聊聊JS的几个新特性

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QConShanghai 2019 —— 编程语言

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Twitter @haxy





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一个写了20+年JS的男人

- 前ES3时代 1995~1999
- ES3时代 2000~2010

- Harmony时代 2008~2016
- 后ES6时代 2016~2020
- TS/JS生态新时代 2020~

360

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75team

360高级前端架构师

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360技术委员会Web前端TC委员

2019年7月起 TC39代表

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- ECMA-334 C# Language Specification
- ECMA-335 Common Language Infrastructure (CLI)
- ECMA-367 Eiffel programming Language
- ECMA-376 Office Open XML (ISO/IEC 29500)
- ECMA-388 Open XML Paper Specification
- ECMA-408 Dart language specification
- ECMA-410 NFC-SEC Entity Authentication and Key Agreement using Asymmetric Cryptography
- ECMA-411 NFC-SEC Entity Authentication and Key Agreement using Symmetric Cryptography

China IWNCOMM 2014-6~2018-6?

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- ECMA-262 ECMAScript Language Specification
- ECMA-357 ECMAScript for XML (E4X) (废弃)
- ECMA-402 ECMAScript Internationalization API
- ECMA-404 JSON

JavaScript ECMAScript

JavaScript® ECMAScript®

- Google
- Apple

- Mozilla
- Microsoft
- Facebook

IBM

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Intel

- Paypal
- Stripe

- 360
- Airbnb

Bloomberg

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- GoDaddy
- Salesforce

- Evernote
- Igalia

- Meteor
- npm
- OpenJS Foundation

建立渠道

即即即S的 几个新特性

已完成的提案

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每年6-8个提案

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ES2020

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目前5个

- String.prototype.matchAll
- import()

- BigInt
- Promise.allSettled
- globalThis

Stage 3

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- Nullish Coalescing
- Optional Chaining
- String.prototype.replaceAll?

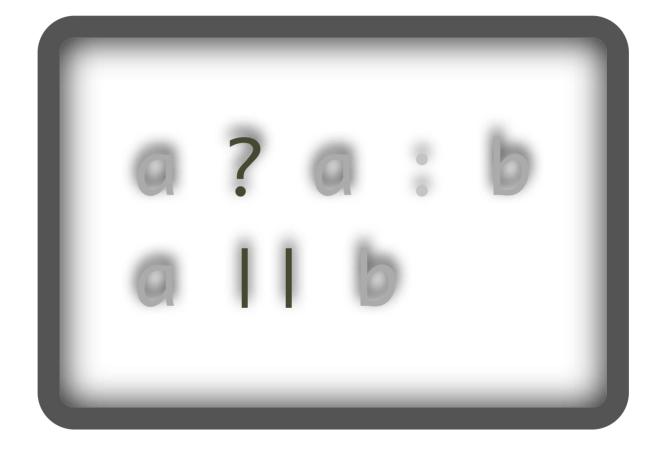
Nullish Coalescing Operators



a ??

b

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truthy/falsy

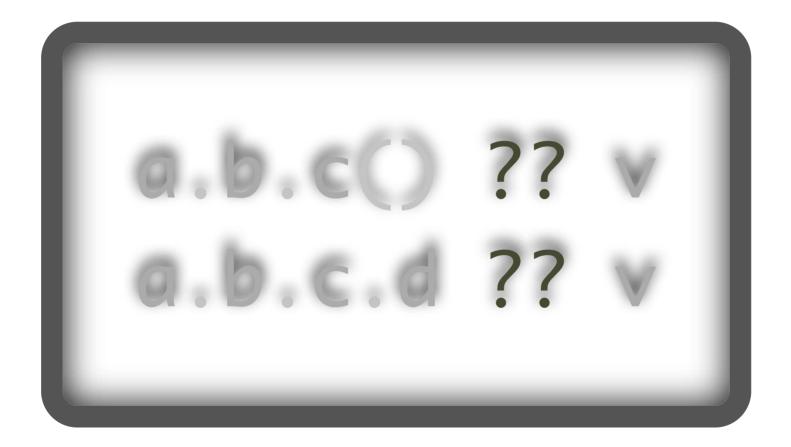
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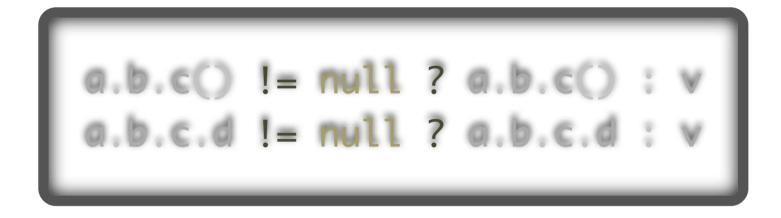
```
string: "" || vboolean: false || v
```

- nubmer: 0 | | v
- number: NaN | v
- Array: [] | v
- Object: ({ valueOf() { return 0 } }) || v

nullish







Side effects

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- eval Once And Only Once
- Don't Repeat Yourself

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a !== undefined && a !== null ? a : b

document.all

TypeScript

Slide

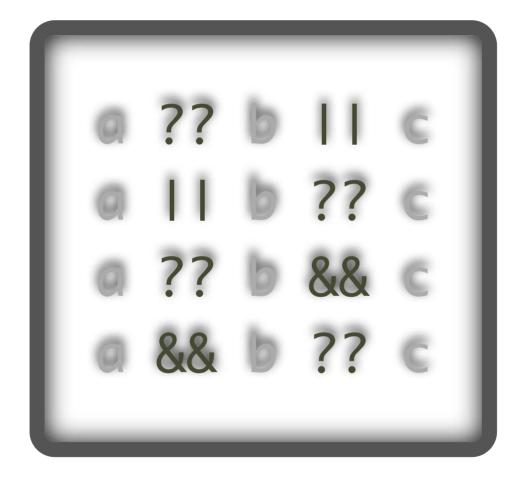
a ?? b

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a 必须是 nullish

- T undefined
- T | null

• T | null | undefined



SyntaxError



未决问题

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优先级

- 等于 ?: —— GNU C、Groovy (?:)
- 小于 || —— C#、PHP、Dart、Coffee

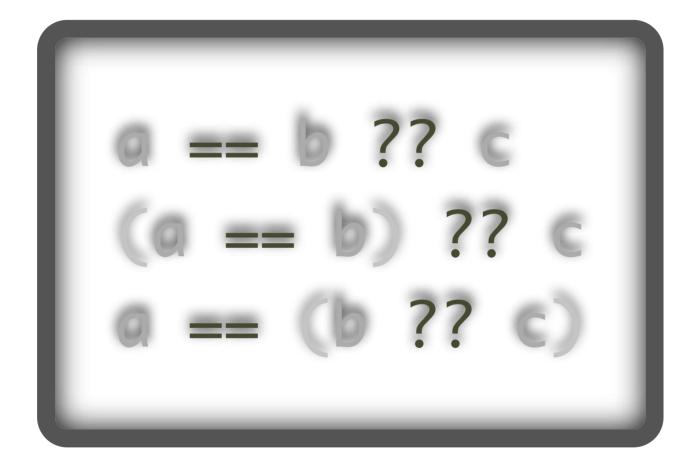
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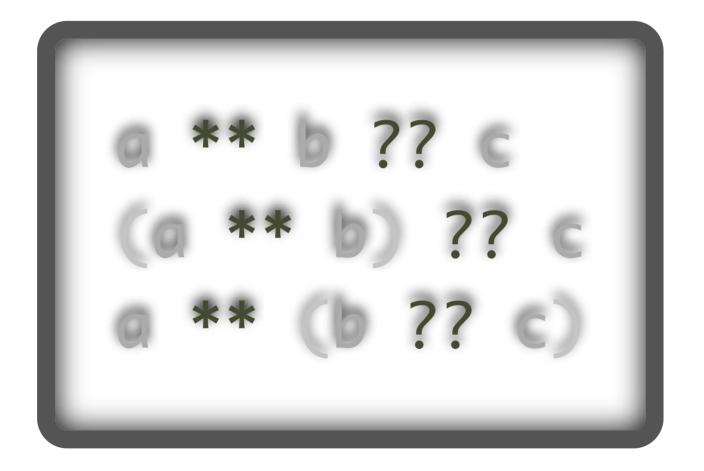
- 等于 || —— Perl (//)
- 高于 ==: Swift、Kotlin

v ?? complex_expression

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complex_expression ?? v





Operator precedence

TypeScript

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a ?? b

Slide

a 必须是 nullish

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a [OP] b ?? c 一定都是错误代码

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a ?? b [OP] c 理解上存在歧义

```
a [OP] b ?? c [OP] d
怎样自动fix?
(a *[OP]* b) ?? (c *[OP]* d)
a [OP] (b ?? c [OP] d)
a [OP](b??c)[OP]d
```

高于比较运算符: Swift、Kotlin

高于**(所有二元运算符)

a [OP] b ?? c

a [OP] b ?? c [OP] d

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a ?? b [OP] c

比较保守的团队 可以定制lint规则

相对简单的lint规则 只禁止 a ?? b [OP] c a ?? b 或者 a ?? (b [OP] c)

而现在可能需要lint规则

- a [OP] b ?? c
- a ?? b [OP] c
- a [OP] b ?? c [OP]d





Optional Chaining



a !== undefined && a !== null ? a.b : undefined

a != null ? a.b : undefined

Nullish-aware Operators

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a != null ? a.b : undefined

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a && a.b

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truthy/falsy

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nullish

a && a.b && a.b.c

Side effects

OAOODRY

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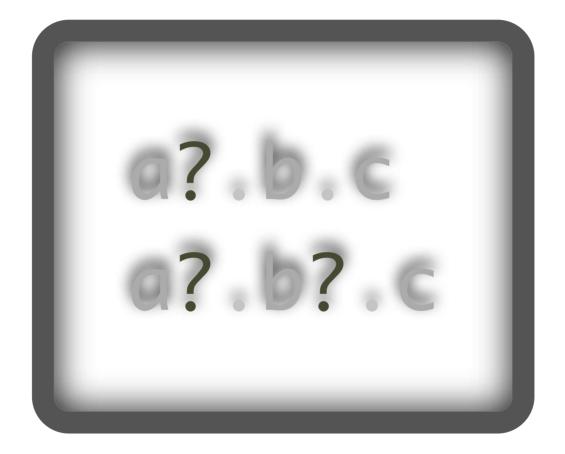
document.all

TypeScript

Slide

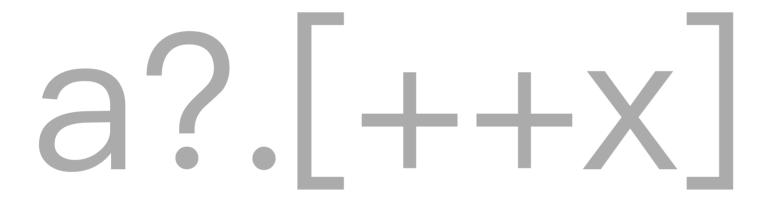


a 必须是 nullish



Short-circuiting

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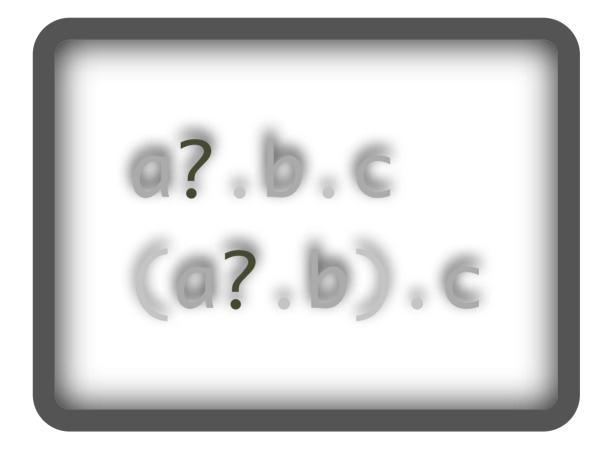


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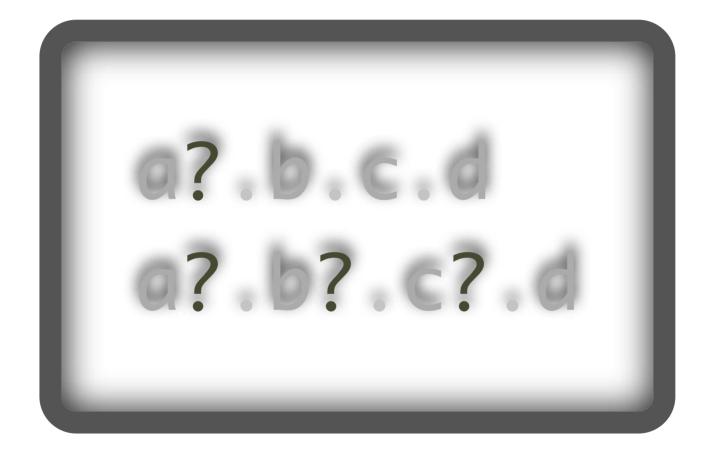
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a == null ? undefined : a.b.c(++x).d

Long short-circuiting

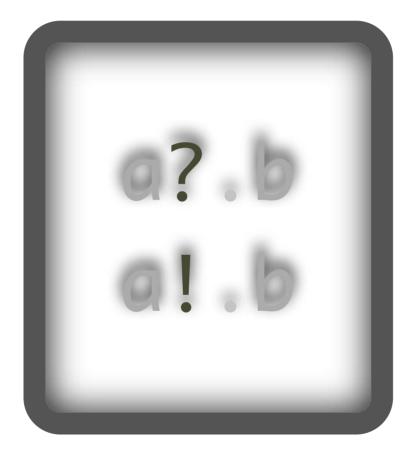


```
a == null ? undefined : a.b.c
(a == null ? undefined : a.b).c
```



TypeScript静态类型检查可以严格地确定每个部分应该用a.b还是a?.b

a?.b.c?.d



Non-null assertion

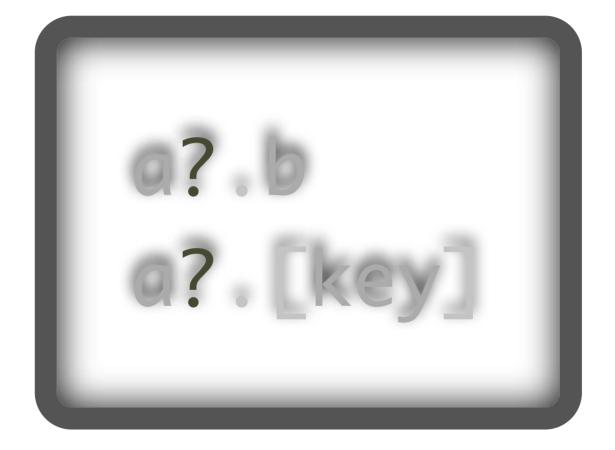


```
const H = '' '.codePointAt(0).toString(16)
const K = '' '.codePointAt(2).toString(16)
console.log(H, K)
```

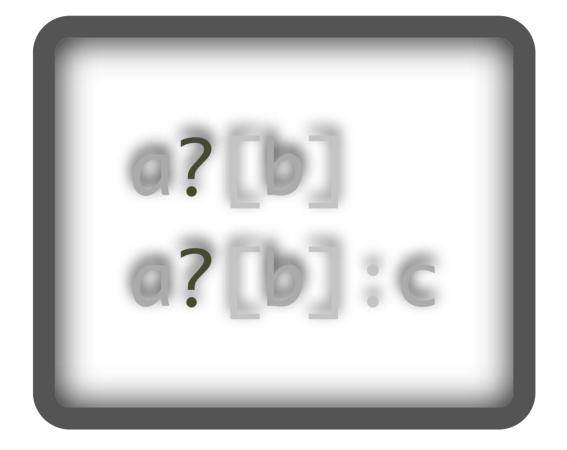
```
const H = '' '.codePointAt(0)!.toString(16)
const K = '' '.codePointAt(2)!.toString(16)
console.log(H, K)
```

```
const H = '' '.codePointAt(0)?.toString(16)
const K = '' '.codePointAt(2)?.toString(16)
console.log(H, K)
```

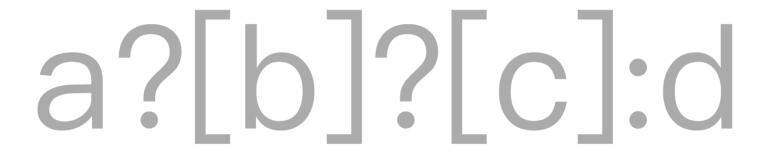
```
const lang = localStorage.getItem('lang') ?? 'en-US'
const labels = i18n.load(lang)
const user = JSON.parse(localStorage.getItem('user'))
document.querySelector('bdi#user-name')!.textContent =
   user?.name ?? labels?.['non-login-user-name'] ?? 'anonymous'
```



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其他语言?

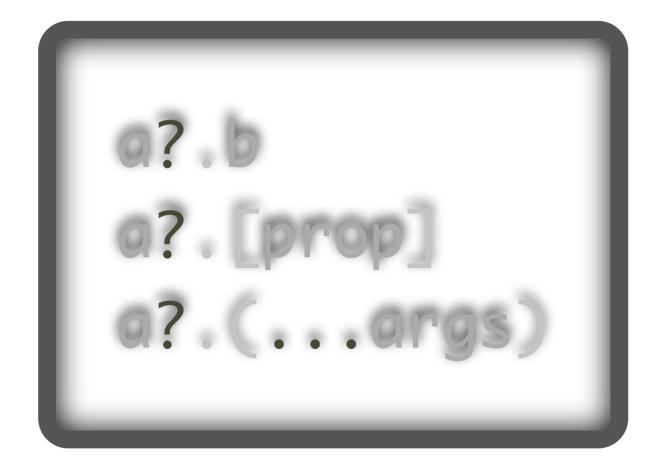
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C#: 数组是 {...}

CoffeeScript: 没有 ?: 三元

Swift: 用空格区分!

try a?.b?[c]



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a?.(...)

C#: a?.invoke(...)

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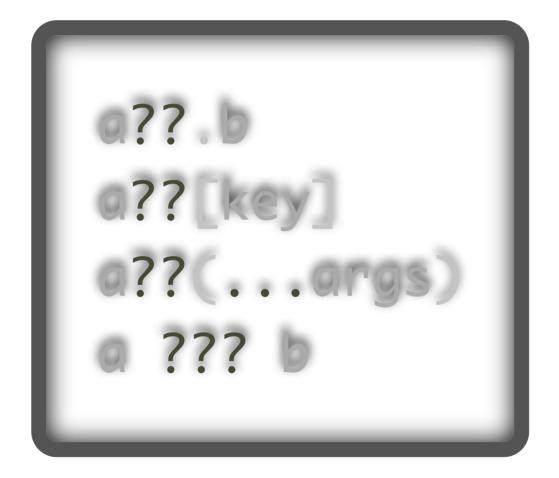
- a.b?.(...)
- a.b?.invoke(...)

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Stage 2

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```
a??.b a??[key] a??(...args) a ??? b
a?&b a?&[key] a?&(...args) a ?? b
a?>b a?>[key] a?>(...args) a ?? b
a?.b a?\[key] a?\(...args) a ?? b
a\.b a\[key] a\(...args) a \\ b
a?.b a?.[key] a?.(...args) a ?? b
```

主要use case a?.b 80%+

a ?? b

delete a?.b

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a == null ? true : delete a.b

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- new?.target
- import?.('foo')
- new a?.()
- new a?.b()
- super?.()
- super?.foo
- a?.string
- a?.bstring
- a?.b = c



```
// syntax error
document.querySelector('#test')?.innerHTML += '...'
```

```
// ok
document.querySelector('#test')?.insertAdjacentHTML('beforeend', '...')
```





String.prototype.replaceAll

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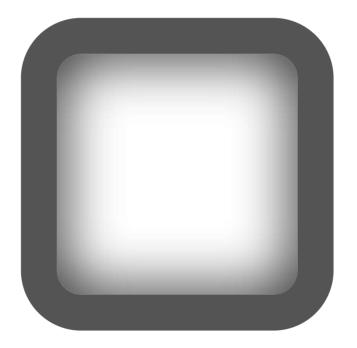
```
'abaa'.replace('a', 'A') // Abaa
'abaa'.replace(/a/, 'A') // Abaa
'abaa'.replace(/a/g, 'A') // AbAA
'abaa'.replaceAll('a', 'A') // AbAA
'abaa'.replaceAll(/a/, 'A') // Ab??
'abaa'.replaceAll(/a/g, 'A') // AbAA
```

- 'AbAA' (auto g)
- 'Abaa' (consistency?)
- throw TypeError
- do not allow RegExp at all (change API name to substitue)

String.prototype.matchAll

```
'abaa'.match('a') // ['a', index: 0, input: 'abaa']
'abaa'.match(/a/) // ['a', index: 0, input: 'abaa']
'abaa'.match(/a/g) // ['a', 'a', 'a']
```

 $\label{local-matchAll('a') // (['a', index: 0, input: 'abaa'])} $$ 'abaa'.matchAll(/a/) // ? $$ 'abaa'.matchAll(/a/g) // (['a', index: 0], ['a', index: 2], ['a', index: 3]) $$$



Stage 4!

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```
'abaa'.replaceAll(/a/, 'A') // TypeError!
'abaa'.matchAll(/a/) // TypeError!
```

globalThis

- window
- self

global

Why globalThis

https://github.com/tc39/proposal-global

```
if (typeof global === 'object') {
  // code for node.js
} else {
  // code for browser
}
```

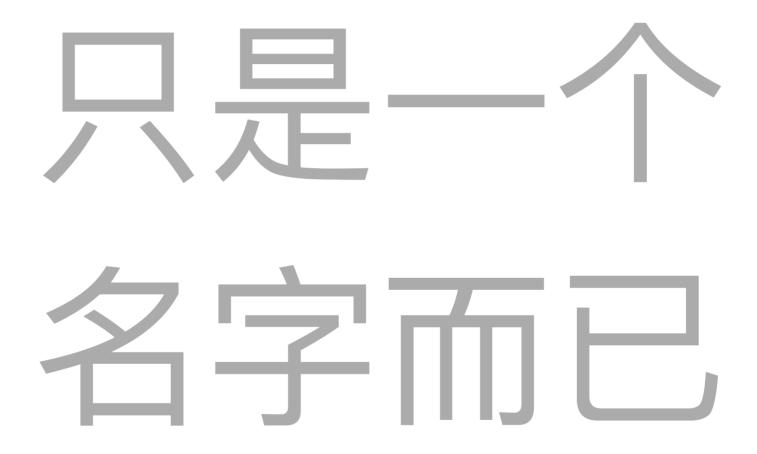
- self
- globalObject

- globe
- Global

globalThis

安慰一下自己

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One more thing

class fields

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Stage 3

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Chrome已经实现

```
class Test {
  name = 'hax'
  greeeting = `Hello ${name}`
}
console.log(new Test().greeting)
```

```
class Test {
 #privateField
  #privateMethod() {}
  async #privateAsyncMethod() {}
  get #privateGetter() {}
  *#privateGenerator() {}
  async *#privateAsyncGenterator(
```

```
class Test {
  #privateField
  #privateMethod() {}
  async #privateAsyncMethod() {}
  get #privateGetter() {}
  *#privateGenerator() {}
  async *#privateStaticAsyncGenterator() {}
  static #privateStaticField
  static #privateStaticMethod() {}
  static async #privateStaticAsyncMethod() {}
  static get #privateStaticGetter() {}
  static *#privateStaticGenerator() {}
  static async *#privateStaticAsyncGenterator() {}
```

9月8日class fields提案闭门研讨会

