

# INDEX

## Symbols

- \* (asterisk), 139–142, 157, 159, 175
- \*\* (exponentiation operator), 306–307
- \ (backslash), 26
- ` (backtick), 26
- :
- {} (curly braces), 56–57, 88–89, 285
- `\${ }` (substitution delimiters), 28–29
- ... (rest items), 92–93
- ... (rest parameters), 44–46
- ... (spread operator), 47–48
  - converting sets to arrays, 126
  - nonarray iterables and, 151–152
- = (equal sign), 87
- == (equals operator), 72
- === (identically equals operator), 72
- || (logical OR operator), 36
- [] (square brackets), 70–71

## A

- accessor properties, 74, 173–174
- add() method, 40–42
  - for sets, 122–123
  - for weak sets, 127–128
- apply() method, 47–48, 51, 61
- apply trap, 245, 262–265, 268
- arguments object
  - arrow functions and, 55, 60
  - effect of default parameter values on, 38–39
  - effect of rest parameters on, 45–46
- ArrayBuffer constructor, 200
- array buffers, 199–206
  - creating, 199–200
  - manipulating with views, 200–206
  - reading and writing data, 202–203
  - retrieving view information, 201
  - type-specific views, 203–206
- Array constructor, 191–192
- Array.from() method, 193–196
  - mapping conversion, 194–195
  - using on iterables, 195–196

- Array.isArray() method, 209
- Array.of() method, 192–193
- Array.prototype.includes() method, 307–308
- arrays, 191–212
  - arrow functions and, 60
  - converting sets to, 126
  - creating, 191–195
    - Array.from() method, 193–196
    - Array.of() method, 192–193
  - creating objects that behave as, 244, 269–275
    - deleting elements when reducing length, 272–273
    - detecting array indexes, 270
    - implementing MyArray class, 273–275
  - increasing length when adding new elements, 270–271
  - destructuring for, 90–93
    - default values, 92
    - destructuring assignment, 90–92
    - mixed with object destructuring, 93–94
    - nested array destructuring, 92
    - rest items, 92–93
  - methods for, 196–198
    - copyWithin() method, 197–198
    - fill() method, 197
    - findIndex() method, 196–197
    - find() method, 196–197
  - typed, 198–206
    - array buffers, 199–206
    - element size, 206
    - numeric data types, 199
    - regular arrays versus, 207–211
    - views, 200–206
- arrow functions, 54–61
  - arguments binding, 60
  - arrays and, 60
  - compared to other functions, 54–55
  - identifying, 61

- arrow functions, *continued*
  - immediately invoked function expressions, 57–58
  - syntax for, 55–57
  - this binding, 58–60
- assignments, destructuring
  - arrays, 90–92
  - objects, 85–86
- asterisk (\*), 139–142, 157, 159, 175
- asynchronous module loading, 295–296
- asynchronous programming, 213–216.
  - See also* promises
  - callbacks, 215–216
  - events, 214–215
- asynchronous task running, 159–164, 237–240
  - asynchronous task runner example, 161–164
  - await syntax, 240
  - simple task runner example, 159–160
  - task running with data, 160–161
- await syntax, 240

## B

- backslash (\), 26
- backtick (`), 26
- Basic Multilingual Plane (BMP), 14, 16
- bind() method, 49
- block bindings, 1–12
  - declarations, 2–7
    - const declarations, 4–6
    - let declarations, 3–4
    - redeclaration, 4
    - temporal dead zone, 6–7
    - var declarations, 2–3
  - emerging best practices for, 12
  - global, 11–12
  - hoisting, 2–3
  - in loops, 7–11
    - const declarations, 10–11
    - functions, 8
    - let declarations, 9–10
- block-level functions, 52–54
  - in non-strict mode, 54
  - when to use, 53
- block scopes (lexical scopes), 3
- BMP (Basic Multilingual Plane), 14, 16
- buffer property, 201, 205

- built-in iterators, 145–151
  - collection iterators, 145–149
    - default for collection types, 148–149
    - entries() iterator, 146
    - keys() iterator, 147–148
    - values() iterator, 146–147
  - NodeList iterators, 151
  - string iterators, 149–150
- built-in objects, 68
- byteLength property, 201, 205
- byteOffset property, 201, 205
- BYTES\_PER\_ELEMENT property, 206

## C

- callbacks, 215–216
- call() function, 61
- [[Call]] method, 50–51
- canonical equivalence, 16
- catch() method, 218–219, 221, 225, 228–229, 239–240
- charAt() method, 13–14
- charCodeAt() method, 13–15
- checkArgs() method, 46
- classes, 165–190
  - accessor properties, 173–174
  - class constructors
    - callable, 267–268
    - new.target in, 188–189
    - overriding abstract, 266–267
  - class declarations, 166–169
    - basic, 166–167
    - syntax for, 167–169
  - class expressions, 169–171
    - basic, 169–170
    - named, 170–171
  - class-like structures in ECMAScript 5, 166
  - computed member names, 174–175
  - constant class names, 169
  - derived, 178–188
    - from expressions, 181–183
    - inherited static members, 181
    - inheriting from built-ins, 184–185
    - shadowing class methods, 180–181
    - Symbol.species property, 185–188
  - as first-class citizens, 172–173
  - generator methods, 175–176

- static members, 176–177, 181
  - using proxies as prototypes on, 279–282
- class keyword, 166
- clear() method
  - for maps, 130
  - for sets, 123–124
- clone() method, 186–187
- codePointAt() method, 15–16
- code points, 14–15
- code units, 13–14
- collection iterators, 145–149
  - default for collection types, 148–149
  - entries() iterator, 146
  - keys() iterator, 147–148
  - values() iterator, 146–147
- colon (:), 69, 88
- computed member names, 174–175
- computed property names, 70–71
- concat() method, 93, 107–108, 210–211
- concise method syntax, 69–70
- console.log() method, 61, 103
- const declarations, 4–5
  - in global scope, 11
  - let declarations versus, 5
  - in loops, 10–11
  - for objects, 6
  - temporal dead zone, 6
  - using by default, 11
- [[Construct]] method, 50–51
- constructors, 50–52
- construct trap, 245, 262–267
- copyWithin() method, 197–198, 207
- CORS (Cross-Origin Resource Sharing), 296
- count variable, 4
- createIterator() function, 139–142
- create() method, 181
- Crockford, Douglas, 113
- Cross-Origin Resource Sharing (CORS), 296
- curly braces ({}), 56–57, 88–89, 285

## D

- DataView type, 200–201
- default keyword, 289–290
- default parameter values, 36–43
  - default parameter expressions, 40–41
  - for destructured parameters, 96–97

- in ECMAScript 5, 36
- in ECMAScript 6, 37–38
- effect on arguments object, 38–39
- object destructuring, 86–87
- temporal dead zone, 41–43
- defineProperty trap, 245, 257–261
- delete() method
  - for maps, 130
  - for sets, 123–124
  - for weak maps, 133–134
  - for weak sets, 127–128
- delete operator, 250
- deleteProperty trap, 245, 250–252
- derived classes, 178–188
  - from expressions, 181–183
  - inherited static members, 181
  - inheriting from built-ins, 184–185
  - shadowing class methods, 180–181
  - Symbol.species property, 185–188
- destructuring, 83–97
  - for arrays, 90–93
    - default values, 92
    - destructuring assignment, 90–92
    - nested array destructuring, 92
    - rest items, 92–93
  - for-of loops and, 149
  - initializers and, 85
  - mixed, 93–94
  - for objects, 84–89
    - assigning to different local variable names, 87–88
    - default values, 86–87
    - destructuring assignment, 85–86
    - nested object destructuring, 88–89
  - for parameters, 94–97
    - default values, 96–97
    - required, 95–96
  - usefulness of, 84
- domain-specific languages (DSLs), 25

## E

- ECMAScript 2016 (ECMAScript 7), 305
  - Array.prototype.includes() method, 307–308
  - exponentiation operator, 306–307
  - function-scoped strict mode, 308–309

- endsWith() method, 19–20
- entries() iterator, 145–146, 148, 207–208
- enumerate trap, 245
- equal sign (=), 87
- equals operator (==), 72
- error-first callback style, 215
- events, 214–215
- exec() method, 23
- exotic objects, 68
- exponentiation operator (\*\*), 306–307
- exporting to modules, 284–285
  - re-exporting bindings, 291–292
  - renaming exports, 288–289
- export keyword, 284–285
- extends keyword, 178

## F

- factorial() method, 64
- failure() method, 236–237
- fill() method, 197–198, 207
- filter() method, 207
- findIndex() method, 196–197, 207
- find() method, 196–197, 207
- first-class citizens, classes as, 172–173
- flags property, 24–25
- Float32Array constructor, 204
- Float64Array constructor, 204
- forEach() method, 207
  - for maps, 131–132
  - for sets, 124–126
- for-in loops
  - const declarations in, 10–11
  - let declarations in, 9–10
  - own property enumeration order, 76
- for loops, 7–9
  - const declarations in, 10
  - let declarations in, 9–10
  - var declarations in, 7–8
- for-of loops
  - const declarations in, 10–11
  - destructuring and, 149
  - iterables and, 142–145
    - accessing default iterator, 143–144
    - creating iterables, 144–145
  - let declarations in, 9–10
- from() method, 208–209
- func() method, 63
- Function constructor, 46–47

- functions, 35–65. *See also names of specific functions*
  - arrow, 54–61
    - arguments binding, 60
    - arrays and, 60
    - compared to other functions, 54–55
    - identifying, 61
    - immediately invoked function expressions, 57–58
    - syntax for, 55–57
    - this binding, 58–60
  - block-level, 52–54
    - in non-strict mode, 54
    - when to use, 53
  - constructors, 50–52
    - with default parameter values, 36–43
      - default parameter expressions, 40–41
    - in ECMAScript 5, 36
    - in ECMAScript 6, 37–38
      - effect on arguments object, 38–39
      - temporal dead zone, 41–43
  - Function constructor, 46–47
    - in loops, 8
  - name property, 48–49
  - spread operator, 47–48
  - tail call optimization, 61–64
    - in ECMAScript 6, 62–63
    - making use of, 63–64
  - unnamed parameters, 43–46
    - in ECMAScript 5, 43–44
    - rest parameters, 44–46

## G

- generators, 139–142, 155–164
  - asynchronous task running, 159–164
    - asynchronous task runner example, 161–164
    - simple task runner example, 159–160
    - task running with data, 160–161
  - delegating, 156–159
  - function expressions for, 141
  - loops and complexity, 138
  - methods for, 175–176
  - object methods for, 142
  - return statements, 155–156
- getFloat32() method, 202

- getFloat64() method, 202
- getInt8() method, 202–203
- getInt16() method, 203
- get() method
  - for maps, 129
  - for weak maps, 132–134
- getOwnPropertyDescriptor trap, 245, 257–261
- getPrototypeOf trap, 245, 252–254
- get trap, 245
  - object shape validation using, 247–249
  - using on prototypes, 276–277
- getUint8() method, 202
- getValue() function, 2–3, 40–41
- g flag, 22, 24
- global block bindings, 11–12

## H

- handlers, 245
- has() method
  - for maps, 130
  - for sets, 123
  - for weak maps, 133–134
  - for weak sets, 127–128
- has trap, 245
  - hiding property existence using, 249–250
  - using on prototypes, 278–279
- hoisting, 2–3, 53
- [[HomeObject]] property, 80–81
- HTML escaping, 25

## I

- identically equals operator (===), 72
- i flag, 24
- if statements, 121–122
- immediately invoked function
  - expressions (IIFEs), 8–9, 57–58, 135, 168
- importing modules, 285–288
  - entire module, 286–287
  - multiple bindings, 286
  - quirk of imported bindings, 288
  - renaming imports, 288–289
  - single binding, 286
  - without bindings, 292
- import keyword, 285
- includes() method, 19–20, 307–308
- indentLevel variable, 21

- indexOf() method, 19–20, 196–197, 207
- inheritance. *See* derived classes
- initializers, destructuring and, 85
- init() method, 58–60
- in operator, 122
- instanceof, 50
- Int8Array constructor, 204–205
- Int16Array constructor, 204–207
- Int32Array constructor, 204, 206
- integers, 299–301
- isExtensible trap, 245, 255–257
- iterables, 142
  - creating typed arrays, 205
  - for-of loops and, 142–145
    - accessing default iterator, 143–144
    - creating iterables, 144–145
  - spread operator and nonarray, 151–152
  - using Array.from() method on, 195–196
- iterators, 137–139, 142–155, 159–164
  - asynchronous task running, 159–164
    - asynchronous task runner
      - example, 161–164
    - simple task runner example, 159–160
  - task running with data, 160–161
- built-in, 145–151
  - collection iterators, 145–149
  - NodeList iterators, 151
  - string iterators, 149–150
- for-of loops and iterables, 142–145
  - accessing default iterator, 143–144
  - creating iterables, 144–145
- loops and complexity, 138
- passing arguments to, 152–154
- spread operator and nonarray
  - iterables, 151–152
- throwing errors in, 154–155

- i variable, 7–9

## J

- job queues, 214
- job scheduling, 220
- join() method, 207
- json2.js, 113
- JSON global object, 113
- JSON.stringify() method, 76

## K

keys() iterator, 145, 147–148, 207–208

## L

lastIndexOf() method, 19–20,  
196–197, 207

let declarations

const declarations versus, 5

in global scope, 11

in loops, 9–10

no redeclaration, 4

syntax for, 3–4

temporal dead zone, 6

lexical scopes (block scopes), 3

little-endian, 202

loading modules, 293–297

asynchronous module loading,  
295–296

browser module specifier  
resolution, 297

loading sequence, 294–295

<script> element, 293–294

as workers, 296

localName variable, 87–88

localType variable, 87

logical OR operator (||), 36

loops. *See also names of specific loops*

block bindings in, 7–11

const declarations in loops,  
10–11

functions in loops, 8

let declarations in loops, 9–10

complexity and, 138

## M

makeRequest() method, 37–38

Map constructor, 131

map() method, 207–208

maps, 119–122, 129–136

array conversion with mapping  
functions, 194–195

in ECMAScript 5, 120–122

forEach() method for, 131–132

initializing, 131

methods for, 130

rejection handling, 226–227

weak, 132–136

initializing, 133

limitations of, 136

methods for, 133–134

private object data, 134–135

using, 132–133

match() method, 18, 109

Math.max() method, 47–48

Math object methods, 301–302

MAX\_SAFE\_INTEGER property, 300

memory leaks, 127

metaproperties, 51

methods. *See also names of specific methods*

for arrays, 196–198

copyWithin() method, 197–198

fill() method, 197

findIndex() method, 196–197

find() method, 196–197

typed versus regular, 207–211

formal definition, 80–81

for generators, 142, 175–176

for identifying substrings, 19–21

for maps, 130

math, 301–302

on Object global, 71–74

accessor properties, 74

Object.assign() method, 72–74

Object.is() method, 72

for weak maps, 133–134

MIN\_SAFE\_INTEGER property, 300

mixArgs() function, 38–39

mixin() function, 73, 183

mixins, 72

modules, 283–298

default values, 289–291

exporting, 289–290

importing, 290–291

exporting, 284–285

re-exporting bindings, 291–292

renaming exports and imports,  
288–289

importing, 285–288

entire module, 286–287

multiple bindings, 286

quirk of imported bindings, 288

renaming imports, 288–289

single binding, 286

without bindings, 292

loading, 293–297

asynchronous module loading,  
295–296

browser module specifier  
resolution, 297

loading sequence, 294–295

- `<script>` element, 293–294
    - as workers, 296
  - syntax limitations, 287
- module specifiers, 285, 297
- multiline strings, 26–28

## N

- name property, 48–49, 55
  - choosing appropriate names, 48
  - concise method syntax, 70
  - special cases of, 49
- nested array destructuring, 92
- nested object destructuring, 88–89
- `new.target` metaproperty, 51–52, 188–189, 265–266
- `next()` method
  - for iterators, 138–140, 143
  - passing arguments to iterators, 152–154
  - return statements for generators, 155–156
  - simple task runners, 160
  - task running with data, 160–161
  - throwing errors in iterators, 154–155
- `NodeList` iterators, 151
- normalization forms, 16–17
- `normalize()` method, 16–17
- `Number.isInteger()` method, 300–301
- `Number.isSafeInteger()` method, 300–301
- numeric data types, for typed arrays, 199

## O

- `Object.assign()` method, 72–75, 261–262
- `Object.create()` method, 76, 116, 279
- `Object.defineProperties()` method, 101–102
- `Object.defineProperty()` method, 101, 106, 167, 243, 257–261, 275
- object extensibility traps, 255–257
  - duplicate extensibility methods, 256–257
  - examples of, 255–256
- `Object.freeze()` method, 248
- `Object.getOwnPropertyDescriptor()` method, 257–261
- `Object.getOwnPropertyNames()` method, 75–76, 104, 261–262
- `Object.getOwnPropertySymbols()` method, 104, 261–262

- `Object.getPrototypeOf()` method, 76, 78–79, 252–254, 303–304
- object literals
  - duplicate properties, 75
  - syntax extensions, 68–71
    - computed property names, 70–71
    - concise method syntax, 69–70
    - property initializer shorthand, 68–69
- `Object.isExtensible()` method, 255–256
- `Object.is()` method, 72, 122
- `Object.keys()` method, 76, 104, 261–262
- `Object.preventExtensions()` method, 248, 255–257
- `Object.prototype.toString()` method, 114–115
- objects, 67–81
  - categories of, 68
  - destructuring for, 84–89
    - assigning to different local variable names, 87–88
    - default values, 86–87
    - destructuring assignment, 85–86
    - mixed with array destructuring, 93–94
    - nested object destructuring, 88–89
  - duplicate object literal properties, 75
  - method definition, 80–81
  - methods on `Object` global, 71–74
    - accessor properties, 74
    - `Object.assign()` method, 72–74
    - `Object.is()` method, 72
  - object literal syntax extensions, 68–71
    - computed property names, 70–71
    - concise method syntax, 69–70
    - property initializer shorthand, 68–69
  - own property enumeration order, 75–76
  - prototypes, 76–80
    - accessing with super references, 77–80
    - changing, 76–77
  - `Object.seal()` method, 248
  - `Object.setPrototypeOf()` method, 76–77, 252, 254, 303–304

- of() method, 208–209
- onclick event, 214–215
- ordinary objects, 68
- outputInfo() function, 86
- ownKeys trap, 245, 261–262
- own properties
  - creating, 167
  - enumeration order, 75–76

## P

- parameters
  - default values, 36–43
    - default parameter expressions, 40–41
  - destructured parameters, 96–97
  - in ECMAScript 5, 36
  - in ECMAScript 6, 37–38
  - effect on arguments object, 38–39
  - object destructuring, 86–87
  - temporal dead zone, 41–43
- destructured, 94–97
  - default values, 96–97
  - required, 95–96
- unnamed, 43–46
  - in ECMAScript 5, 43–44
  - rest parameters, 44–46
- validating, 264–265

- pick() method, 44
- pop() method, 210
- p parameter, 64
- preventExtensions trap, 245, 255–257
- Promise constructor, 219
- Promise.reject() method, 222–223
- Promise.resolve() method, 222–223, 239–240
- promises, 217–241
  - asynchronous task running, 237–240
  - chaining, 228–233
    - catching errors, 229–230
    - returning promises in promise chains, 231–233
    - returning values in promise chains, 230–231
  - global rejection handling, 224–228
    - browser rejection handling, 227–228
    - Node.js rejection handling, 225–227
  - inheriting from, 236–237

- life cycle of, 217–219
- responding to multiple, 233–236
  - Promise.all() method, 234–235
  - Promise.race() method, 235–236
- settled, 221–224
  - executor errors, 224
- unsettled, 219–221
- property descriptor traps, 257–261
  - blocking Object.defineProperty(), 258–259
  - defineProperty() methods, 260–261
  - descriptor object restrictions, 259–260
  - duplicate descriptor methods, 260
  - getOwnPropertyDescriptor() methods, 261
- property initializer shorthand syntax, 68–69
- \_\_proto\_\_ property, 303–304
- prototype property, 54
- [[Prototype]] property, 77
- prototypes, 76–80
  - accessing with super references, 77–80
  - changing, 76–77
  - prototype proxy traps, 252–255
    - function of, 252–253
    - purpose of two sets of methods, 254–255
  - using proxies as, 275–282
    - on classes, 279–282
    - using get trap on prototypes, 276–277
    - using has trap on prototypes, 278–279
    - using set trap on prototypes, 277–278
- proxies, 243–282
  - creating, 244, 245–246
  - function proxies, 262–268
    - callable class constructors, 267–268
    - calling constructors without new, 265–266
    - overriding abstract base class constructors, 266–267
    - validating function parameters, 264–265
  - hiding property existence, 249–250



- mimicking array behavior, 244, 269–275
  - deleting elements when
    - reducing length, 272–273
  - detecting array indexes, 270
  - implementing the `MyArray` class, 273–275
  - increasing length when adding new elements, 270–271
- object extensibility traps, 255–257
  - duplicate extensibility methods, 256–257
  - examples of, 255–256
- object shape validation, 247–249
- `ownKeys` trap, 261–262
- preventing property deletion, 250–252
- property descriptor traps, 257–261
  - blocking `Object.defineProperty()`, 258–259
  - `defineProperty()` methods, 260–261
  - descriptor object restrictions, 259–260
  - duplicate descriptor
    - methods, 260
  - `getOwnPropertyDescriptor()` methods, 261
- prototype proxy traps, 252–255
  - function of, 252–253
  - purpose of two sets of methods, 254–255
- revocable proxies, 268–269
- using as prototypes, 275–282
  - on classes, 279–282
  - using `get` trap on prototypes, 276–277
  - using `has` trap on prototypes, 278–279
  - using `set` trap on prototypes, 277–278
- validating properties, 246–247
- `Proxy.revocable()` method, 268–269
- `push()` method, 210

## R

- `readFile()` function, 215–217, 219–220, 240
- `reduce()` method, 207
- `reduceRight()` method, 207

- `Reflect.apply()` method, 263
- `Reflect.construct()` method, 263, 265–267
- `Reflect.defineProperty()` method, 257, 259–261
- `Reflect.deleteProperty()` method, 251
- `reflect()` function, 56
- `Reflect.get()` method, 248, 273
- `Reflect.getOwnPropertyDescriptor()` method, 257, 260–261
- `Reflect.getPrototypeOf()` method, 252, 254
- `Reflect.has()` method, 249–250
- reflection API, 244. *See also* proxies
- `Reflect.isExtensible()` method, 255–256
- `Reflect` object, 244
- `Reflect.ownKeys()` method, 75–76
- `Reflect.preventExtensions()` method, 255–257
- `Reflect.set()` method, 246–247, 271, 278
- `Reflect.setPrototypeOf()` method, 252, 254
- `RegExp` variable, 11, 19, 23–24
- regular expressions
  - duplicating, 23–24
  - flags property, 24–25
  - importance of, 13
  - `u` flag, 18–19
  - `y` flag, 21–23
- `rejectionhandled` event, 227–228
- `rejectionHandled` event, 225–226
- `reject()` method, 219–220, 231
- `repeat()` method, 20–21
- `replace()` method, 109
- `resolve()` method, 219–221, 230
- rest items (...), 92–93
- rest parameters (...), 44–46
- return statements, for generators, 155–156
- `reverse()` method, 207
- `revoke()` function, 269
- `run()` function, 160, 239–240

## S

- `<script>` element, 293–294
- scripts, 284
- `search()` method, 109
- `Set` constructor, 122–123
- `setCookie()` function, 95–96
- `setFloat32()` method, 202

- setFloat64() method, 202
- setInt8() method, 202–203
- setInterval() function, 220, 226
- set keyword, 173
- set() method, 132, 211
- setPrototypeOf trap, 245, 252–254
- sets, 119–129, 136
  - adding items, 122–123
  - converting to arrays, 126
  - creating, 122
  - in ECMAScript 5, 120–122
  - forEach() method for, 124–126
  - removing items, 123–124
  - weak, 127–129
    - creating, 127–128
    - regular versus, 128–129
- setTimeout() function, 220–221
- settled promises, 217, 221–224
  - executor errors, 224
- set trap, 245
  - using on prototypes, 277–278
  - validating properties using, 246–247
- setUint8() method, 202
- shift() method, 210
- single-threaded event loops, 214
- slice() method, 185, 194, 200, 207
- some() method, 207
- sort() method, 207
- splice() method, 210
- split() method, 109
- spread operator (...), 47–48
  - converting sets to arrays, 126
  - nonarray iterables and, 151–152
- square brackets ([]), 70–71
- standard objects, 68
- startsWith() method, 19–20
- static keyword, 177
- static members, 176–177, 181
- step() method, 160, 239–240
- sticky regular expressions, 21–23
- strict mode, changes to, 308–309
- String.fromCharCode() method, 16
- String() function, 103–104
- string iterators, 149–150
- String.raw() tag, 31–32
- strings, 13–33
  - importance of, 13
  - methods for identifying substrings, 19–21
  - repeat() method, 20–21
  - template literals, 25–32
    - making substitutions, 28–29
    - multiline strings, 26–28
    - syntax for, 26
    - tagged templates, 29–32
  - Unicode support, 13–19
    - codePointAt() method, 15–16
    - normalize() method, 16–17
    - String.fromCharCode() method, 16
    - UTF-16 code points, 14–15, 18
- subarray() method, 211
- substitutions, 28–29
- substrings, methods for identifying, 19–21
- success() method, 236–237
- sum() function, 56, 61, 264
- super() method, 77–80, 179, 180, 183, 189
- supplementary planes, 14
- surrogate pairs, 14
- Symbol.for() method, 102–103
- Symbol function, 100
- Symbol.hasInstance() method, 105–107
- Symbol.isConcatSpreadable property, 105, 107–108
- Symbol.iterator() method, 105, 142–145, 176
- Symbol.keyFor() method, 103
- Symbol.match property, 105, 109–110
- Symbol.replace property, 105, 109–110
- symbols, 99–117
  - coercion of, 103
  - creating, 100
  - exposing internal operations with, 105–116
  - identifying, 101
  - retrieving properties of, 104–105
  - sharing, 102–103
  - using, 101–102
- Symbol.search property, 105, 109–110
- Symbol.species property, 105, 185–188
- Symbol.split property, 105, 109–110
- Symbol.toPrimitive() method, 105, 111–112
- Symbol.toStringTag property, 105, 112–115
  - defining object string tags, 114–115
  - identification problem
    - workaround, 113
- Symbol.unscopables property, 105, 115–116

## T

- tagged templates, 29–32
    - defining tags, 30–31
    - using raw values in template literals, 31–32
  - tail call optimization, 61–64
    - in ECMAScript 6, 62–63
    - making use of, 63–64
  - targets, 244–246
  - TDZ (temporal dead zone), 6–7, 41–43
  - template literals, 25–32
    - multiline strings, 26–28
    - substitutions, 28–29
    - syntax for, 26
    - tagged templates, 29–32
      - defining tags, 30–31
      - raw values, 31–32
  - temporal dead zone (TDZ), 6–7, 41–43
  - test() method, 23
  - then() method, 217–219, 221–223, 225, 228–229
  - this binding, 54, 58–60
  - throw() method, 154–155
  - toString() method, 100, 111, 113–114
  - traps, 244–245
    - function proxies with, 262–268
      - callable class constructors, 267–268
      - calling constructors without `new`, 265–266
      - overriding abstract base class constructors, 266–267
      - validating function parameters, 264–265
    - hiding property existence using, 249–250
    - object extensibility, 255–257
      - duplicate extensibility methods, 256–257
      - examples of, 255–256
    - object shape validation using, 247–249
    - `ownKeys`, 261–262
    - preventing property deletion with, 250–252
    - property descriptor, 257–261
      - blocking `Object.defineProperty()`, 258–259
      - `defineProperty()` methods, 260–261
      - descriptor object restrictions, 259–260
      - duplicate descriptor methods, 260
      - `getOwnPropertyDescriptor()` methods, 261
      - prototype proxy, 252–255
        - function of, 252–253
        - purpose of two sets of methods, 254–255
        - validating properties using, 246–247
    - `trim()` method, 28
    - type coercion, 103–104
    - typed arrays, 198–206
      - array buffers, 199–206
        - creating, 199–200
        - manipulating with views, 200–206
      - element size, 206
      - numeric data types, 199
      - regular arrays versus, 207
        - behavioral differences between, 209–210
        - iterators, 208
        - methods in common, 207–208
        - methods missing from typed arrays, 210–211
        - methods present in typed arrays, 211
        - `of()` and `from()` methods, 208–209
    - `typeof` operator, 6–7, 36, 101
- ## U
- `u` flag, 18–19
  - `Uint8Array` constructor, 204
  - `Uint8ClampedArray` constructor, 204
  - `Uint16Array` constructor, 204
  - `Uint32Array` constructor, 204
  - `unhandledrejection` event, 227–228
  - `UnhandledRejection` event, 225–226
  - Unicode support, 13–19
    - `codePointAt()` method, 15–16
    - identifiers, 302–303
    - `normalize()` method, 16–17
    - `String.fromCodePoint()` method, 16
    - `u` flag, 18–19
    - UTF-16 code points, 14–15, 18
  - unnamed parameters, 43–46
    - in ECMAScript 5, 43–44
    - rest parameters, 44–46

unsettled promises, 217, 219–221  
unshift() method, 210  
UTF-16 code points, 14–15, 18

## V

valueOf() method, 111  
values() iterator, 145–148, 176, 207–208  
value variable, 2–4, 6  
var declarations, 2–3  
    in global scope, 11–12  
    in loops, 7–8  
views, manipulating array buffers with,  
    200–206

## W

WeakMap constructor, 133  
weak maps, 132–136  
    initializing, 133  
    limitations of, 136  
    methods for, 133–134  
    private object data, 134–135  
    using, 132–133

weak references, 127  
WeakSet constructor, 127–128  
weak sets, 127–129  
    creating, 127–128  
    regular sets versus, 128–129  
WebGL, 198–199  
well-known symbols, 105  
window object, 11  
with statements, 115–116  
workers, 296  
writeFile() function, 216

## Y

y flag, 21–23  
yield keyword, 139–141, 157, 159