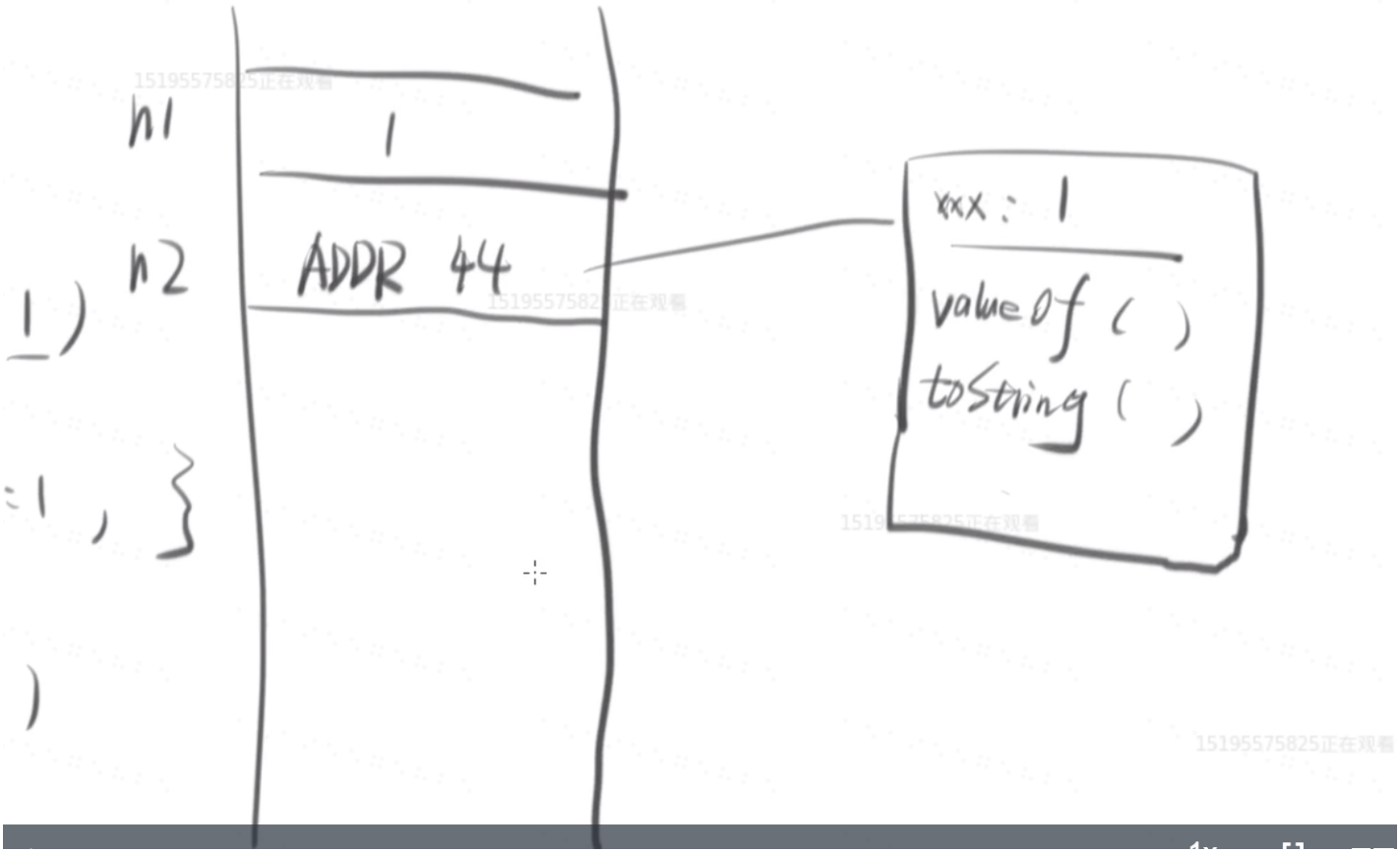
Number

var n = new Number(1) 创建一个 Number 对象

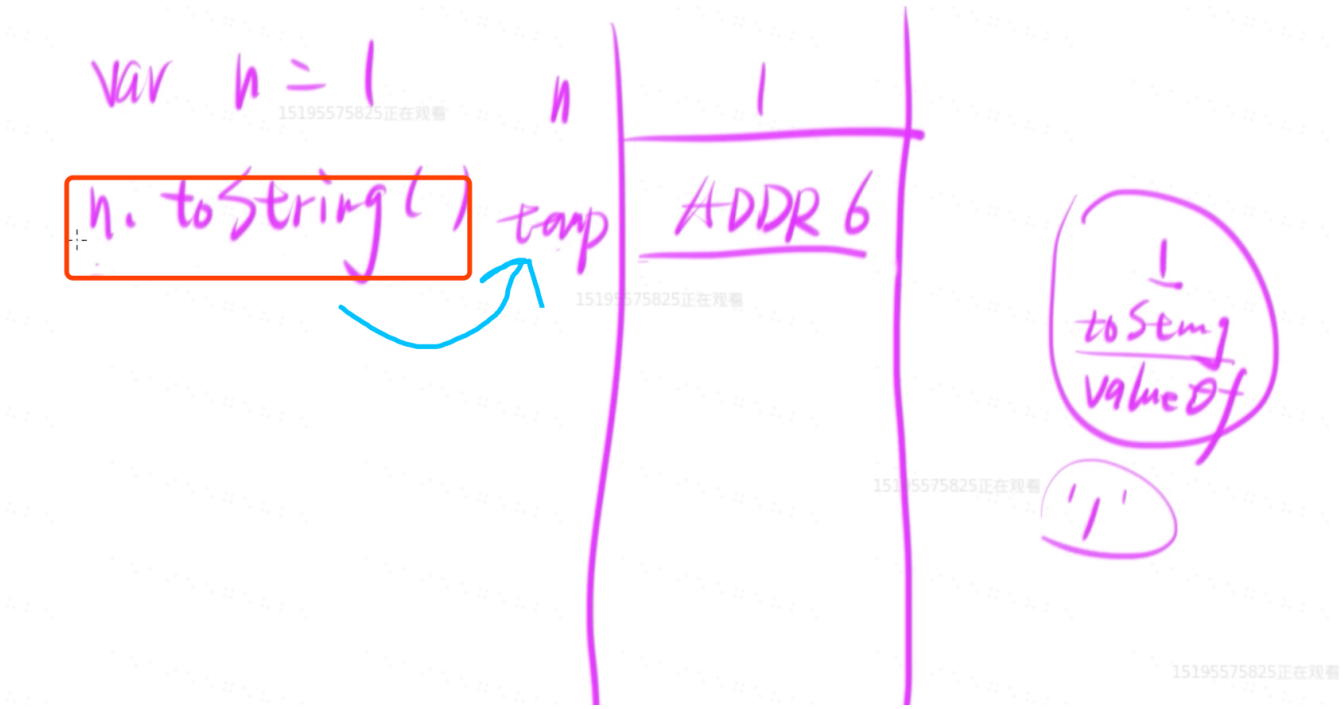
1 与 new Number(1) 【这种形式是js创始人老板js像java的==】的区别是什么？看内存图,包装成对象,除了1,还有操作1的函数



```
> var n2 = new Number(1)
< undefined
> console.log(n2)
  ▼Number {1}
    ▼__proto__: Number
      ▶constructor: ƒ Number()
      ▶toExponential: ƒ toExponential()
      ▶toFixed: ƒ toFixed()
      ▶toLocaleString: ƒ toLocaleString()
      ▶toPrecision: ƒ toPrecision()
      ▶toString: ƒ toString()
      ▶valueOf: ƒ valueOf()
      ▶__proto__: Object
        [[PrimitiveValue]]: 0
      [[PrimitiveValue]]: 1
< undefined
> n2.toExponential
< ƒ toExponential() { [native code] }
> n2.toFixed
< ƒ toFixed() { [native code] }
> n2.toFixed()
< "1"
> n2.toString()
< "1"
> n2.toExponential()
< "1e+0"
>
```

其实运行至n.toString()的时候,内存里面会生成一个临时对象temp【注意,这句话执行完之后temp就会立即消失！！】;(看下面两个图！)

```
> var n = 1
< undefined
> n.xxx=2
< 2
> n.xxx
< undefined
>
```



故很少有js程序员用new Number(1)这种形式！

String

var s = new String('hello') 创建一个 String 对象

'hello' 与 new String('hello') 的区别是什么?

```
> `a`.charCodeAt(0)
< 97
> `a`.charCodeAt(0).toString(16)
< "61"
>
```

10进制所对应unicode碼

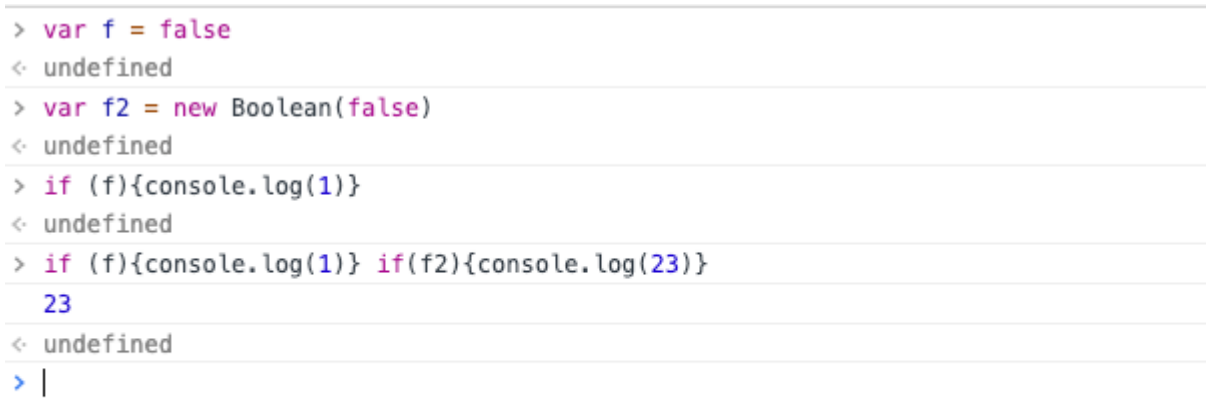
16进制所对应unicode碼

常见的几个api:

Boolean

var b = new Boolean(true) 创建一个 Boolean 对象

true 与 new Boolean(true) 的区别是什么？看内存图



因为所有对象都是true!

Object

var o1 = {}

var o2 = new Object()

o1 和 o2 没区别

小结