const Ez

Public properties		
rad	float	Math.PI / 180
grad	float	10 / 9
turn	float	1 / 360
defZero	array	arguments for Ez.toNumber() in array form
grThan0	array	
notNeg	array	
notZero	array	
okEmptyUndef	array	for Ez.toArray()
undefGrThan0	array	created for toNumber() in Pfactory.init()
undefNotZero	array	
defGrThan0	array	
defNotNeg	array	
intGrThan0	array	
intNotNeg	array	
x	integer	bitmasks for masking SVG viewBox attribute arguments
y	integer	they work for other properties too…
z	integer	
w	integer	
h	integer	
width	integer	
height	integer	
angle	integer	bitmask for SVG rotate()
Public methods		
is()		assigns a read-only property to an object in the format: isXXX
readOnly()		assigns a read-only property to an object
shallowClone()		returns a shallow clone of an object
newArray2D()		returns a new 2D array, optionally filled
swapDims()		swaps a 2D array's inner and outer dimensions
clamp()		clamps a value between a min and a max
comp()		complements a unit interval value = 1 - unit
compIf()		conditional version of comp()
unitOutOfBounds()		checks for out-of-bounds units in an array
promise()		instead of Promise.withResolvers()
initialCap()		returns a new string with the first character in upper case
toCamel()		returns a camelCase string based on the arg supplied
camelToKebab()		converts a camelCase string to kebab-case
kebabToCamel()		converts a kebab-case string to camelCase
kebabToSnake()		converts a kebab-case string to snake_case
toSum()		preset callback for Array.prototype.reduce() to sum numbers
toNumby()		soft numeric conversion, helps PBase and subclasses
toNumber()		numeric conversion with lots of options
toArray()		converts to an array from any number of types, many options
toElement()		validates elements and converts string to element by id
toElements()		converts to an array of elements
defaultToTrue()		converts undefined to true and everything else to boolean
noneToZero()		converts null to zero for Color.js coordinate arrays
"Protected" methods		
_mustBe()		error & error message generating functions
_mustBeErr()		
_cantBe()		
_cantBeErr()		
_cant()		
_cantErr()		
_only()		
_onlyErr()		
_mustAscendErr()		
_invalidErr()		
_isElmy()		validation functions
_validObj()		
_validFunc()		
_join()		helps Func/Prop.prototype.join()
_appendUnits()		validates as it applies string units to numbers
_dims()		counts array dimensions up to 2, non-array = 0, undefined = -1