In JavaScript you cannot use these reserved words as variables, labels, or function names:

|  |  |  |  |
| --- | --- | --- | --- |
| abstract | arguments | await\* | boolean |
| break | byte | case | catch |
| char | class\* | const | continue |
| debugger | default | delete | do |
| double | else | enum\* | eval |
| export\* | extends\* | false | final |
| finally | float | for | function |
| goto | if | implements | import\* |
| in | instanceof | int | interface |
| let\* | long | native | new |
| null | package | private | protected |
| public | return | short | static |
| super\* | switch | synchronized | this |
| throw | throws | transient | true |
| try | typeof | var | void |
| volatile | while | with | yield |

Words marked with\* are new in ECMAScript 5 and 6.

You can read more about the different JavaScript versions in the chapter [JS Versions](https://www.w3schools.com/js/js_versions.asp).

Removed Reserved Words

The following reserved words have been removed from the ECMAScript 5/6 standard:

|  |  |  |  |
| --- | --- | --- | --- |
| abstract | boolean | byte | char |
| double | final | float | goto |
| int | long | native | short |
| synchronized | throws | transient | volatile |

Do not use these words as variables. ECMAScript 5/6 does not have full support in all browsers.

ADVERTISEMENT

JavaScript Objects, Properties, and Methods

You should also avoid using the name of JavaScript built-in objects, properties, and methods:

|  |  |  |  |
| --- | --- | --- | --- |
| Array | Date | eval | function |
| hasOwnProperty | Infinity | isFinite | isNaN |
| isPrototypeOf | length | Math | NaN |
| name | Number | Object | prototype |
| String | toString | undefined | valueOf |

Java Reserved Words

JavaScript is often used together with Java. You should avoid using some Java objects and properties as JavaScript identifiers:

|  |  |  |  |
| --- | --- | --- | --- |
| getClass | java | JavaArray | javaClass |
| JavaObject | JavaPackage |  |  |

Other Reserved Words

JavaScript can be used as the programming language in many applications.

You should also avoid using the name of HTML and Window objects and properties:

|  |  |  |  |
| --- | --- | --- | --- |
| alert | all | anchor | anchors |
| area | assign | blur | button |
| checkbox | clearInterval | clearTimeout | clientInformation |
| close | closed | confirm | constructor |
| crypto | decodeURI | decodeURIComponent | defaultStatus |
| document | element | elements | embed |
| embeds | encodeURI | encodeURIComponent | escape |
| event | fileUpload | focus | form |
| forms | frame | innerHeight | innerWidth |
| layer | layers | link | location |
| mimeTypes | navigate | navigator | frames |
| frameRate | hidden | history | image |
| images | offscreenBuffering | open | opener |
| option | outerHeight | outerWidth | packages |
| pageXOffset | pageYOffset | parent | parseFloat |
| parseInt | password | pkcs11 | plugin |
| prompt | propertyIsEnum | radio | reset |
| screenX | screenY | scroll | secure |
| select | self | setInterval | setTimeout |
| status | submit | taint | text |
| textarea | top | unescape | untaint |
| window |  |  |  |

HTML Event Handlers

In addition you should avoid using the name of all HTML event handlers.

Examples:

|  |  |  |  |
| --- | --- | --- | --- |
| onblur | onclick | onerror | onfocus |
| onkeydown | onkeypress | onkeyup | onmouseover |
| onload | onmouseup | onmousedown | onsubmit |