

REF #1 Operator Precedence List

Value	Operator	Description	Example
18	()	Expression Grouping	(100 + 50) * 3
17	.	Member Of	person.name
17	[]	Member Of	person["name"]
17	?.	Optional Chaining ECMAScript 2020	x ?. y
17	()	Function Call	myFunction()
17	new	New with Arguments	new Date("October 13, 2022")
16	new	New without Arguments	new Date()
15	++	Postfix Increment	i++
15	--	Postfix Decrement	i--
14	++	Prefix Increment	++i
14	--	Prefix Decrement	--i
14	!	Logical NOT	!(x==y)
14	~	Bitwise NOT	~x
14	+	Unary Plus	+x
14	-	Unary Minus	-x
14	typeof	Data Type	typeof x
14	void	Evaluate Void	void(0)
14	delete	Property Delete	delete myCar.color
13	**	Exponentiation ECMAScript 2016	10 ** 2
12	*	Multiplication	10 * 5
12	/	Division	10 / 5
12	%	Division Remainder	10 % 5
11	+	Addition	10 + 5

11	-	Subtraction	10 - 5
11	+	Concatenation	"John" + "Doe"
10	<<	Shift Left	x << 2
10	>>	Shift Right (signed)	x >> 2
10	>>>	Shift Right (unsigned)	x >>> 2
9	in	Property in Object	"PI" in Math
9	instanceof	Instance of Object	x instanceof Array
9	<	Less than	x < y
9	<=	Less than or equal	x <= y
9	>	Greater than	x > y
9	>=	Greater than or equal	x >= Array
8	==	Equal	x == y
8	===	Strict equal	x === y
8	!=	Unequal	x != y
8	!==	Strict unequal	x !== y
7	&	Bitwise AND	x & y
6	^	Bitwise XOR	x ^ y
5		Bitwise OR	x y
4	&&	Logical AND	x && y
3		Logical OR	x y
3	??	Nullish Coalescing ECMAScript 2020	x ?? y
2	? :	Condition	? "yes" : "no"
2	=	Simple Assignment	x += y
2	+=	Addition Assignment	x += y
2	-=	Subtraction Assignment	x -= y
2	*=	Multiplication Assignment	x *= y
2	**=	Exponentiation Assignment	x **= y
2	/=	Division Assignment	x /= y

2	<code>%=</code>	Remainder Assignment	<code>x %= y</code>
2	<code><<=</code>	Left Shift Assignment	<code>x <<= y</code>
2	<code>>>=</code>	Right Shift Assignment	<code>x >>= y</code>
2	<code>>>>=</code>	Unsigned Right Shift	<code>x >>>= y</code>
2	<code>&=</code>	Bitwise AND Assignment	<code>x &= y</code>
2	<code> =</code>	Bitwise OR Assignment	<code>x = y</code>
2	<code>^=</code>	Bitwise XOR Assignment	<code>x ^= y</code>
2	<code>&&=</code>	Logical AND Assignment	<code>x &= y</code>
2	<code> =</code>	Logical OR Assignment	<code>x = y</code>
2	<code>=></code>	Arrow	<code>x => y</code>
2	<code>yield</code>	Pause / Resume	<code>yield x</code>
2	<code>yield*</code>	Delegate	<code>yield* x</code>
2	<code>...</code>	Spread	<code>... x</code>
1	<code>,</code>	Comma	<code>x , y</code>