Lecture 18 | JavaScript Interview Series

Agenda for today

- Null vs Undefined vs Not defined
- Comparison Operators and Truthy Falsy Values
- Shallow Copy and Deep Copy from every methord possible
- Array.isArray() Methord

Undefined and Null in JavaScript

```
console.log(a); // but it is undefined, since it is not valued yet
var a = 2; // gets memory location
var x;
console.log(x); // undefined
function test() {
  // returns nothing
console.log(test()); // undefined
function test2() {
  return null; // explicitly assigned null
console.log(test2()); // returns null
let b = global.x; // using a global objects x which is non existent
console.log(b); // undefined
let person = {
 name: "Adam",
  age: null,
};
let p1 = person.name; // p1 is a string
let p2 = person.age; // p2 is a number
let p3 = person.address; // p3 is undefined
console.log(`${p1} is ${p2} years old from ${p3}`);
// Adam is null years old from undefined
```

Output: undefined

```
> node undefined.js
undefined
undefined
undefined
null
undefined
Adam is null years old from undefined
```

Footnotes: whenever we dont assign value to a variable, it is undefined whereas null is passed as a value explicitly.

Null vs undefined

- Null is a value that is explicitly assigned
- undefined is a value that is not assigned

```
const log = console.log;

let formObj = {
    firstName: "Milind",
    middleName: null, // explicitly assigned null
    lastName: "Mishra",
};

log(formObj.middleName); // null : explicit assignment
log(formObj.age); // undefined : not assigned
```

Output:

```
> node undefined.js
null
undefined
```

- Null explicitly tells that the value is empty
- undefined tells that the value is not assigned

Comparison Operators == & ===

```
Use of == and ===
```

- == is used to compare two values. It is a loose comparison. Where we can compare any type of values
- === is used to compare two values. It is a strict comparison. Where we can compare only the same type of values.

```
const log = console.log;
// Conditional Operators : == and ===

// Double equals (==) is used to compare two values. Its a loose comparison.

let check = 2 == 2;
let check1 = 2 == "2";
log(check); // true

log(check1); // true

// Triple equals (===) is used to compare two values. Its a strict comparison.

let check2 = 2 === "2";
let check3 = 2 === 2;
log(check2); // false (Strict comparison, compares the type of the values)
log(check3); // true
```

Output:

```
> node truthyFalsy.js
true
true
false
true
```

Truthy and Falsy

- all variables, array, objects, functions, etc. have boolean values in JavaScript.
- if the value is true, it is truthy.
- if the value is false, it is falsy.

```
const log = console.log;

function testTruthyFalsy(value) {
   return value ? log("Truthy") : log("Falsy");
}

testTruthyFalsy(0); // Falsy (0 is falsy) +- 0 is falsy in JavaScript
testTruthyFalsy(1); // Truthy (1 is truthy) Any + - number except 0 is
truthy in JavaScript
testTruthyFalsy(false); // Falsy (false is falsy) obviously
testTruthyFalsy(true); // Truthy (true is truthy) obviously
testTruthyFalsy(""); // Falsy (empty string is falsy)
testTruthyFalsy(""); // Truthy (space is truthy)
testTruthyFalsy([]); // Truthy (Array is truthy)
testTruthyFalsy({}); // Truthy (Object is truthy)
```

```
testTruthyFalsy(function () {}); // Truthy (function is a type of object)
testTruthyFalsy(undefined); // Falsy (undefined is falsy)
testTruthyFalsy(null); // Falsy (null is falsy)
testTruthyFalsy(NaN); // Falsy (NaN is falsy) NaN : Not a Number its a
special value that is not equal to any other value.
testTruthyFalsy(Infinity); // Falsy (Infinity is falsy) Infinity :
Infinity is a special value that is greater than any other value.
testTruthyFalsy(-Infinity); // Falsy (-Infinity is falsy) -Infinity : -
Infinity is a special value that is less than any other value.
testTruthyFalsy(new Date()); // Truthy (Date is a type of object)
testTruthyFalsy(new Error()); // Truthy (RegExp is a type of object)
testTruthyFalsy(new RegExp()); // Truthy (RegExp is a type of object)
```

Output:

```
> node truthyFalsy.js
Falsy
Truthy
Falsy
Truthy
Falsy
Truthy
Truthy
Truthy
Truthy
Falsy
Falsy
Falsy
Truthy
Truthy
Truthy
Truthy
Truthy
```

List of Truthy and Falsy Values in Js

List of Truthy values in Js

```
1, true, " ", [], {}, function () {}, new Date(), new Error(), new RegExp()

1. Any Number other than 0
2. Any String other than empty string
3. New Object
```

• List of Falsey values in Js

0, false, null, undefined, NaN, Infinity, -Infinity

```
const log = console.log;
function homeWork() {
  if ((-100 && 100 && "0") || [] === true || 0) {
    if ([] || (0 && false)) {
      log(2);
    }
    if (Infinity && NaN && "false") {
      log(3);
      if ("") {
        log(4);
      }
    } else {
      log(5);
      if (({} || false === "") && !(null && undefined)) {
        log(6);
      }
   }
  }
}
homeWork();
```

Output : (Understanding is Important)

```
> node homeWorkProblem.js
1
2
5
6
```

Shallow and Deep Copy

Explained thoroughly in the comments of the code.

```
const log = console.log;

// copying an array
let arr = [1, 2, 3, 4, 5];
let copyArr = arr;
copyArr[1] = 4;

log(arr); // [1, 4, 3, 4, 5]
log(copyArr); // [1, 4, 3, 4, 5]
// both arrays are pointing to the same array
// all object types (reference data types) are passed by reference (stores just one reference to the object)
// all copies get points to the same object (the same reference)
```

```
// if you change the original array, the copy will also change and vice
versa
// Shallow copy is a upper level copy, but not deep copy which copies the
nested elements as well
// Shallow copy methord : use the spread operator `...`
let sports = [
 "soccer",
  "baseball"
  "football",
    name: "Basketball",
    players: ["Lebron", "Curry", "Jordan"],
  },
];
let sportsCopy = [...sports]; // spread operator
sportsCopy[1] = "basketball"; // change the value of the copy
sportsCopy[3].players[1] = "Kobe"; // change the value of the copy
log(sports); // ["soccer", "basketball", "football", {name: "Basketball",
players: ["Lebron", "Kobe", "Jordan"]}] // original array is changed in
the nested array
log(sportsCopy); // ["soccer", "basketball", "football", {name:
"Basketball", players: ["Lebron", "Kobe", "Jordan"]}] // copy array is
changed in the nested array
// Shallow copy methord : `Array.from()`
let courses = [
  "Engineering",
  "Math",
  "Physics",
  "Chemistry",
    name: "Biology",
   students: ["John", "Mary", "Peter"],
 },
];
let coursesCopy = Array.from(courses); // Array.from() method creates a
new array from an array-like or iterable object
coursesCopy[4].students[1] = "Jane"; // change the value of the copy
log(courses); // ["Engineering", "Math", "Physics", "Chemistry", {name:
"Biology", students: ["John", "Jane", "Peter"]}] // original array is
changed in the nested array
log(coursesCopy); // ["Engineering", "Math", "Physics", "Chemistry",
{name: "Biology", students: ["John", "Jane", "Peter"]}] // copy array is
changed in the nested array
// Shallow copy methord : arr.slice(0) method
// works the same as the spread operator
let coursesCopySlice = courses.slice(0); // slice() method creates a
shallow copy of an array
coursesCopySlice[4].students[1] = "July"; // change the value of the copy
```

```
log(courses); // ["Engineering", "Math", "Physics", "Chemistry", {name:
"Biology", students: ["John", "July", "Peter"]}] // original array is
changed in the nested array
log(coursesCopySlice); // ["Engineering", "Math", "Physics", "Chemistry",
{name: "Biology", students: ["John", "July", "Peter"]}] // copy array is
changed in the nested array
// Deep copy : It copies in the nested elements as well
// Deep copy methord : `JSON.parse(JSON.stringify(obj))`
let coursesDeepCopy = JSON.parse(JSON.stringify(courses)); //
JSON.stringify() method converts an object into a JSON string
coursesDeepCopy[4].students[1] = "Alice"; // change the value of the copy
log(courses); // ["Engineering", "Math", "Physics", "Chemistry", {name:
"Biology", students: ["John", "Jane", "Peter"]}] // original array is not
changed in the nested array
log(coursesDeepCopy); // ["Engineering", "Math", "Physics", "Chemistry",
{name: "Biology", students: ["John", "Alice", "Peter"]}] // copy array is
changed in the nested array
// Deep copy methord : `Object.assign(obj)`
let obj = {
  name: "John",
  age: 30,
  city: "New York",
  hobbies: ["movies", "music"],
  family: {
   wife: "Jane",
   son: "Peter",
   daughter: "Alice",
 },
};
let newObj = obj;
newObj.name = "Bob";
log(obj); // {name: "Bob", age: 30, city: "New York", hobbies: ["movies",
"music"], family: {wife: "Jane", son: "Peter", daughter: "Alice"}}
log(newObj); // {name: "Bob", age: 30, city: "New York", hobbies:
["movies", "music"], family: {wife: "Jane", son: "Peter", daughter:
"Alice"}}
// both objects are pointing to the same object (the same reference) and
both objects are changed
// shallow copy methord : `...` Spread operator
let objCopy = { ...obj };
objCopy.name = "Rock";
objCopy.family.wife = "Mary";
log(obj); // {name: "Bob", age: 30, city: "New York", hobbies: ["movies",
"music"], family: {wife: "Mary", son: "Peter", daughter: "Alice"}}
log(objCopy); // {name: "Rock", age: 30, city: "New York", hobbies:
["movies", "music"], family: {wife: "Mary", son: "Peter", daughter:
```

```
// upper level copy of the object but nested elements still get altered in
the original object
// Deep copy methord : `JSON.parse(JSON.stringify(obj))` :
JSON.stringify() method converts an object into a JSON string
// JSON.parse() method parses a JSON string, constructing the JavaScript
value or object described by the string
// JSON.parse() method creates a new object by parsing a JSON string
let person = {
  name: "Milind",
  age: 20,
 city: "Bangalore",
 hobbies: ["movies", "music"],
};
let personCopy = JSON.parse(JSON.stringify(person));
// any changes to the copy will not affect the original object
personCopy.name = "Mrinal";
personCopy.age = 23;
personCopy.city = "Mumbai";
personCopy.hobbies[0] = "cricket";
log(person); // {name: "Milind", age: 20, city: "Bangalore", hobbies:
["movies", "music"]}
log(personCopy); // {name: "Mrinal", age: 23, city: "Mumbai", hobbies:
["cricket", "music"]}
// Object Shallow Copy : `Object.assign()` method creates a shallow copy
of an object
let newShallowCopy = Object.assign({}, person);
newShallowCopy.name = "John";
newShallowCopy.age = 25;
newShallowCopy.city = "New York";
newShallowCopy.hobbies[0] = "coding";
log(person); // {name: "Milind", age: 20, city: "Bangalore", hobbies:
["coding", "music"]}
log(newShallowCopy); // {name: "John", age: 25, city: "New York", hobbies:
["coding", "music"]}
// nested elements get altered in the original object as it was a shallow
сору
```

Output:

```
> node shallowDeep.js
[ 1, 4, 3, 4, 5 ]
[ 1, 4, 3, 4, 5 ]
[
   'soccer',
   'baseball',
   'football',
```

```
{ name: 'Basketball', players: [ 'Lebron', 'Kobe', 'Jordan' ] }
1
[
  'soccer',
  'basketball',
  'football',
  { name: 'Basketball', players: [ 'Lebron', 'Kobe', 'Jordan' ] }
]
  'Engineering',
  'Math',
  'Physics',
  'Chemistry',
  { name: 'Biology', students: [ 'John', 'Jane', 'Peter' ] }
]
  'Engineering',
  'Math',
  'Physics',
  'Chemistry',
  { name: 'Biology', students: [ 'John', 'Jane', 'Peter' ] }
]
  'Engineering',
  'Math',
  'Physics',
  'Chemistry',
  { name: 'Biology', students: [ 'John', 'July', 'Peter' ] }
]
  'Engineering',
  'Math',
  'Physics',
  'Chemistry',
  { name: 'Biology', students: [ 'John', 'July', 'Peter' ] }
]
  'Engineering',
  'Math',
  'Physics',
  'Chemistry',
  { name: 'Biology', students: [ 'John', 'July', 'Peter' ] }
]
  'Engineering',
  'Math',
  'Physics',
  'Chemistry',
  { name: 'Biology', students: [ 'John', 'Alice', 'Peter' ] }
]
{
  name: 'Bob',
  age: 30,
  city: 'New York',
```

```
hobbies: [ 'movies', 'music' ],
  family: { wife: 'Jane', son: 'Peter', daughter: 'Alice' }
}
{
  name: 'Bob',
  age: 30,
  city: 'New York',
  hobbies: [ 'movies', 'music' ],
  family: { wife: 'Jane', son: 'Peter', daughter: 'Alice' }
}
{
 name: 'Bob',
  age: 30,
  city: 'New York',
 hobbies: [ 'movies', 'music' ],
  family: { wife: 'Mary', son: 'Peter', daughter: 'Alice' }
}
{
 name: 'Rock',
  age: 30,
 city: 'New York',
 hobbies: [ 'movies', 'music' ],
 family: { wife: 'Mary', son: 'Peter', daughter: 'Alice' }
> node shallowDeep.js
[ 1, 4, 3, 4, 5 ]
[ 1, 4, 3, 4, 5 ]
  'soccer',
  'baseball',
  'football',
  { name: 'Basketball', players: [ 'Lebron', 'Kobe', 'Jordan' ] }
]
  'soccer',
  'basketball',
  'football',
  { name: 'Basketball', players: [ 'Lebron', 'Kobe', 'Jordan' ] }
]
  'Engineering',
  'Math',
  'Physics',
  'Chemistry',
  { name: 'Biology', students: [ 'John', 'Jane', 'Peter' ] }
  'Engineering',
  'Math',
  'Physics',
  'Chemistry',
  { name: 'Biology', students: [ 'John', 'Jane', 'Peter' ] }
]
```

```
'Engineering',
  'Math',
  'Physics',
  'Chemistry',
  { name: 'Biology', students: [ 'John', 'July', 'Peter' ] }
]
  'Engineering',
  'Math',
  'Physics',
  'Chemistry',
  { name: 'Biology', students: [ 'John', 'July', 'Peter' ] }
]
[
  'Engineering',
  'Math',
  'Physics',
  'Chemistry'
  { name: 'Biology', students: [ 'John', 'July', 'Peter' ] }
1
  'Engineering',
  'Math',
  'Physics',
  'Chemistry',
  { name: 'Biology', students: [ 'John', 'Alice', 'Peter' ] }
1
{
  name: 'Bob',
  age: 30,
  city: 'New York',
 hobbies: [ 'movies', 'music' ],
  family: { wife: 'Jane', son: 'Peter', daughter: 'Alice' }
}
{
 name: 'Bob',
  age: 30,
  city: 'New York',
  hobbies: [ 'movies', 'music' ],
 family: { wife: 'Jane', son: 'Peter', daughter: 'Alice' }
}
{
  name: 'Bob',
  age: 30,
  city: 'New York',
 hobbies: [ 'movies', 'music' ],
 family: { wife: 'Mary', son: 'Peter', daughter: 'Alice' }
}
{
  name: 'Rock',
  age: 30,
  city: 'New York',
  hobbies: [ 'movies', 'music' ],
  family: { wife: 'Mary', son: 'Peter', daughter: 'Alice' }
```

```
name: 'Milind',
  age: 20,
 city: 'Bangalore',
 hobbies: [ 'movies', 'music' ]
}
{
 name: 'Mrinal',
  age: 23,
  city: 'Mumbai',
 hobbies: [ 'cricket', 'music' ]
> node shallowDeep.js
[ 1, 4, 3, 4, 5 ]
[ 1, 4, 3, 4, 5 ]
[
  'soccer',
  'baseball',
  'football',
  { name: 'Basketball', players: [ 'Lebron', 'Kobe', 'Jordan' ] }
]
  'soccer',
  'basketball',
  'football',
  { name: 'Basketball', players: [ 'Lebron', 'Kobe', 'Jordan' ] }
]
  'Engineering',
  'Math',
  'Physics',
  'Chemistry',
  { name: 'Biology', students: [ 'John', 'Jane', 'Peter' ] }
]
  'Engineering',
  'Math',
  'Physics',
  'Chemistry',
  { name: 'Biology', students: [ 'John', 'Jane', 'Peter' ] }
]
  'Engineering',
  'Math',
  'Physics',
  'Chemistry',
  { name: 'Biology', students: [ 'John', 'July', 'Peter' ] }
]
  'Engineering',
  'Math',
  'Physics',
  'Chemistry',
```

```
{ name: 'Biology', students: [ 'John', 'July', 'Peter' ] }
1
[
  'Engineering',
  'Math',
  'Physics',
  'Chemistry'
  { name: 'Biology', students: [ 'John', 'July', 'Peter' ] }
  'Engineering',
  'Math',
  'Physics',
  'Chemistry',
  { name: 'Biology', students: [ 'John', 'Alice', 'Peter' ] }
1
{
  name: 'Bob',
  age: 30,
  city: 'New York',
 hobbies: [ 'movies', 'music' ],
  family: { wife: 'Jane', son: 'Peter', daughter: 'Alice' }
}
{
 name: 'Bob',
  age: 30,
  city: 'New York',
  hobbies: [ 'movies', 'music' ],
 family: { wife: 'Jane', son: 'Peter', daughter: 'Alice' }
}
{
 name: 'Bob',
  age: 30,
  city: 'New York',
  hobbies: [ 'movies', 'music' ],
 family: { wife: 'Mary', son: 'Peter', daughter: 'Alice' }
}
{
 name: 'Rock',
  age: 30,
  city: 'New York',
  hobbies: [ 'movies', 'music' ],
 family: { wife: 'Mary', son: 'Peter', daughter: 'Alice' }
}
{
  name: 'Milind',
  age: 20,
  city: 'Bangalore',
  hobbies: [ 'movies', 'music' ]
}
{
  name: 'Mrinal',
  age: 23,
  city: 'Mumbai',
```

```
hobbies: ['cricket', 'music']
}
{
   name: 'Milind',
   age: 20,
   city: 'Bangalore',
   hobbies: ['coding', 'music']
}
{
   name: 'John',
   age: 25,
   city: 'New York',
   hobbies: ['coding', 'music']
}
```

arr.isArray() Method

```
const log = console.log;
let str = "Hello";
let obj = {
 name: "John",
 age: 30,
};
let num = 20:
let arr = [1, 2, 3, 4, 5];
log(typeof str); // string
log(typeof obj); // object
log(typeof num); // number
log(typeof arr); // object! Refrence types are all objects
// the catch here is that all references are objects and since array is an
Reference type, it is also an object
// so `arr.isArray()` method used to check if the variable is an array
log(Array.isArray(str)); // false // string is not an array
log(Array.isArray(obj)); // false (object is not an array)
log(Array.isArray(num)); // false - number is not an array
log(Array.isArray(arr)); // true (arr is an array)
```

Output:

```
> node isArray.js
string
object
```

