

To Primitive (input, preferred type)



converts the input to
non object types.

↪ optional

In case where input can be
converted to multiple type, we
take the decision using this.

Case 1 → Preferred type is not present

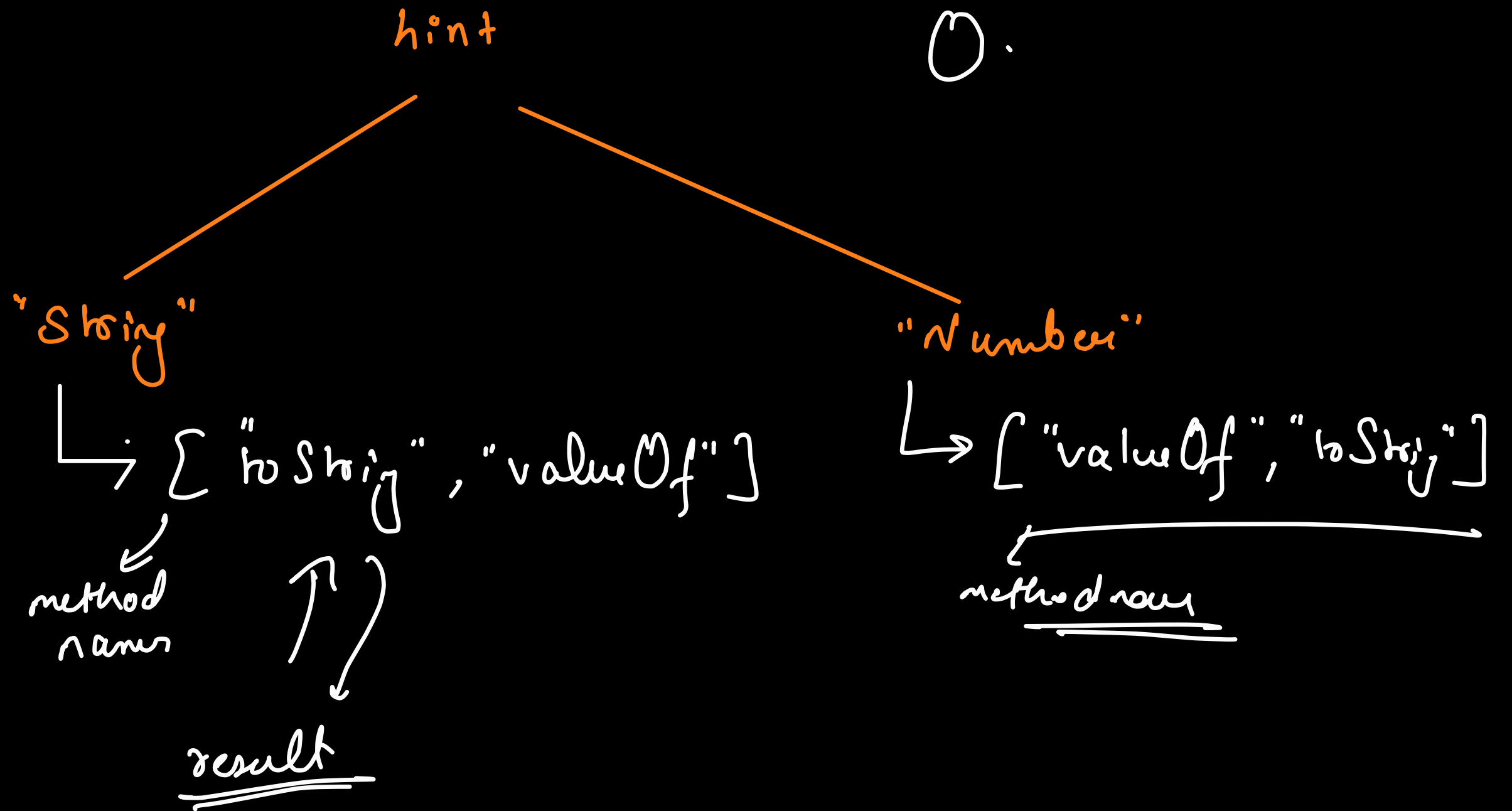
hint ← "default"

Case 2 → Preferred type is a hint string

hint ← "String"

Case 3 → Preferred type is a hint number

hint ← "number"



Equality Operators

$==$ $===$
 ↙ ↘
abstract equality strict equality

⇓

Both of them check bytes, but
what they do with it depends.