ES6 Library Extensions

Contents

Math Extensions

15.8.2.19 log10 (x)

Returns an implementation-dependent approximation to the base 10 logarithm of *x*.

- If *x* is NaN, the result is NaN.
- If *x* is less than 0, the result is NaN.
- If *x* is +0, the result is −∞.
- If *x* is −0, the result is −∞.
- If *x* is 1, the result is +0.
- If *x* is +∞, the result is +∞.

15.8.2.20 log2 (x)

Returns an implementation-dependent approximation to the base 2 logarithm of *x*.

- If *x* is NaN, the result is NaN.
- If *x* is less than 0, the result is NaN.
- If *x* is +0, the result is −∞.
- If *x* is −0, the result is −∞.
- If *x* is 1, the result is +0.
- If *x* is +∞, the result is +∞.

15.8.2.21 log1p (x)

Returns an implementation-dependent approximation to the natural logarithm of 1 + *x*. The result is computed in a way that is accurate even when the value of x is close to zero.

- If *x* is NaN, the result is NaN.
- If *x* is less than -1, the result is NaN.
- If x is -1, the result is -∞.
- If *x* is +0, the result is +0.
- If *x* is −0, the result is −0.
- If *x* is +∞, the result is +∞.

15.8.2.22 expm1 (x)

Returns an implementation-dependent approximation to subtracting 1 from the exponential function of *x* (*e* raised to the power of *x*, where *e* is the base of the natural logarithms). The result is computed in a way that is accurate even when the value of x is close 0.

15.8.2.23 cosh(x)

Returns an implementation-dependent approximation to the hyperbolic cosine of *x*.

- If *x* is NaN, the result is NaN.
- If *x* is +0, the result is 1.
- If *x* is −0, the result is 1.
- If *x* is +∞, the result is +∞.
- If *x* is −∞, the result is +∞.

Note: The value of cosh(x) is the same as *(exp(x) + exp(-x))/2*.

15.8.2.24 sinh(x)

Returns an implementation-dependent approximation to the hyperbolic sine of *x*.

- If *x* is NaN, the result is NaN.
- If *x* is +0, the result is +0.
- If *x* is −0, the result is −0.
- If *x* is +∞, the result is +∞.
- If x is −∞, the result is −∞.

Note: The value of cosh(x) is the same as *(exp(x) - exp(-x))/2*.

15.8.2.25 tanh(x)

Returns an implementation-dependent approximation to the hyperbolic tangent of *x*.

- If *x* is NaN, the result is NaN.
- If *x* is +0, the result is +0.
- If *x* is −0, the result is −0.
- If *x* is +∞, the result is +1.
- If *x* is −∞, the result is -1.

Note: The value of tanh(x) is the same as *(exp(x) - exp(-x))/(exp(x) + exp(-x))*.

15.8.2.26 acosh(x)

Returns an implementation-dependent approximation to the inverse hyperbolic cosine of *x*.

- If *x* is NaN, the result is NaN.
- If x is less than 1, the result is NaN.
- If x is 1, the result is +0.
- If *x* is +∞, the result is +∞.

15.8.2.27 asinh(x)

Returns an implementation-dependent approximation to the inverse hyperbolic sine of *x*.

- If *x* is NaN, the result is NaN.
- If *x* is +0, the result is +0.
- If *x* is −0, the result is −0.
- If *x* is +∞, the result is +∞.
- If x is −∞, the result is −∞.

- If *x* is +1, the result is +∞.
- If *x* is +0, the result is +0.
- If *x* is −0, the result is −0.

15.8.2.29 hypot(value1 , value2 [, value3])

Given two or three arguments, hypot returns an implementation-dependent approximation of the square root of the sum of squares of its arguments.

- If any argument is +∞, the result is +∞.
- If any argument is −∞, the result is +∞.
- If no argument is +∞ or −∞, and any argument is NaN, the result is NaN.
- If all arguments are either +0 or -0, the result is +0.

15.8.2.30 hypot2(value1 , value2 [, value3])

Given two or three arguments, hypot2 returns an implementation-dependent approximation of the sum of squares of its arguments.

- If no arguments are given, the result is +0.
- If any argument is +∞, the result is +∞.
- If any argument is −∞, the result is +∞.
- If no argument is +∞ or −∞, and any argument is NaN, the result is NaN.
- If all arguments are either +0 or -0, the result is +0.

15.8.2.31 trunc(x)

Returns the integral part of the number x, removing any fractional digits. If *x* is already an integer, the result is *x*.

- If *x* is NaN, the result is NaN.
- If *x* is −0, the result is −0.
- If *x* is +0, the result is +0.
- If *x* is +∞, the result is +∞.
- If x is −∞, the result is −∞.

15.8.2.32 sign(x)

Returns the sign of the x, indicating whether x is positive, negative or zero.

- If *x* is NaN, the result is NaN.
- If *x* is −0, the result is −0.
- If *x* is +0, the result is +0.
- If *x* is negative, the result is −1.
- If *x* is positive, the result is +1.

15.8.2.32 cbrt(x)

Returns an implementation-dependent approximation to the cube root of *x*.

- If *x* is NaN, the result is NaN.
- If *x* is +0, the result is +0.
- If *x* is −0, the result is −0.
- If *x* is +∞, the result is +∞.
- If *x* is −∞, the result is −∞.

This property has the attributes { [[Writable]]: **false**, [[Enumerable]]: **false**, [[Configurable]]: **false** }.

15.7.3.7 Number.MAX_INTEGER

The value of Number.MAX_INTEGER is the largest integer value that can be represented as a Number value without losing precision, which is 9007199254740991.

This property has the attributes { [[Writable]]: **false**, [[Enumerable]]: **false**, [[Configurable]]: **false** }.

15.7.3.8 Number.parseInt (string, radix)

Same as 15.1.2.2.

15.7.3.9 Number.parseFloat (string)

Same as 15.1.2.3.

15.7.3.10 Number.isNaN (number)

Returns **true** if the argument is a Number value equal to **NaN**, and otherwise returns **false**.

1. If Type(*number*) is not Number, return **false**.
2. If *number* is **NaN**, return **true**.
3. Otherwise, return **false**.

NOTE A reliable way for ECMAScript code to test if a value X is a **NaN** is an expression of the form X !== X. The result will be **true** if and only if X is a **NaN**.

15.7.3.11 Number.isFinite (number)

Returns **false** if the argument is a Number value equal to **NaN**, **+∞**, or **−∞**, and otherwise returns **true**.

1. If Type(*number*) is not Number, return **false**.
2. If *number* is **NaN**, **+∞**, or **−∞**, return **false**.
3. Otherwise, return **true**.

15.7.3.12 Number.isInteger (number)

Returns **true** if the argument is a Number value which is an integral value.

1. If Type(*number*) is not Number, return **false**.
2. Let *integer* be ToInteger(*number*).
3. If *integer* is not equal to *number*, return **false**.
4. Otherwise, return **true**.

15.7.3.13 Number.toInteger (number)

Returns the result of coercing the argument to an integer.

1. Return ToInteger(*number*).

String extensions

15.5.4.21 String.prototype.repeat (count)

Returns a String consisting of the characters of this object (converted to String) repeated count times. The following

15.5.4.22 String.prototype.startsWith (searchString, position)

Returns **true** if the sequence of characters of *searchString* converted to a String match the corresponding characters of this object (converted to a String) starting at *position*. Otherwise returns **false**. The following steps are taken:

1. Call CheckObjectCoercible passing the **this** value as its argument.
2. Let *S* be the result of calling ToString, giving it the **this** value as its argument.
3. Let *searchStr* be ToString(*searchString*).
4. Let *pos* be ToInteger(*position*). (If *position* is **undefined**, this step produces the value **0**).
5. Let *len* be the number of characters in *S*.
6. Let *start* be min(max(*pos*, 0), *len*).
7. Let *searchLength* be the number of characters in *searchString*.
8. If *searchLength+start* is greater than *len*, return **false**.
9. If the first *searchLength* characters of *S* starting at *start* are equal to the first *searchLength* characters of *searchString*, return **true**.
10. Otherwise, return **false**.

The **length** property of the **startsWith** method is **1**.

NOTE The **startsWith** function is intentionally generic; it does not require that its **this** value be a String object. Therefore, it can be transferred to other kinds of objects for use as a method.

15.5.4.23 String.prototype.endsWith (searchString, endPosition)

Returns **true** if the sequence of characters of *searchString* converted to a String match the corresponding characters of this object (converted to a String) starting at *endPosition* – length(this). Otherwise returns **false**. The following steps are taken:

1. Call CheckObjectCoercible passing the **this** value as its argument.
2. Let *S* be the result of calling ToString, giving it the **this** value as its argument.
3. Let *searchStr* be ToString(*searchString*).
4. Let *len* be the number of characters in *S*.
5. If *endPosition* is **undefined**, let *pos* be *len*, else let *pos* be ToInteger(*endPosition*).
6. Let *end* be min(max(*pos*, 0), *len*).
7. Let *searchLength* be the number of characters in *searchString*.
8. Let *start* be *end* - *searchLength*.
9. If *start* is less than 0, return **false**.
10. If the first *searchLength* characters of *S* starting at *start* are equal to the first *searchLength* characters of *searchString*, return **true**.
11. Otherwise, return **false**.

The **length** property of the **endsWith** method is **1**.

NOTE The **endsWith** function is intentionally generic; it does not require that its **this** value be a String object. Therefore, it can be transferred to other kinds of objects for use as a method.

15.5.4.24 String.prototype.contains (searchString, position)

If *searchString* appears as a substring of the result of converting this object to a String, at one or more positions that are greater than or equal to *position*, then return **true**; otherwise, returns **false**. If *position* is **undefined**, 0 is assumed, so as to search all of the String.

The **contains** method takes two arguments, *searchString* and *position*, and performs the following steps:

1. Call CheckObjectCoercible passing the **this** value as its argument.
2. Let *S* be the result of calling ToString, giving it the **this** value as its argument.
3. Let *searchStr* be ToString(*searchString*).
4. Let *pos* be ToInteger(*position*). (If *position* is **undefined**, this step produces the value **0**).
5. Let *len* be the number of characters in *S*.
6. Let *start* be min(max(*pos*, 0), *len*).
7. Let *searchLen* be the number of characters in *searchStr*.

15.5.4.25 String.prototype.toArray()

Returns an Array object with elements corresponding to the characters of this object (converted to a String).

The following steps are taken:

1. Call CheckObjectCoercible passing the **this** value as its argument.
2. Let *S* be the result of calling ToString, giving it the **this** value as its argument.
3. Let *array* be a new array created as if by the expression **new Array()** where **Array** is the standard built-in constructor with that name.
4. Let *len* be the number of characters in *S*.
5. Let *n* be 0
6. Repeat, while *n* < *len*:
    a. Let *c* be the character at position *n* in *S*.
    b. Call the [[DefineOwnProperty]] internal method of *array* with arguments ToString(*n*), the PropertyDescriptor {[[Value]]: *c*, [[Writable]]: **true**, [[Enumerable]]: **true**, [[Configurable]]: **true**}, and **false**.
    c. Increment *n* by 1.
7. Return *array*.

The **length** property of the **toArray** method is **0**.

NOTE The **toArray** function is intentionally generic; it does not require that its **this** value be a String object. Therefore, it can be transferred to other kinds of objects for use as a method.