

# Create transient JavaScript variable in an object

Asked 3 years, 3 months ago · Active 3 years, 3 months ago · Viewed 1k times

```
function Player(name)
{
    this._name = name;
    this._id = "Player" + (Player_ID++);
};

var newPlayer = new Player(newUnitName);
alert(JSON.stringify(newPlayer));
```

What I want to do is stop displaying the id value. Is there a way to make the id variable transient. Please help

javascript

oop

asked Apr 28 '16 at 7:29



[jayangaVliyanage](#)

45 10

2 Possible duplicate of [json.stringify : How to exclude certain fields from the json string](#) – James Thorpe Apr 28 '16 at 7:34

## 2 Answers

Every object has a method `toJSON()`, which is invoked when the object should be serialized using `JSON.stringify()`.

2 From [MDN article](#) on `JSON.stringify()`:

If an object being stringified has a property named `toJSON` whose value is a function, then the `toJSON()` method customizes JSON stringification behavior: instead of the object being serialized, the value returned by the `toJSON()` method when called will be serialized

The following example creates a different serialization function, which will exclude the `_id` :

```
var Player_ID = 0;
function Player(name) {
  this._name = name;
  this._id = "Player" + (Player_ID++);
  this.toJSON = function() {
    return {
      _name: this._name
    };
  };
};

var newPlayer = new Player('Name 1');
console.log(JSON.stringify(newPlayer)); // prints {"_name": 'Name 1'}
```

Check the working [demo](#).

edited Apr 28 '16 at 7:47

answered Apr 28 '16 at 7:41



Dmitri Pavlutin

11.5k 4 28 32

If you don't need to enumerate over this property you can use [non-enumerable](#) properties:

```
function Player(name)
{
  this._name = name;
  Object.defineProperty(this, '_id', {
    enumerable: false
  });
};

var newUnitName = "Foo";
var newPlayer = new Player(newUnitName);
alert(JSON.stringify(newPlayer));
```

Run code snippet

[Expand snippet](#)

edited Apr 28 '16 at 7:40

answered Apr 28 '16 at 7:36



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How we can access `console.log(newPlayer._id)` ? – [JagsSparrow](#) Apr 28 '16 at 8:13

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