# Static methods

<u>Uint8Array.BYTES PER ELEMENT</u>

Static properties

Uint32Array

Float32Array

Float64Array

BigInt64Array

Inherits static methods from its parent <u>TypedArray</u>.

Also inherits static properties from its parent  $\underline{\mathsf{TypedArray}}$ .

### Instance properties

Also inherits instance properties from its parent <u>TypedArray</u>.

These properties are defined on Uint8Array.prototype and shared by all Uint8Array instances.

The constructor function that created the instance object. For UintBArray instances, the initial

<u>Uint8Array.prototype.BYTES PER ELEMENT</u>

Returns a number value of the element size. 1 in the case of a Uint8Array.

Returns a number value of the element size. 1 in the case of Uint8Array.

#### value is the <u>Uint8Array</u> constructor.

Instance methods

Uint8Array.prototype.constructor

Inherits instance methods from its parent <u>TypedArray</u>.

### Examples

Different ways to create a Uint8Array

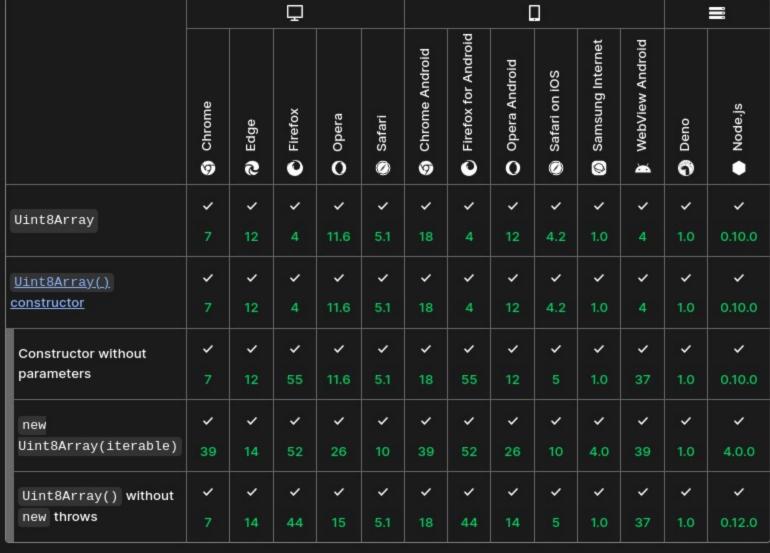
```
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JS
// From a length
const uint8 = new Uint8Array(2);
uint8[0] = 42;
console.log(uint8[0]); // 42
console.log(uint8.length); // 2
console.log(uint8.BYTES_PER_ELEMENT); // 1
const x = new Uint8Array([21, 31]);
console.log(x[1]); // 31
// From another TypedArray
const y = new Uint8Array(x);
console.log(y[0]); // 21
// From an ArrayBuffer
const buffer = new ArrayBuffer(8);
const z = new Uint8Array(buffer, 1, 4);
console.log(z.byteOffset); // 1
const iterable = (function* () {
 yield* [1, 2, 3];
const uint8FromIterable = new Uint8Array(iterable);
console.log(uint8FromIterable);
```

## Specifications

Specification ECMAScript Language Specification # table-49

## **Browser compatibility**

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## See also

✓ Full support

• Polyfill of Uint8Array in core-js 🖸

View the source on GitHub.

- JavaScript typed arrays
- <u>TypedArray</u>
- ArrayBuffer
- <u>DataView</u>

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