January TC39 @@toStringTag discussion

Items to discuss:

- An easy one: in https://people.mozilla.org/~jorendorff/es6-draft.html#sec-object.prototype.toString step 17b, the list of pre-ES6 Object.prototype.toString values seems to be missing Math, JSON, and Object. Spec bug

- Should built-in @@toStringTag values have { configurable: false }? If a user wants an instance of a thing with a custom @@toStringTag, they can subclass it via class or Object.create, and override @@toStringTag to whatever they like. If someone overrides @@toStringTag for a realm’s Array, for example, then any Array.isArray method implemented in terms of an Object.prototype.toString call (the universal method of doing so in userland code) will break for that realm’s Array s. This is a dangerous thing to allow. Symbol.toStringTag is nonconfigurable, presumably because it’s a well-known value that needs to be relied upon - why is ljharb@gmail.comtoStringTag any different for builtins? See https://esdiscuss.org/topic/configurability-of-tostringtag-for-built-ins for some discussion.

- Should Object.prototype.toString add a prefix to all non-built-in @@toStringTag values? Currently, https://people.mozilla.org/~jorendorff/es6-draft.html#sec-object.prototype.toString specifies that for a predefined list of values (which happen to be the default @@toStringTag values for pre-ES6 builtins), any custom @@toStringTag value should have a ""-prefix added. The note also says "It does not provide a reliable type-testing mechanism for other kinds of built-in or program defined objects.". Proposal: We could simplify the spec here, as well as userland code that needs to inconsistently check for the ~ prefix, as well as remove the limitation (that it can not be a reliable type-testing mechanism for other kinds of built-in... objects), by changing this logic to simply always add a "" prefix whenever a user-supplied @@toStringTag is provided.
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