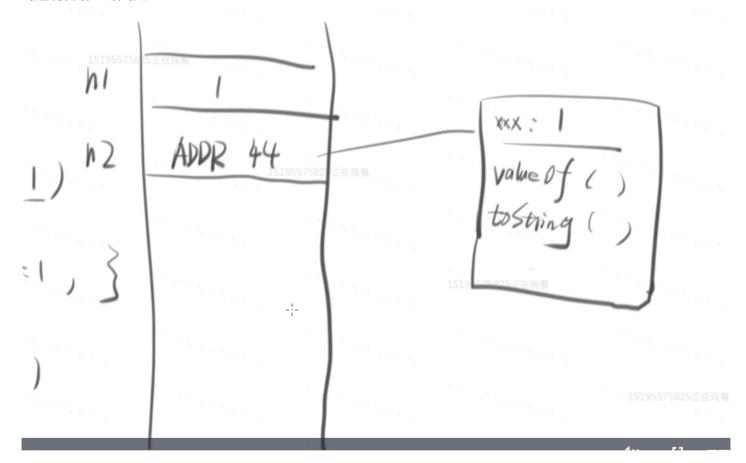
Number String Boolean Object 小结

Number

var n = new Number(1) 创建一个 Number 对象

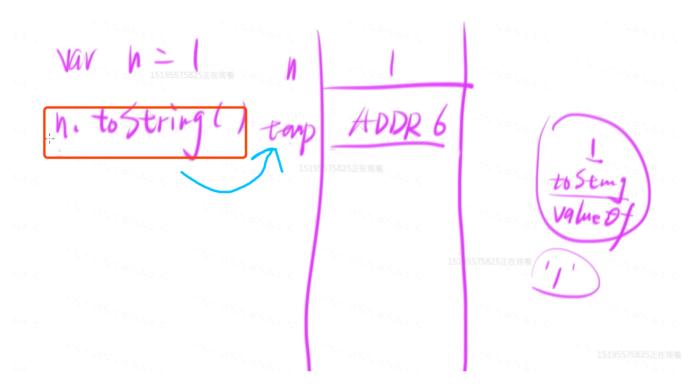
1 与 new Number(1) 【这种形式是js创始人老板js像java的==】的区别是什么?看内存图,包装成对象,除了1,还有操作1的函数



```
> var n2 = new Number(1)
undefined
> console.log(n2)
  ▼ Number {1} []
    ▼__proto__: Number
     ▶ constructor: f Number()
     ▶ toExponential: f toExponential()
     ▶ toFixed: f toFixed()
     ▶ toLocaleString: f toLocaleString()
     ▶ toPrecision: f toPrecision()
     ▶ toString: f toString()
     ▶ valueOf: f valueOf()
     ▶ __proto__: Object
      [[PrimitiveValue]]: 0
     [[PrimitiveValue]]: 1
undefined
> n2.toExponential
< f toExponential() { [native code] }</pre>
> n2.toFixed
<- f toFixed() { [native code] }</pre>
> 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) 10进制所对应unicode偏。
<a href="mailto:97"> `a`.charCodeAt(0).toString(16)</a>
<a href="mailto:""> 16进制所对应unicode碼</a>
```

常见的几个api:

```
> ` username `.trim()
                                  ▶ 出去空格
"username"
> var s1 = 'hello'

    undefined

> var s2 = 'world'

    undefined

> s1.concat(s2)
"helloworld"
> s1
"hello"
> s2
                                    切片
  "world"
  s1.slice(0,2)
<- "he"
> s1.slice(0,3)
<- "hel"</pre>
                                                          替换
> s1.slice(0,4)
"hell"
> s1.replace(h,H)
Uncaught ReferenceError: h is not def
      at <anonymous>:1:12
> s1.replace('h',H)
Uncaught ReferenceError is not defined
      at <anonymous>:1:1
> s1.replace('h','H')
"Hello"
>
```

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

```
> var f = false
< undefined
> var f2 = new Boolean(false)
< undefined
> if (f){console.log(1)}
< undefined
> if (f){console.log(1)} if(f2){console.log(23)}
23
< undefined
> |
```

因为所有对象都是true!

Object

```
var o1 = {}
var o2 = new Object()
o1 和 o2 没区别
```

小结

① 7种类型 ② 5 f falsy ③ 功态图