

JavaScript Numbers, NaN, -0 & Boxing (Notes)

These notes explain **Number conversion, NaN behavior, -0 edge cases, and boxing** in JavaScript.

1 Number() Conversion

```
console.log(Number('01254'));
```

Output:

```
1254
```

Reason:

- '01254' is treated as a **decimal string** (not octal)
-

```
console.log(Number('abcd'));
```

Output:

```
NaN
```

Reason:

- 'abcd' cannot be converted into a number
-

2 What is NaN?

- **NaN** means **Not-a-Number**
- It represents an invalid numeric result

```
let x = NaN;
console.log(x == NaN); // false
```

 Rule:

3 isNaN() vs Number.isNaN()

- ◊ `isNaN()` (Global)

```
console.log(isNaN(x));           // true
console.log(isNaN('sanket')); // true
```

Why?

- `isNaN()` converts input to a number first
- 'sanket' → `Number('sanket')` → NaN

- ◊ `Number.isNaN()` (Safe)

```
console.log(Number.isNaN('sanket')); // false
```

Why?

- Does **NO type coercion**
- Returns true **only if value is exactly NaN**

Best practice: Use `Number.isNaN()`

4 -0 in JavaScript

```
let n = -0;

console.log(n == 0);           // true
console.log(Object.is(n, 0)); // false
console.log(Object.is(n, -0)); // true
```

Why this happens:

- `==` and `===` treat 0 and -0 as equal
- `Object.is()` can **distinguish** between them

5 Checking Sign Using `Math.sign()`

```
console.log(Math.sign(-3)); // -1  
console.log(Math.sign(2)); // 1
```

Possible outputs:

Value	Result
positive	1
negative	-1
0	0
-0	-0
NaN	NaN

6 Boxing in JavaScript

 This does NOT work:

```
// console.log(1.toString()); // SyntaxError
```

Reason:

- JS thinks 1. is a decimal, not an object

Correct Boxing Ways:

```
console.log((1).toString());  
console.log(Number(2).toString());
```

Explanation:

- Primitive numbers are **temporarily wrapped** into Number objects
- This is called **boxing**

🧠 Final Summary

Concept	Key Point
Number()	Converts string → number
NaN == NaN	Always false

Concept	Key Point
<code>isNaN()</code>	Converts input first
<code>Number.isNaN()</code>	No coercion
<code>-0</code>	Exists in JS
<code>Object.is()</code>	Detects <code>-0</code>
Boxing	Primitive → object temporarily

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