

Array Conversions

In this lesson, we'll see how to perform array conversions in JavaScript.
Let's begin!

WE'LL COVER THE FOLLOWING

- Listing 7-15: Overriding the `toString()` and `toLocaleString()` methods
- Explanation



Array Conversions



Because `Array` instances are objects, they have `toString()`, and `toLocaleString()` methods that can be used to return the string representation of arrays. Both methods iterate through array elements and call the `toString()` and `toLocaleString()` methods of elements.

By overriding the `toString()` and `toLocaleString()` methods you can *influence how* these methods represent the array contents.

Listing 7-15 shows an example.

Listing 7-15: Overriding the `toString()` and `toLocaleString()` methods

toLocaleString() methods

```
<!DOCTYPE html>
<html>
<head>
  <title>Array conversions</title>
  <script>
    var MappedNumber = function (name, locName) {
      this.toString = function () {
        return name;
      }
      this.toLocaleString = function () {
        return locName;
      }
    }

    var num1 = new MappedNumber("one", "egy");
    var num2 = new MappedNumber("two", "ketto");
    var num3 = new MappedNumber("three", "harom");
    var arr = [num1, num2, num3];

    console.log(arr.toString());
    console.log(arr.toLocaleString());
  </script>
</head>
<body>
  Listing 7-15: View the console output
</body>
</html>
```

Explanation


The `MappedNumber` constructor function accepts two arguments:

1. `name`
2. `locName`

It defines the `toString()` and `toLocaleString()` methods to retrieve the appropriate argument's value.

The `arr` variable represents an array of three `MappedNumber` variables, each containing an *English* and a *Hungarian* name for a number, e.g. `"egy"` for `"one"`.

The console logs the following output:

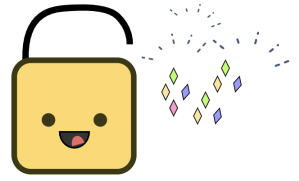
 console

```
one,two,three
egy,ketto,harom
```



Achievement unlocked!

Congratulations! You've learned array conversions in JavaScript.



Great work! Give yourself a round of applause! :)

Let's progress onto array operations in the *next lesson*.

See you there!