 },  
  [Symbol.toPrimitive]() { return 3 }  
}
```

```
var x = {}  
x[o] = 1
```

```
console.log("x" + o)
```

# Boxing

类型	对象	值
Number	<code>new Number(1)</code>	1
String	<code>new String("a")</code>	"a"
Boolean	<code>new Boolean(true)</code>	true
Symbol	<code>new Object(Symbol("a"))</code>	Symbol("a")

# Exercise

StringToNumber

NumberToString

THANKS! |  极客大学