ECMAScript Internationalization API Specification

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Introduction

The ECMAScript Internationalization, 2nd edition, API provides key language-sensitive functionality as a complement to the ECMAScript Language Specification, 6th edition or successor. Its functionality has been selected from that of well-established internationalization APIs such as those of the Internationalization Components for Unicode (ICU) library, of the .NET framework, or of the Java platform.

The API was developed by an ad-hoc group established by Ecma TC 39 in September 2010 based on a proposal by Nebojša Ćirić and Jungshik Shin.

Internationalization of software is never complete. We expect significant enhancements in future editions of this specification.
This Ecma Standard has been adopted by the General Assembly of <month> <year>. 
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ECMAScript Internationalization API Specification

1 Scope

This Standard defines the application programming interface for ECMAScript objects that support programs that need to adapt to the linguistic and cultural conventions used by different human languages and countries.

2 Conformance

A conforming implementation of the ECMAScript Internationalization API must conform to the ECMAScript Language Specification, 6th edition or successor, and must provide and support all the objects, properties, functions, and program semantics described in this specification.

A conforming implementation of the ECMAScript Internationalization API is permitted to provide additional objects, properties, and functions beyond those described in this specification. In particular, a conforming implementation of the ECMAScript Internationalization API is permitted to provide properties not described in this specification, and values for those properties, for objects that are described in this specification. A conforming implementation is not permitted to add optional arguments to the functions defined in this specification.

A conforming implementation is permitted to accept additional values, and then have implementation-defined behaviour instead of throwing a RangeError, for the following properties of options arguments:

- The options property localeMatcher in all constructors and supportedLocalesOf methods.
- The options properties usage and sensitivity in the Collator constructor.
- The options properties style and currencyDisplay in the NumberFormat constructor.
- The options properties minimumIntegerDigits, minimumFractionDigits, maximumFractionDigits, minimumSignificantDigits, and maximumSignificantDigits in the NumberFormat constructor, provided that the additional values are interpreted as integer values higher than the specified limits.
- The options properties listed in table 3 in the DateTimeFormat constructor.
- The options property formatMatcher in the DateTimeFormat constructor.

3 Normative References

The following referenced documents are required for the application of this document. For dated references, only the edition cited applies. For undated references, the latest edition of the referenced document (including any amendments) applies.

http://www.ecma-international.org/publications/standards/Ecma-262.htm

NOTE Throughout this document, the phrase “ES6, x”, where x is a sequence of numbers separated by periods, may be used as shorthand for “ECMAScript Language Specification, 6 edition, subclause x”.

4 Overview

This section contains a non-normative overview of the ECMAScript Internationalization API.

4.1 Internationalization, Localization, and Globalization

Internationalization of software means designing it such that it supports or can be easily adapted to support the needs of users speaking different languages and having different cultural expectations, and enables worldwide communication between them. Localization then is the actual adaptation to a specific language and culture. Globalization of software is commonly understood to be the combination of internationalization and localization. Globalization starts at the lowest level by using a text representation that supports all languages in the world, and using standard identifiers to identify languages, countries, time zones, and other relevant parameters. It continues with using a user interface language and data presentation that the user understands, and finally often requires product-specific adaptations to the user’s language, culture, and environment.

The ECMAScript Language Specification lays the foundation by using Unicode for text representation and by providing a few language-sensitive functions, but gives applications little control over the behaviour of these functions. The ECMAScript Internationalization API builds on this by providing a set of customizable language-sensitive functionality. The API is useful even for applications that themselves are not internationalized, as even applications targeting only one language and one region need to properly support that one language and region. However, the API also enables applications that support multiple languages and regions, even concurrently, as may be needed in server environments.

4.2 API Overview

The ECMAScript Internationalization API is designed to complement the ECMAScript Language Specification by providing key language-sensitive functionality. The API can be added to an implementation of the ECMAScript Language Specification, 6th edition or successor.
The ECMAScript Internationalization API provides several key pieces of language-sensitive functionality that are required in most applications: String comparison (collation), number formatting, date and time formatting, and case conversion. While the ECMAScript Language Specification provides functions for this basic functionality (on Array.prototype: toLocaleString; on String.prototype: localeCompare, toLocaleLowerCase, toLocaleUpperCase; on Number.prototype: toLocaleString; on Date.prototype: toLocaleString, toLocaleDateString, and toLocaleTimeString), it leaves the actual behaviour of these functions largely up to implementations to define. The Internationalization API Specification provides additional functionality, control over the language and over details of the behaviour to be used, and a more complete specification of required functionality.

Applications can use the API in two ways:

1. Directly, by using the constructors Intl.Collator, Intl.NumberFormat, or Intl.DateTimeFormat to construct an object, specifying a list of preferred languages and options to configure the behaviour of the resulting object. The object then provides a main function (compare or format), which can be called repeatedly. It also provides a resolvedOptions function, which the application can use to find out the exact configuration of the object.

2. Indirectly, by using the functions of the ECMAScript Language Specification mentioned above. The collation and formatting functions are respecified in this specification to accept the same arguments as the Collator, NumberFormat, and DateTimeFormat constructors and produce the same results as their compare or format methods. The case conversion functions are respecified to accept a list of preferred languages.

The Intl object is used to package all functionality defined in the ECMAScript Internationalization API to avoid name collisions.

4.3 Implementation Dependencies

Due to the nature of internationalization, the API specification has to leave several details implementation dependent:

- **The set of locales that an implementation supports with adequate localizations:** Linguists estimate the number of human languages to around 6000, and the more widely spoken ones have variations based on regions or other parameters. Even large locale data collections, such as the Common Locale Data Repository, cover only a subset of this large set. Implementations targeting resource-constrained devices may have to further reduce the subset.

- **The exact form of localizations such as format patterns:** In many cases locale-dependent conventions are not standardized, so different forms may exist side by side, or they vary over time. Different internationalization libraries may have implemented different forms, without any of them being actually wrong. In order to allow this API to be implemented on top of existing libraries, such variations have to be permitted.

- **Subsets of Unicode:** Some operations, such as collation, operate on strings that can include characters from the entire Unicode character set. However, both the Unicode standard and the ECMAScript standard allow implementations to limit their functionality to subsets of the Unicode character set. In addition, locale conventions typically don’t specify the desired behaviour for the entire Unicode character set, but only for those characters that are relevant for the locale. While the Unicode Collation Algorithm combines a default collation order for the entire Unicode character set with the ability to tailor for local conventions, subsets and tailorings still result in differences in behaviour.

5 Notational Conventions

This standard uses a subset of the notational conventions of the ECMAScript Language Specification, 6 edition (ES6):

- **Object Internal Methods and Internal Slots**, as described in ES6, 6.1.7.2.
- **Algorithm conventions**, including the use of abstract operations, as described in ES6, 7.1, 7.2, 7.3.
Internal properties, as described in ES6, 9.1. 
- The List and Record Specification Type, as described in ES6, 6.2.1.

As described in the ECMAScript Language Specification, algorithms are used to precisely specify the required semantics of ECMAScript constructs, but are not intended to imply the use of any specific implementation technique. Internal properties are used to define the semantics of object values, but are not part of the API. They are defined purely for expository purposes. An implementation of the API must behave as if it produced and operated upon internal properties in the manner described here.

As an extension to the Record Specification Type, the notation "[[<name>]]" denotes a field whose name is given by the variable name, which must have a String value. For example, if a variable x has the value "a", then [[<a>]] denotes the field [[a]].

For ECMAScript objects, this standard may use variable-named internal properties: The notation "[[<name>]]" denotes an internal property whose name is given by the variable name, which must have a String value. For example, if a variable x has the value "a", then [[<a>]] denotes the [[a]] internal property.

### 5.1 Well-Known Intrinsic Objects

The following table extends the Well-Known Intrinsic Objects table defined in ES6, 6.1.7.4.

<table>
<thead>
<tr>
<th>Intrinsic Name</th>
<th>Global Name</th>
<th>ECMAScript Language Association</th>
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<tbody>
<tr>
<td>%Date_now%</td>
<td>&quot;Date.now&quot;</td>
<td>The initial value of the &quot;now&quot; data property of the intrinsic %Date% (ES6, 20.3.3.1)</td>
</tr>
<tr>
<td>%Intl%</td>
<td>&quot;Intl&quot;</td>
<td>The Intl object (8).</td>
</tr>
<tr>
<td>%Collator%</td>
<td>&quot;Intl.Collator&quot;</td>
<td>The Intl.Collator constructor (9).</td>
</tr>
<tr>
<td>%CollatorPrototype%</td>
<td>Intl.Collator.prototype</td>
<td>The initial value of the &quot;prototype&quot; data property of the intrinsic %Collator% (10.210.2.1).</td>
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<tr>
<td>%NumberFormat%</td>
<td>&quot;Intl.NumberFormat&quot;</td>
<td>The Intl.NumberFormat constructor (11.1).</td>
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<tr>
<td>%NumberFormatPrototype%</td>
<td>Intl.NumberFormat.prototype</td>
<td>The initial value of the &quot;prototype&quot; data property of the intrinsic %NumberFormat% (11.2.1).</td>
</tr>
<tr>
<td>%DateTimeFormat%</td>
<td>&quot;Intl.DateTimeFormat&quot;</td>
<td>The Intl.DateTimeFormat constructor (12.1).</td>
</tr>
<tr>
<td>%DateTimeFormatPrototype%</td>
<td>Intl.DateTimeFormat.prototype</td>
<td>The initial value of the &quot;prototype&quot; data property of the intrinsic %DateTimeFormat% (11.2.1).</td>
</tr>
<tr>
<td>%String_proto_split%</td>
<td>&quot;String.prototype.split&quot;</td>
<td>The initial value of the &quot;split&quot; data property of the</td>
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6 Identification of Locales, Currencies, and Time Zones

This clause describes the String values used in the ECMAScript Internationalization API to identify locales, currencies, and time zones.

6.1 Case Sensitivity and Case Mapping

The String values used to identify locales, currencies, and time zones are interpreted in a case-insensitive manner, treating the Unicode Basic Latin characters "A" to "Z" (U+0041 to U+005A) as equivalent to the corresponding Basic Latin characters "a" to "z" (U+0061 to U+007A). No other case folding equivalences are applied. When mapping to upper case, a mapping shall be used that maps characters in the range "a" to "z" (U+0061 to U+007A) to the corresponding characters in the range "A" to "Z" (U+0041 to U+005A) and maps no other characters to the latter range.

EXAMPLES: "ß" (U+00DF) must not match or be mapped to "SS" (U+0053, U+0053). "ı" (U+0131) must not match or be mapped to "I" (U+0049).

6.2 Language Tags

The ECMAScript Internationalization API identifies locales using language tags as defined by IETF BCP 47 (RFCs 5646 and 4647 or their successors), which may include extensions such as those registered through RFC 6067. Their canonical form is specified in RFC 5646 section 4.5 or its successor.

BCP 47 language tags that meet those validity criteria of RFC 5646 section 2.2.9 that can be verified without reference to the IANA Language Subtag Registry are considered structurally valid. All structurally valid language tags are valid for use with the APIs defined by this standard. However, the set of locales and thus language tags that an implementation supports with adequate localizations is implementation dependent. The constructors Collator, NumberFormat, and DateTimeFormat map the language tags used in requests to locales supported by their respective implementations.

6.2.1 Unicode Locale Extension Sequences

This standard uses the term "Unicode locale extension sequence" for any substring of a language tag that is not part of a private use subtag sequence, starts with a separator "-" and the singleton "u", and includes the maximum sequence of following non-singleton subtags and their preceding "-" separators.

6.2.2 IsStructurallyValidLanguageTag (locale)

The IsStructurallyValidLanguageTag abstract operation verifies that the locale argument (which must be a String value)

- represents a well-formed BCP 47 language tag as specified in RFC 5646 section 2.1, or successor,
The abstract operation returns true if locale can be generated from the ABNF grammar in section 2.1 of the RFC, starting with Language-Tag, and does not contain duplicate variant or singleton subtags (other than as a private use subtag). It returns false otherwise. Terminal value characters in the grammar are interpreted as the Unicode equivalents of the ASCII octet values given.

6.2.3 CanonicalizeLanguageTag (locale)

The CanonicalizeLanguageTag abstract operation returns the canonical and case-regularized form of the locale argument (which must be a String value that is a structurally valid BCP 47 language tag as verified by the IsStructurallyValidLanguageTag abstract operation). It takes the steps specified in RFC 5646 section 4.5, or successor, to bring the language tag into canonical form, and to regularize the case of the subtags, but does not take the steps to bring a language tag into “extlang form” and to reorder variant subtags.

The specifications for extensions to BCP 47 language tags, such as RFC 6067, may include canonicalization rules for the extension subtag sequences they define that go beyond the canonicalization rules of RFC 5646 section 4.5. Implementations are allowed, but not required, to apply these additional rules.

6.2.4 DefaultLocale ()

The DefaultLocale abstract operation returns a String value representing the structurally valid (6.2.2) and canonicalized (6.2.3) BCP 47 language tag for the host environment’s current locale.

6.3 Currency Codes

The ECMAScript Internationalization API identifies currencies using 3-letter currency codes as defined by ISO 4217. Their canonical form is upper case.

All well-formed 3-letter ISO 4217 currency codes are allowed. However, the set of combinations of currency code and language tag for which localized currency symbols are available is implementation dependent. Where a localized currency symbol is not available, the ISO 4217 currency code is used for formatting.

6.3.1 IsWellFormedCurrencyCode (currency)

The IsWellFormedCurrencyCode abstract operation verifies that the currency argument (which must be a String value) represents a well-formed 3-letter ISO currency code. The following steps are taken:

1. Let normalized be the result of mapping currency to upper case as described in 6.1.
2. If the string length of normalized is not 3, return false.
3. If normalized contains any character that is not in the range "A" to "Z" (U+0041 to U+005A), return false.
4. Return true.

6.4 Time Zone Names

The ECMAScript Internationalization API identifies time zones using the Zone and Link names of the IANA Time Zone Database. Their canonical form is the corresponding Zone name in the casing used in the IANA Time Zone Database.

All registered Zone and Link names are allowed. Implementations must recognize all such names, and use best available current and historical information about their offsets from UTC and their daylight saving time rules in calculations. However, the set of combinations of time zone name and language tag for which localized time zone names are available is implementation dependent.

6.4.1 IsValidTimeZoneName (timeZone)

The IsValidTimeZoneName abstract operation verifies that the timeZone argument (which must be a String value) represents a valid Zone or Link name of the IANA Time Zone Database.
The abstract operation returns true if `timeZone`, converted to upper case as described in 6.1, is equal to one of the Zone or Link names of the IANA Time Zone Database, converted to upper case as described in 6.1. It returns false otherwise.

### 6.4.2 CanonicalizeTimeZoneName (timeZone)

The CanonicalizeTimeZoneName abstract operation returns the canonical and case-regularized form of the `timeZone` argument (which must be a String value that is a valid time zone name as verified by the IsValidTimeZoneName abstract operation). The following steps are taken:

1. Let `ianaTimeZone` be the Zone or Link name of the IANA Time Zone Database such that `timeZone`, converted to upper case as described in 6.1, is equal to `ianaTimeZone`, converted to upper case as described in 6.1.
2. If `ianaTimeZone` is a Link name, then let `ianaTimeZone` be the corresponding Zone name as specified in the "backward" file of the IANA Time Zone Database.
3. If `ianaTimeZone` is "Etc/UTC" or "Etc/GMT", then return "UTC".
4. Return `ianaTimeZone`.

The Intl.DateTimeFormat constructor allows this time zone name; if the time zone is not specified, the host environment’s current time zone is used. Implementations shall support UTC and the host environment’s current time zone (if different from UTC) in formatting.

### 6.4.3 DefaultTimeZone ()

The DefaultTimeZone abstract operation returns a String value representing the valid (6.4.1) and canonicalized (6.4.2) time zone name for the host environment’s current time zone.

### 7 Requirements for Standard Built-in ECMAScript Objects

Unless specified otherwise in this document, the objects, functions, and constructors described in this standard are subject to the generic requirements and restrictions specified for standard built-in ECMAScript objects in the ECMAScript Language Specification, 6th edition, Clause 17, or successor.

### 8 The Intl Object

The Intl object is a single ordinary object.

The value of the `[[Prototype]]` internal slot of the Intl object is the intrinsic object `%ObjectPrototype%`.

The Intl object is not a function object. It does not have a `[[Construct]]` internal method; it is not possible to use the Intl object as a constructor with the `new` operator. The Intl object does not have a `[[Call]]` internal method; it is not possible to invoke the Intl object as a function.

#### 8.1 Properties of the Intl Object

The value of each of the standard built-in properties of the Intl object is a constructor. The behaviour of these constructors is specified in the following clauses: Collator (10), NumberFormat (11), and DateTimeFormat (12).

### 9 Locale and Parameter Negotiation

The constructors for the objects providing locale sensitive services, Collator, NumberFormat, and DateTimeFormat, use a common pattern to negotiate the requests represented by the locales and options arguments against the actual capabilities of their implementations. The common behaviour is described here in terms of internal properties describing the capabilities and of abstract operations using these internal properties.
9.1 Internal Properties of Service Constructors

The constructors Intl.Collator, Intl.NumberFormat, and Intl.DateTimeFormat have the following internal properties:

- `[availableLocales]` is a List that contains structurally valid (6.2.2) and canonicalized (6.2.3) BCP 47 language tags identifying the locales for which the implementation provides the functionality of the constructed objects. Language tags on the list must not have a Unicode locale extension sequence. The list must include the value returned by the DefaultLocale abstract operation (6.2.4), and must not include duplicates. Implementations must include in `[availableLocales]` locales that can serve as fallbacks in the algorithm used to resolve locales (see 9.2.5). For example, implementations that provide a "de-DE" locale must include a "de" locale that can serve as a fallback for requests such as "de-AT" and "de-CH". For locales that in current usage would include a script subtag (such as Chinese locales), old-style language tags without script subtags must be included such that, for example, requests for "zh-TW" and "zh-HK" lead to output in traditional Chinese rather than the default simplified Chinese. The ordering of the locales within `[availableLocales]` is irrelevant.

- `[relevantExtensionKeys]` is an array of keys of the language tag extensions defined in Unicode Technical Standard 35 that are relevant for the functionality of the constructed objects.

- `[sortLocaleData]` and `[searchLocaleData]` (for Intl.Collator and `[localeData]`) for Intl.NumberFormat and Intl.DateTimeFormat are objects that have properties for each locale contained in `[availableLocales]`. The value of each of these properties must be an object that has properties for each key contained in `[relevantExtensionKeys]`. The value of each of these properties must be a non-empty array of those values defined in Unicode Technical Standard 35 for the given key that are supported by the implementation for the given locale, with the first element providing the default value.

EXAMPLE An implementation of DateTimeFormat might include the language tag "th" in its `[availableLocales]` internal property, and must (according to 12.2.3) include the key "ca" in its `[relevantExtensionKeys]` internal property. For Thai, the "buddhist" calendar is usually the default, but an implementation might also support the calendars "gregory", "chinese", and "islamic" for the locale "th". The `[localeData]` internal property would therefore at least include ("th": { "buddhist": ["gregory", "chinese", "islamic"]}).

9.2 Abstract Operations

Where the following abstract operations take an `availableLocales` argument, it must be an `[availableLocales]` List as specified in 9.1.

9.2.1 CanonicalizeLocaleList (locales)

The abstract operation CanonicalizeLocaleList takes the following steps:

1. If locales is `undefined`, then
   a. Return a new empty List.
2. Let seen be an empty List.
3. If `Type(locales)` is String, then
   a. Let locales be `ArrayCreateFromList(locales)`.
4. Let len be `ToLength(locales)`.
5. Let lenValue be `Get(O, "length")`.
6. Let k be `ToLength(lenValue)`.
7. Let k be 0.
8. Repeat, while k < len
   a. Let Pk be `ToString(k)`.
   b. Let kPresent be `HasProperty(O, Pk)`.
   c. ReturnIfAbrupt(kPresent).
   d. If kPresent is `true`, then
      i. Let kValue be `Get(O, Pk)`.
      ii. If the Type(kValue) is not String or Object, then throw a `TypeError` exception.
      iii. Let tag be `ToString(kValue)`.
      iv. If the result of IsStructurallyValidLanguageTag(tag) is `false`, then throw a `RangeError` exception.
The BestAvailableLocale abstract operation compares the provided argument `locale`, which must be a String value with a structurally valid and canonicalized BCP 47 language tag, against the locales in `availableLocales` and returns either the longest non-empty prefix of `locale` that is an element of `availableLocales`, or `undefined` if there is no such element. It uses the fallback mechanism of RFC 4647, section 3.4. The following steps are taken:

1. Let `candidate` be `locale`.
2. Repeat
   a. If `availableLocales` contains an element equal to `candidate`, then return `candidate`.
   b. Let `pos` be the character index of the last occurrence of `"-"` (U+002D) within `candidate`. If that character does not occur, return `undefined`.
   c. If `pos` ≥ 2 and the character `"-"` occurs at index `pos-2` of `candidate`, then decrease `pos` by 2.
   d. Let `candidate` be the substring of `candidate` from position 0, inclusive, to position `pos`, exclusive.
3. Let `k` be 0.
4. Let `rLocales` be `availableLocales`.
5. Let `lenValue` be `Get((locale, "length"))`.
6. Let `availableLocale` be `undefined`.
7. Repeat while `k < len` and `availableLocale` is `undefined`:
   a. Let `Pk` be `ToString(k)``.``
   b. Let `locale` be `Get(rLocales, k)``.``
   c. ReturnIfAbrupt(`locale`)
   d. Let `noExtensionsLocale` be the String value that is `locale` with all Unicode locale extension sequences removed.
   e. Let `availableLocale` be `BestAvailableLocale{availableLocales: noExtensionsLocale}`.
   f. Increase `k` by 1.
8. Let `result` be a new Record.
9. If `availableLocale` is `undefined`, then
   a. Set `result.[locale]` to `availableLocale`.
   b. If `locale` and `noExtensionsLocale` are not the same String value, then
      i. Let `extension` be the String value consisting of the first substring of `locale` that is a Unicode locale extension sequence.
      ii. Let `extensionIndex` be the character position of the initial `"-"` of the first Unicode locale extension sequence within `locale`.

The following steps are taken:

1. Set result[[extension]] to extension.
2. Set result[[extensionIndex]] to extensionIndex.
3. Else
   a. Let defLocale be DefaultLocale.
   b. Set result.[[locale]] to defLocale.
4. Return result.

The ResolveLocale abstract operation compares a BCP 47 language priority list through Unicode locale extension sequences within the request locale language tag.

9.2.5 ResolveLocale (availableLocales, requestedLocales, options, relevantExtensionKeys, localeData)

The ResolveLocale abstract operation compares a BCP 47 language priority list requestedLocales against the locales in availableLocales and determines the best available language to meet the request. availableLocales and requestedLocales must be provided as List values, options as a Record.

The following steps are taken:

1. Let matcher be the value of options.[[localeMatcher]].
2. If matcher is "lookup" then
   a. Let Matcher be the abstract operation LookupMatcher.
3. Else
   a. Let Matcher be the abstract operation BestFitMatcher.
4. Let r be Matcher(availableLocales, requestedLocales).
5. Let foundLocale be the value of r.[[locale]].
6. If r has an [[extension]] field, then
   a. Let extension be the value of r.[[extension]].
   b. Let extensionIndex be the value of r.[[extensionIndex]].
   c. Let extensionSubtags be Call(StringProto_split, extension, "+--").
   d. Let extensionSubtagsLength be Get(Object, extensionSubtags, "length").
7. Let result be a new Record.
8. Set result.[[dataLocale]] to foundLocale.
9. Let supportedExtension be "+--".
10. Let k be 0.
11. Let rExtensionKeys be ToObject(relevantExtensionKeys).
12. ReturnIfAbrupt(rExtensionKeys).
13. Let lenValue be Get(rExtensionKeys, "length").
14. Let len be ToLength(lenValue).

NOTE The algorithm is based on the Lookup algorithm described in RFC 4647 section 3.4, but options specified through Unicode locale extension sequences are ignored in the lookup. Information about such subsequences is returned separately. The abstract operation returns a record with a [[locale]] field, whose value is the language tag of the selected locale, which must be an element of availableLocales. If the language tag of the request locale that led to the selected locale contained a Unicode locale extension sequence, then the returned record also contains an [[extension]] field whose value is the first Unicode locale extension sequence, and an [[extensionIndex]] field whose value is the index of the first Unicode locale extension sequence within the request locale language tag.

9.2.4 BestFitMatcher (availableLocales, requestedLocales)

The BestFitMatcher abstract operation compares requestedLocales, which must be a List as returned by CanonicalizeLocaleList, against the locales in availableLocales and determines the best available language to meet the request. The algorithm is implementation dependent, but should produce results that a typical user of the algorithm would perceive as at least as good as those produced by the LookupMatcher abstract operation. Options specified through Unicode locale extension sequences must be ignored by the algorithm. Information about such subsequences is returned separately. The abstract operation returns a record with a [[locale]] field, whose value is the language tag of the selected locale, which must be an element of availableLocales. If the language tag of the request locale that led to the selected locale contained a Unicode locale extension sequence, then the returned record also contains an [[extension]] field whose value is the first Unicode locale extension sequence, and an [[extensionIndex]] field whose value is the index of the first Unicode locale extension sequence within the request locale language tag.
15. Repeat while \( k < \text{len} \)
   a. Let key be \( \text{Get(ExtensionKeys, ToString(k))} \).
   b. ReturnIfAbrupt(key).
   c. Let foundLocaleData be \( \text{Get(localeData, foundLocale).} \)
   d. ReturnIfAbrupt(foundLocaleData).
   e. Let keyLocaleData be ToObject(\( \text{Get(foundLocaleData, key)} \)).
   f. ReturnIfAbrupt(keyLocaleData).
   g. Let value be \( \text{ToString(Get(keyLocaleData, "0"))} \).
   h. ReturnIfAbrupt(value).
   i. Let supportedExtensionAddition be "".
   j. If extensionSubtags is not undefined, then
      i. Let keyPos be \( \text{Call(StringProto_indexOf, extensionSubtags, <keys>)} \).
         ii. If keyPos \( \neq -1 \), then
             1. Let extensionSubtagsKeyPos be \( \text{Get(extensionSubtags, ToString(keyPos + 1))} \).
             2. Let extensionSubtagsKeyPosLength be \( \text{Get(extensionSubtagsKeyPos, "length")} \).
             3. If keyPos + 1 < extensionSubtagsKeyPosLength and extensionSubtagsKeyPosLength > 2, then
                a. Let requestedValue be extensionSubtagsKeyPos.
                b. If the result of \( \text{Call(StringProto_includes, keyLocaleData, requestedValue)} \) is true, then
                   i. Let value be requestedValue.
                   ii. Let supportedExtensionAddition be the concatenation of "", key, "-", and value.
        4. Else, if the result of \( \text{Call(StringProto_includes, keyLocaleData, "true")} \) is true, then
           i. Let value be "true".
           ii. ReturnIfAbrupt(value).
           iii. If options has a field \([<key>]]\), then
                i. Let optionsValue be the value of \( \text{ToSequence(options.<[<key>]])} \).
                ii. Let supportedExtensionAddition be "".
                iii. If the result of \( \text{Call(StringProto_includes, keyLocaleData, optionsValue)} \) is true, then
                     1. If optionsValue is not equal to value, then
                        a. Let value be optionsValue.
                        b. Let supportedExtensionAddition be "".
        5. Set result.[[<key>]] to value.
   k. Increase \( k \) by 1.

16. If the result of \( \text{Get(ToObject, supportedExtension, "length")} \) is greater than 2, then
   a. Let preExtension be the substring of foundLocale from position 0, inclusive, to position \( \text{extensionIndex} \), exclusive.
   b. Let postExtension be the substring of foundLocale from position \( \text{extensionIndex} \) to the end of the string.
   c. Let foundLocale be the concatenation of preExtension, supportedExtension, and postExtension.

17. Set result.[[locale]] to foundLocale.
18. Return result.

NOTE Non-normative summary: Two algorithms are available to match the locales: the Lookup algorithm described in RFC 4647 section 3.4, and an implementation dependent best-fit algorithm. Independent of the locale matching algorithm, options specified through Unicode locale extension sequences are negotiated separately, taking the caller’s relevant extension keys and locale data as well as client-provided options into consideration. The abstract operation returns a record with a [locale] field whose value is the language tag of the selected locale, and fields for each key in relevantExtensionKeys providing the selected value for that key.

9.2.6 LookupSupportedLocales (availableLocales, requestedLocales)

The LookupSupportedLocales abstract operation returns the subset of the provided BCP 47 language priority list requestedLocales for which availableLocales has a matching locale when using the BCP 47 Lookup algorithm. Locales appear in the same order in the returned list as in requestedLocales. The following steps are taken:

1. Let \( \text{Locales} = \text{ToObject(requestedLocales)} \)
2. ReturnIfAbrupt(Locales).
3. Let lenValue be \( \text{Get(Locales, "length")} \).
4. Let len be \( \text{ToLength(lenValue)} \)
Let subset be an empty List.

Let k be 0.

Repeat while k < len
  a. Let Pk be ToString(k).
  b. Let locale be Get(requestedLocales, Pk).
  c. ReturnIfAbrupt(locale).
  d. Let noExtensionsLocale be the string value that is locale with all Unicode locale extension sequences removed.
  e. Let availableLocale be BestAvailableLocale(availableLocales, noExtensionsLocale).
  f. If availableLocale is not undefined, then append locale to the end of subset.
  g. Increment k by 1.

Let subsetArray be ArrayCreateFromList(subset).

9.2.7 BestFitSupportedLocales (availableLocales, requestedLocales)

The BestFitSupportedLocales abstract operation returns the subset of the provided BCP 47 language priority list requestedLocales for which availableLocales has a matching locale when using the Best Fit Matcher algorithm. Locales appear in the same order in the returned list as in requestedLocales. The steps taken are implementation dependent.

9.2.8 SupportedLocales (availableLocales, requestedLocales, options)

The SupportedLocales abstract operation returns the subset of the provided BCP 47 language priority list requestedLocales for which availableLocales has a matching locale. Two algorithms are available to match the locales: the Lookup algorithm described in RFC 4647 section 3.4, and an implementation dependent best-fit algorithm. Locales appear in the same order in the returned list as in requestedLocales. The following steps are taken:

1. If options is not undefined, then
   a. Let options be ToObject(options).
   b. ReturnIfAbrupt(options).
   c. Let matcher be Get(options, "localeMatcher").
   d. If matcher is not undefined, then
      i. Let matcher be ToString(matcher).
      ii. If matcher is not "lookup" or "best fit", then throw a RangeError exception.
2. If matcher is undefined or "best fit", then
   a. Let Matcher be the abstract operation BestFitSupportedLocales.
3. Else
   a. Let Matcher be the abstract operation LookupSupportedLocales.
4. Let subset be Matcher(availableLocales, requestedLocales).
5. For each named own property name P of subset,
   a. Let desc be the result of the [[GetOwnProperty]] internal method of subset with the argument P.
   b. Set desc.[[Writeable]] to false.
   c. Set desc.[[Configurable]] to false.
   d. Set status to DefinePropertyOrThrow(subset, P, desc).
   e. ReturnIfAbrupt(status).
6. Return subset.

9.2.9 GetOption (options, property, type, values, fallback)

The abstract operation GetOption extracts the value of the property named property from the provided options object, converts it to the required type, checks whether it is one of a List of allowed values, and fills in a fallback value if necessary.

1. Let opts be ToObject(options).
2. ReturnIfAbrupt(opts).
3. Let value be Get(opts, property).
4. ReturnIfAbrupt(value).

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5. If \texttt{value} is not \texttt{undefined}, then
   a. Assert: type is "boolean" or "string".
   b. If type is "boolean", then
      i. Let \texttt{value} be ToBoolean(\texttt{value}).
      ii. \texttt{ReturnIfAbrupt(value)}.
   c. If type is "string", then
      i. Let \texttt{value} be ToString(\texttt{value}).
      ii. \texttt{ReturnIfAbrupt(value)}.
   d. If \texttt{value} is not \texttt{undefined}, then
      i. If \texttt{value} does not contain an element equal to \texttt{value}, then throw a \texttt{RangeError} exception.
   e. \texttt{Return value}.
6. Else return \texttt{fallback}.

9.2.10 GetNumberOption (options, property, minimum, maximum, fallback)

The abstract operation GetNumberOption extracts a property value from the provided options object, converts it to a Number value, checks whether it is in the allowed range, and fills in a fallback value if necessary.

1. Let \texttt{opts} be ToObject(options).
2. \texttt{ReturnIfAbrupt(opts)}.
3. Let \texttt{value} be Get(\texttt{opts}, property).
4. \texttt{ReturnIfAbrupt(value)}.
5. If \texttt{value} is not \texttt{undefined}, then
   a. Let \texttt{value} be ToNumber(\texttt{value}).
   b. \texttt{ReturnIfAbrupt(value)}.
   c. If \texttt{value} is NaN or less than \texttt{minimum} or greater than \texttt{maximum}, throw a \texttt{RangeError} exception.
   d. \texttt{Return floor(value)}.
6. Else return \texttt{fallback}.

10 Collator Objects

10.1 The Intl.Collator Constructor

The Intl.Collator constructor is a standard built-in property of the Intl object. Behaviour common to all service constructor properties of the Intl object is specified in 9.1.

10.1.1 Initializing an Object as a Collator

10.1.1.1 InitializeCollator (collator, locales, options)

The abstract operation InitializeCollator accepts the arguments collator (which must be an object), locales, and options. It initializes collator as a \texttt{collator} object.

Several steps in the algorithm use values from the following table, which associates Unicode locale extension keys, property names, types, and allowable values:

<table>
<thead>
<tr>
<th>Key</th>
<th>Property</th>
<th>Type</th>
<th>Values</th>
</tr>
</thead>
<tbody>
<tr>
<td>kn</td>
<td>numeric</td>
<td>&quot;boolean&quot;</td>
<td>true, false</td>
</tr>
<tr>
<td>kf</td>
<td>caseFirst</td>
<td>&quot;string&quot;</td>
<td>upper, lower, false</td>
</tr>
</tbody>
</table>

The following steps are taken:

1. If \texttt{collator} has an [[InitializedIntlObject]] internal property with value \texttt{true}, throw a \texttt{TypeError} exception.
2. Set \texttt{collator} to an [[InitializedIntlObject]] to \texttt{true}.
Let requestedLocales be CanonicalizeLocaleList(locales).

If options is undefined, then

a. Let options be ObjectCreate(%ObjectPrototype%).

5. Else

a. Let options be ToObject(options).

If requestedLocales is undefined, then

b. ReturnIfAbrupt(options).

Let opts be GetOptionOptions(“usage”, “string”, “sort”, “search”, “sort”).


7. Set collator.[[usage]] to u.

8. If u is “sort”, then

a. Let localeData be the value of Collator.[[sortLocaleData]].

9. Else

a. Let localeData be the value of Collator.[[searchLocaleData]].

10. Let opt be a new Record.


12. Set opt.[[localeMatcher]] to matches.

13. For each row in Table 1, except the header row, do:

a. Let key be the name given in the Key column of the row.

b. Let prop be the name given in the Property column of the row.

c. Let type be the string given in the Type column of the row.

d. Let ext be a List containing the Strings given in the Values column of the row, or undefined if no strings are given.

e. Let value be GetOptionOptions(“prop”, “type”, “list”, “undefined”).

f. If the string given in the Type column of the row is “boolean” and value is not undefined, then

1. Let value be ToString(value).

2. Set opt.[[[key]]=] to value.

14. Let relevantExtensionKeys be the value of %Collator%.[[relevantExtensionKeys]].

15. Let r be ResolveLocaleCollator(%Collator%, [[availableLocales]], requestedLocales, opt, relevantExtensionKeys, localeData).

16. Set collator.[[locale]] to the value of r.[[locale]].

17. Let k be 0.

18. ReduceExtensionKeys(key).

19. ReturnIfAbrupt(ExtensionKeys).

20. Let lenValue be Get(ExtensionKeys, “length”).

21. Let len be ToLength(lenValue).

22. Repeat while k < len:

a. Let Pk be ToString(k).

b. Let key be Get(ExtensionKeys, Pk).

c. ReturnIfAbrupt(key).

d. If key is “iso”, then

1. Let property be “collation”.

2. Let value be the value of r.[[co]].

3. If value is null, then let value be “default”.

e. Else if the row of Table 1 that contains the value of key in the Key column:

1. Let property be the name given in the Property column of the row.

2. Let type be the value of r.[[key]].

3. If the name given in the Property column of the row is “boolean”, then let value be the result of comparing value with “true”.

f. Set collator.[[[property][key]]] to value.

g. Increase k by 1.


24. If r is undefined, then

a. If r is “sort”, then let r be “variant”.

b. Else

1. Let dataLocale be the value of r.[[dataLocales]].

2. Let dataLocaleData be GetLocaleData(dataLocale).

3. Let s be Get(dataLocaleData, “sensitivity”).

25. Set collator.[[[sensitivity]]] to s.

10.1.2 The Intl.Collator Constructor Called as a Function

10.1.2.1 Intl.Collator.call (this [, locales [, options ]])

TODO: Refactor around [[CreateAction]]

When Intl.Collator is called as a function rather than as a constructor, it accepts the optional arguments locales and options and takes the following steps:

1. If the this value is %Intl%, then
   a. Return the result of the expression new %Collator%(locales, options).
2. Let obj beToObject(this value).
3. ReturnIfAbrupt(obj).
4. If obj.[[Extensible]] is false, throw a TypeError exception.
5. Call InitializeCollator(obj, locales, options).
6. Return obj.

10.1.3 The Intl.Collator Constructor Used in a new Expression

10.1.3.1 new Intl.Collator ([locales [, options ]])

When Intl.Collator is called as part of a new expression, it is a constructor: it initializes a newly created object.

The [[Prototype]] internal property of the newly constructed object is set to %CollatorPrototype%.

The [[Extensible]] internal property of the newly constructed object is set to true.

Collator-specific properties of the newly constructed object are set using the following steps:

1. Let obj be the newly constructed object.
2. Call InitializeCollator(obj, locales, options).

10.2 Properties of the Intl.Collator Constructor

The value of the [[Prototype]] internal slot of the Intl.Collator constructor is the Function prototype object.

TODO: [[CreateAction]]

1. Let F be this value.
2. Let proto be GetPrototypeFromConstructor(F, %CollatorPrototype%).
3. ReturnIfAbrupt(proto).
4. Let obj be Call(fCollator, ObjectCreate(%ObjectPrototype%)).
5. Return obj.

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Besides the internal properties and the `length` property (whose value is 0), the `Intl.Collator` constructor has the following properties:

### 10.2.1 Intl.Collator.prototype

The value of `Intl.Collator.prototype` is `%CollatorPrototype%`. This property has the attributes `{ [[Writable]]: false, [[Enumerable]]: false, [[Configurable]]: false }.

### 10.2.2 Intl.Collator.supportedLocalesOf (locales [, options ])

When the `supportedLocalesOf` method of `Intl.Collator` is called, the following steps are taken:

1. Let `requestedLocales` be `CanonicalizedLocaleList(locales)`.
2. Return the result of `supportedLocales(%Collator%, ![availableLocales], requestedLocales, options)`.

The value of the `length` property of the `supportedLocalesOf` method is 1.

### 10.2.3 Internal Properties

The value of the `[[availableLocales]]` internal property is implementation defined within the constraints described in 9.1.

The value of the `[[relevantExtensionKeys]]` internal property is an array that must include the element “co”, may include any or all of the elements “kn” and “kf”, and must not include any other elements.

**NOTE**  Unicode Technical Standard 35 describes ten locale extension keys that are relevant to collation: “co” for collator usage and specializations, “ka” for alternate handling, “kb” for backward second level weight, “kc” for case level, “kn” for numeric, “kh” for hiragana quaternary, “kk” for normalization, “kf” for case first, “kr” for reordering, “ks” for collation strength, and “v” for variable top. Collator, however, requires that the usage is specified through the usage property of the options object, alternate handling through the ignorePunctuation property of the options object, and case level and the strength through the sensitivity property of the options object. The “co” key in the language tag is supported only for collator specializations, and the keys “kb”, “kh”, “kk”, “kc”, “kr”, and “v” are not allowed in this version of the Internationalization API. Support for the remaining keys is implementation dependent.

The values of the `[[sortLocaleData]]` and `[[searchLocaleData]]` internal properties are implementation defined within the constraints described in 9.1 and the following additional constraints:

- The first element of `[[sortLocaleData]][locale].co` and `[[searchLocaleData]][locale].co` must be null for all locale values.
- The values “standard” and “search” must not be used as elements in any `[[sortLocaleData]][locale].co` and `[[searchLocaleData]][locale].co` array.
- `[[sortLocaleData]][locale].co` must have a sensitivity property with a String value equal to “base”, “accent”, “case”, or “variant” for all locale values.

### 10.3 Properties of the Intl.Collator Prototype Object

The `Intl.Collator` prototype object is itself an `Intl.Collator` instance as specified in 10.4, whose internal properties are set as if it had been constructed by the expression `%Call%(NumberFormat.prototype, ObjectCreate(%ObjectPrototype%))`.

In the following descriptions of functions that are properties or `[[Get]]` attributes of properties of `%CollatorPrototype%`, the phrase “this Collator object” refers to the object that is the `this` value for the invocation of the function; a `TypeError` exception is thrown if the `this` value is not an object or an object that does not have an `[[initializedCollator]]` internal property with value `true`.

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10.3.1 Intl.Collator.prototype.constructor

The value of Intl.Collator.prototype.constructor is %Collator%.

10.3.2 Intl.Collator.prototype[@@toStringTag]

The initial value of the @@toStringTag property is the string value “Object”.

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

10.3.3 Intl.Collator.prototype.compare

This named accessor property returns a function that compares two strings according to the sort order of this Collator object.

The value of the [[Get]] attribute is a function that takes the following steps:

1. Let collator be this Collator object.
2. If collator.[[boundCompare]] is undefined, then:
   a. Let F be a new Function object, as defined by ES6 9.2, and the length property set to 2, that takes the arguments x and y and performs the following steps:
      i. If x is not provided, then let x be undefined.
      ii. If y is not provided, then let y be undefined.
      iii. Let X be ToString(x).
      iv. Let Y be ToString(y).
      v. Return the result of CompareStrings(collator, X, Y).
   b. Let bc be BoundFunctionCreate(F, « this value »).
   c. Set collator.[[boundCompare]] to bc.
3. Return collator.[[boundCompare]].

NOTE The function returned by [[Get]] is bound to this Collator object so that it can be passed directly to Array.prototype.sort or other functions.

The value of the [[Set]] attribute is undefined.

When the CompareStrings abstract operation is called with arguments collator (which must be an object initialized as a Collator), x and y (which must be String values), it returns a Number other than NaN that represents the result of a locale-sensitive String comparison of x with y. The two Strings are compared in an implementation-defined fashion. The result is intended to order String values in the sort order specified by the effective locale and collation options computed during construction of collator, and will be negative, zero, or positive, depending on whether x comes before y in the sort order, the Strings are equal under the sort order, or x comes after y in the sort order, respectively. String values must be interpreted as UTF-16 code unit sequences, and a surrogate pair (a code unit in the range 0xD800 to 0xDBFF followed by a code unit in the range 0xDC00 to 0xDFFF) within a string must be interpreted as the corresponding code point.

The sensitivity of collator is interpreted as follows:

- base: Only strings that differ in base letters compare as unequal. Examples: a ≠ b, a = à, a = A.
- accent: Only strings that differ in base letters or accents and other diacritic marks compare as unequal.
  Examples: a ≠ b, a ≠ à, a = A.
- variant: Strings that differ in base letters, accents and other diacritic marks, or case compare as unequal.
  Other differences may also be taken into consideration.
  Examples: a ≠ b, a ≠ à, a ≠ A.

NOTE In some languages, certain letters with diacritic marks are considered base letters. For example, in Swedish, “ö” is a base letter that’s different from “o”.
If the collator is set to ignore punctuation, then strings that differ only in punctuation compare as equal.

For the interpretation of options settable through extension keys, see Unicode Technical Standard 35.

The CompareStrings abstract operation with any given collator argument, if considered as a function of the remaining two arguments \(x\) and \(y\), must be a consistent comparison function (as defined in ES6, 22.1.3.24) on the set of all Strings.

The actual return values are implementation-defined to permit implementers to encode additional information in the value. The method is required to return 0 when comparing Strings that are considered canonically equivalent by the Unicode standard.

**NOTE 1** It is recommended that the CompareStrings abstract operation be implemented following Unicode Technical Standard 10, Unicode Collation Algorithm (available at http://unicode.org/reports/tr10/), using tailorings for the effective locale and collation options of collator. It is recommended that implementations use the tailorings provided by the Common Locale Data Repository (available at http://cldr.unicode.org/).

**NOTE 2** Applications should not assume that the behaviour of the CompareStrings abstract operation for Collator instances with the same resolved options will remain the same for different versions of the same implementation.

10.3.4 Intl.Collator.prototype.resolvedOptions ()

This function provides access to the locale and collation options computed during initialization of the object.

The function returns a new object whose properties and attributes are set as if constructed by an object literal assigning to each of the following properties the value of the corresponding internal property of this Collator object (see 10.4): locale, usage, sensitivity, ignorePunctuation, collation, as well as those properties shown in Table 1, whose keys are included in the \%Collator\%[relevantExtensionKeys\%] internal property of the standard built-in object that is the initial value of Intl.Collator.

10.4 Properties of Intl.Collator Instances

Intl.Collator instances are ordinary objects that inherit properties from %CollatorPrototype%.

Intl.Collator instances and other objects that have been successfully initialized as a Collator have [[initializedIntlObject\]] and [[initializedCollator\]] internal properties whose values are true.

Objects that have been successfully initialized as a Collator also have several internal properties that are computed by the constructor:

- [[locale\]] is a String value with the language tag of the locale whose localization is used for collation.
- [[usage\]] is one of the String values "sort" or "search", identifying the collator usage.
- [[sensitivity\]] is one of the String values "base", "accent", "case", or "variant", identifying the collator's sensitivity.
- [[ignorePunctuation\]] is a Boolean value, specifying whether punctuation should be ignored in comparisons.
- [[collation\]] is a String value with the "type" given in Unicode Technical Standard 35 for the collation, except that the values "standard" and "search" are not allowed, while the value "default" is allowed.

Objects that have been successfully initialized as a Collator also have the following internal properties if the key corresponding to the name of the internal property in Table 1 is included in the [[relevantExtensionKeys\]] internal property of Intl.Collator:

- [[numeric\]] is a Boolean value, specifying whether numeric sorting is used.
- [[caseFirst\]] is a String value; allowed values are specified in Table 1.

Finally, objects that have been successfully initialized as a Collator have a [[boundCompare\]] internal property that caches the function returned by the compare accessor (10.3.2).
11 NumberFormat Objects

11.1 The Intl.NumberFormat Constructor

The NumberFormat constructor is a standard built-in property of the Intl object. Behaviour common to all service constructor properties of the Intl object is specified in 9.1.

11.1.1 Initializing an Object as a NumberFormat

The abstract operation `initializeNumberFormat` accepts the arguments `numberFormat` (which must be an object), `locales`, and `options`. It initializes `numberFormat` as a NumberFormat object.

The following steps are taken:

1. If `numberFormat` has an [[initializedIntlObject]] internal property with value `true`, throw a `TypeError` exception.
2. Set `numberFormat`[[initializedIntlObject]] to `true`.
3. Let `requestedLocales` be `Canonicalized.localeList(locales)`.
4. If `options` is `undefined`, then
   a. Let `options` be `ObjectCreate({ObjectPrototype})`.
5. Else
   a. Let `options` be `ToObject(options)`.
6. Let `opt` be a new Record.
8. Return `HasAbrupt(matcher)`.
9. Set `opt.[[localeMatcher]]` to `matcher`.
10. Let `localeData` be `NumberFormat. [[availableLocales]]`, `requestedLocales`, `opt`, `NumberFormat. [[relevantExtensionKeys]]`, `localeData`.
11. Let `r` be `ResolveLocale.localeNumberFormat. [[availableLocales]]`, `requestedLocales`, `opt`, `NumberFormat. [[relevantExtensionKeys]]`, `localeData`.
12. Set `numberFormat. [[locale]]` to the value of `r.[[locale]]`.
13. Set `numberFormat. [[numberingSystem]]` to the value of `r.[[nu]]`.
14. Let `dataLocale be r.[[dateLocale]]`.
15. Let `c` be `GetOption(options, "style", "string", "decimal", "percent", "currency", "decimal")`.
16. Return `HasAbrupt(c)`.
17. Set `numberFormat. [[style]]` to `c`.
18. Let `c` be `GetOption(options, "currency", "string", undefined, undefined)`.
19. Return `HasAbrupt(c)`.
20. If `c` is `undefined`, then
   a. If the result of `IsWellFormedCurrencyCode(c)` is `false`, then throw a `RangeError` exception.
21. If `c` is "currency" and `c` is `undefined`, throw a `TypeError` exception.
22. If `c` is "currency", then
   a. Let `c` be converting `c` to upper case as specified in 6.1.
   b. Set `numberFormat. [[currency]]` to `c`.
23. Let `cl` be `GetOption(options, "currencyDisplay", "string", "code", "symbol", "name", "symbol")`.
24. Return `HasAbrupt(cl)`.
25. If `cl` is "currency", then set `numberFormat. [[currencyDisplay]]` to `cd`.
26. Let `minid` be `GetNumberOption(options, "minimumIntegerDigits", 1, 21, 1)`.
27. Return `HasAbrupt(minid)`.
28. Set `numberFormat. [[minimumIntegerDigits]]` to `minid`.
29. If `cl` is "currency", then let `mnfdDefault` be `cDigits`; else let `mnfdDefault` be 0.
30. Let `mnfd` be `GetNumberOption(options, "minimumFractionDigits", 0, 20, mnfdDefault)`.
31. Return `HasAbrupt(mnfd)`.
32. Set `numberFormat. [[minimumFractionDigits]]` to `mnfd`.
33. If `cl` is "currency", then let `mxfdDefault` be `max(mnfd, cDigits)`; else let `mxfdDefault` be `max(mnfd, 3)`. 

The following steps are taken:

1. If `numberFormat` has an [[initializedIntlObject]] internal property with value `true`, throw a `TypeError` exception.
2. Set `numberFormat`[[initializedIntlObject]] to `true`.
3. Let `requestedLocales` be `Canonicalized.localeList(locales)`.
4. If `options` is `undefined`, then
   a. Let `options` be `ObjectCreate({ObjectPrototype})`.
5. Else
   a. Let `options` be `ToObject(options)`.
6. Let `opt` be a new Record.
8. Return `HasAbrupt(matcher)`.
9. Set `opt.[[localeMatcher]]` to `matcher`.
10. Let `localeData` be `NumberFormat. [[availableLocales]]`, `requestedLocales`, `opt`, `NumberFormat. [[relevantExtensionKeys]]`, `localeData`.
11. Let `r be resolveLocale.localeNumberFormat. [[availableLocales]]`, `requestedLocales`, `opt`, `NumberFormat. [[relevantExtensionKeys]]`, `localeData`.
12. Set `numberFormat. [[locale]]` to the value of `r.[[locale]]`.
13. Set `numberFormat. [[numberingSystem]]` to the value of `r.[[nu]]`.
14. Let `dataLocale be r.[[dataLocale]]`.
15. Let `c be GetOption(options, "style", "locale", "decimal", "percent", "currency", "decimal")`.
16. Return `HasAbrupt(c)`.
17. Set `numberFormat. [[style]]` to `c`.
18. Let `c be GetOption(options, "currency", "locale", undefined, undefined)`.
19. Return `HasAbrupt(c)`.
20. If `c` is `undefined`, then
   a. If the result of `IsWellFormedCurrencyCode(c)` is `false`, then throw a `RangeError` exception.
21. If `c` is "currency" and `c` is `undefined`, throw a `TypeError` exception.
22. If `c` is "currency", then
   a. Let `c` be converting `c` to upper case as specified in 6.1.
   b. Set `numberFormat. [[currency]]` to `c`.
24. Return `HasAbrupt(cl)`.
25. If `cl` is "currency", then set `numberFormat. [[currencyDisplay]]` to `cd`.
26. Let `minid` be `GetNumberOption(options, "minimumIntegerDigits", 1, 21, 1)`.
27. Return `HasAbrupt(minid)`.
28. Set `numberFormat. [[minimumIntegerDigits]]` to `minid`.
29. If `cl` is "currency", then let `mnfdDefault` be `cDigits`; else let `mnfdDefault` be 0.
30. Let `mnfd` be `GetNumberOption(options, "minimumFractionDigits", 0, 20, mnfdDefault)`.
31. Return `HasAbrupt(mnfd)`.
32. Set `numberFormat. [[minimumFractionDigits]]` to `mnfd`.
33. If `cl` is "currency", then let `mxfdDefault` be `max(mnfd, cDigits)`; else let `mxfdDefault` be `max(mnfd, 3)`. 

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Let mnsd be GetNumberOption(options, "maximumFractionDigits", mnsd, 20, mnsdDefault).

Set numberFormat[[maximumFractionDigits]] to mnsd.

Let mnsd be Get(options, "minimumSignificantDigits").

ReturnIfAbrupt(mnsd).

Let mnsd be Get(options, "maximumSignificantDigits").

ReturnIfAbrupt(mnsd).

If mnsd is not undefined or mnsd is not undefined, then:

a. Let mnsd be GetNumberOption(options, "minimumSignificantDigits", 1, 21, j).

b. ReturnIfAbrupt(mnsd).

c. Let mnsd be GetNumberOption(options, "maximumSignificantDigits", mnsd, 21, 2).

d. ReturnIfAbrupt(mnsd).

e. Set numberFormat[[minimumSignificantDigits]] to mnsd.

f. Set numberFormat[[maximumSignificantDigits]] to mnsd.

Let g be GetOption(options, "useGrouping", "boolean", undefined, true).

ReturnIfAbrupt(g).

Set numberFormat[[useGrouping]] to g.

Let dataLocaleData be Get(dataLocaleData, dataLocale).

Let patterns be Get(dataLocaleData, "patterns").

Let patternObject be Get(patterns, s).

Let stylePatterns be Get(patternObject, s).

Set numberFormat[[positivePattern]] to Get(stylePatterns, "positivePattern").

Set numberFormat[[negativePattern]] to Get(stylePatterns, "negativePattern").

Set numberFormat[[initializedNumberFormat]] to true.

When the abstract operation CurrencyDigits is called with an argument currency (which must be an upper case String value), the following steps are taken:

1. If the ISO 4217 currency and funds code list contains currency as an alphabetic code, then return the minor unit value corresponding to the currency from the list; else return 2.

11.1.2 The Intl.NumberFormat Constructor Called as a Function

11.1.2.1 Intl.NumberFormat.call this ([, locales [, options ]])

When Intl.NumberFormat is called as a function rather than as a constructor, it accepts the optional arguments locales and options and takes the following steps:

TODO: Refactor to [[CreateAction]]

1. If this is a Intl or undefined, then
   a. Return the result of new Intl.NumberFormat(locales, options).

2. Let obj be ToObject(this).

3. ReturnIfAbrupt(obj).

4. If the obj [[Extensible]] is false, throw a TypeError exception.

5. Call InitializeNumberFormat(obj, locales, options).

6. Return obj.

11.1.3 The Intl.NumberFormat Constructor Used in a new Expression

11.1.3.1 new Intl.NumberFormat([locales [, options ]])

When Intl.NumberFormat is called as part of a new expression, it is a constructor: it initializes the newly created object.
The [[Prototype]] internal property of the newly constructed object is set to %NumberFormatPrototype%.

The [[Extensible]] internal property of the newly constructed object is set to true.

NumberFormat-specific properties of the newly constructed object are set using the following steps:

1. Let obj be the newly constructed object.
2. Call InitializeNumberFormat(obj, locales, options).

### 11.2 Properties of the Intl.NumberFormat Constructor

Besides the internal properties and the length property (whose value is 0), theIntl.NumberFormat constructor has the following properties:

#### 11.2.1 Intl.NumberFormat.prototype

The value of Intl.NumberFormat.prototype is %NumberFormatPrototype%.

This property has the attributes ( [[Writable]]: false, [[Enumerable]]: false, [[Configurable]]: false ).

#### 11.2.2 Intl.NumberFormat.supportedLocalesOf(locales [, options ])

When the supportedLocalesOf method of %NumberFormat% is called, the following steps are taken:

1. Let availableLocales be %NumberFormat%.[[availableLocales]].
2. Let requestedLocales be CanonicalizeLocaleList(locales).
3. Let supportedLocales be SupportedLocales(availableLocales, requestedLocales, options).
4. Return supportedLocales.

The value of the length property of the supportedLocalesOf method is 1.

#### 11.2.3 Internal Properties

The value of the [[availableLocales]] internal property is implementation defined within the constraints described in 9.1.

The value of the [[relevantExtensionKeys]] internal property is [“nu”].

NOTE Unicode Technical Standard 35 describes two locale extension keys that are relevant to number formatting, “nu” for numbering system and “cu” for currency. Intl.NumberFormat, however, requires that the currency of a currency format is specified through the currency property in the options objects.

The value of the [[localeData]] internal property is implementation defined within the constraints described in 9.1 and the following additional constraints:

- The array that is the value of the “nu” property of any locale property of [[localeData]] must not include the values “native”, “traditional”, or “finance”.
- [[localeData]]locale must have a patterns property for all locale values. The value of this property must be an object, which must have properties with the names of the three number format styles: “decimal”, “percent”, and “currency”. Each of these properties in turn must be an object with the properties positivePattern and negativePattern. The value of these properties must be string values that contain a substring “{number}”; the values within the currency property must also contain a substring...
"{currency}". The pattern strings must not contain any characters in the General Category “Number, decimal digit” as specified by the Unicode Standard.

NOTE It is recommended that implementations use the locale data provided by the Common Locale Data Repository (available at http://cldr.unicode.org).

11.3 Properties of the Intl.NumberFormat Prototype Object

The Intl.NumberFormat prototype object is itself an Intl.NumberFormat instance as specified in 11.4, whose internal properties are set as if it had been constructed by the expression `Call(NumberFormat, ObjectCreate(%ObjectPrototype%))`.

In the following descriptions of functions that are properties or [[Get]] attributes of properties of `Intl.NumberFormatPrototype`, the phrase “this NumberFormat object” refers to the object that is the this value for the invocation of the function; a `TypeError` exception is thrown if the this value is not an object or an object that does not have an `[[initializedNumberFormat]]` internal property with value `true`.

11.3.1 Intl.NumberFormat.prototype.constructor

The initial value of `Intl.NumberFormat.prototype.constructor` is `%NumberFormat%`.

11.3.2 Intl.NumberFormat.prototype[@@toStringTag]

The initial value of the @@toStringTag property is the string value “Object”.

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

11.3.3 Intl.NumberFormat.prototype.format

This named accessor property returns a function that formats a number according to the effective locale and the formatting options of this NumberFormat object.

The value of the [[Get]] attribute is a function that takes the following steps:

1. Let `nf` be this NumberFormat object.
2. If `nf.[[boundFormat]]` is undefined, then:
   a. Let `F` be a new Function object, as defined by ES6 (9.2), and the length property set to 1, that takes the argument `value` and performs the following steps:
      i. If value is not provided, then let `value` be undefined.
      ii. Let `x` be `ToNumber(value)`.
      iii. ReturnIfAbrupt(`x`).
      iv. Return the result of `FormatNumber(nf, x)`.
   b. Let `bf` be `BoundFunctionCreate(F, «this value»)`.
   c. Set `nf.[[boundFormat]]` to `bf`.
3. Return `nf.[[boundFormat]]`.

NOTE The function returned by [[Get]] is bound to this NumberFormat object so that it can be passed directly to `Array.prototype.map` or other functions.

The value of the [[Set]] attribute is undefined.

When the FormatNumber abstract operation is called with arguments `numberFormat` (which must be an object initialized as a NumberFormat) and `x` (which must be a Number value), it returns a String value representing `x` according to the effective locale and the formatting options of `numberFormat`.

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The following steps are taken:

1. Let negative be false.
2. If the result of isFinite(x) is false, then
   a. If x is NaN,
      i. Let n be an ILD String value indicating the NaN value.
   b. Else
      i. Let n be an ILD String value indicating infinity.
      ii. If x < 0, then let negative be true.
3. Else
   a. If x < 0, then
      i. Let negative be true.
      ii. Let n be -x.
   b. If the value of numberFormat[style] is "percent", let n be 100 × x.
   c. If the numberFormat[[minimumSignificantDigits]] and numberFormat[[maximumSignificantDigits]] are present, then
      i. Let n be ToRawPrecision[n, numberFormat[[minimumSignificantDigits]], numberFormat[[maximumSignificantDigits]]],
      c. Else
      i. Let n be ToRawFixed[n, numberFormat[[minimumIntegerDigits]],
      numberFormat[[minimumFractionDigits]], numberFormat[[maximumFractionDigits]].
   d. Else
      i. Let n be an ILDString representing a grouping separator into an ILND set of locations within the integer part of n.
   e. If negative is true, then
      a. Let result be the value of numberFormat[[negativePattern]].
   5. Else
      a. Let result be the value of numberFormat[[positivePattern]].
   6. Replace the substring "{(number)}" within result with n.
7. If the value of the numberFormat[style] is "currency", then:
   a. Let currency be the value of numberFormat[[currency]].
   b. If numberFormat[[currencyDisplay]] is "code", then
      i. Let cd be currency.
   c. Else, if numberFormat[[currencyDisplay]] is "symbol", then
      i. Let cd be an ILD string representing currency in short form. If the implementation does not have such a representation of currency, then use currency itself.
   d. Else, if numberFormat[[currencyDisplay]] is "name", then
      i. Let cd be an ILD string representing currency in long form. If the implementation does not have such a representation of currency, then use currency itself.
   e. Replace the substring "{(currency)}" within result with cd.
8. Return result.
When the ToRawPrecision abstract operation is called with arguments \( x \) (which must be a finite non-negative number), \( \text{minPrecision} \), and \( \text{maxPrecision} \) (both must be integers between 1 and 21) the following steps are taken:

1. Let \( p \) be \( \text{maxPrecision} \).
2. If \( x = 0 \), then
   a. Let \( m \) be the string consisting of \( p \) occurrences of the character "0".
   b. Let \( e \) be 0.
3. Else
   a. Let \( e \) and \( n \) be integers such that \( 10^{p-1} \leq n < 10^p \) and for which the exact mathematical value of \( n \times 10^{-p+1} \) is as close to zero as possible. If there are two such sets of \( e \) and \( n \), pick the \( e \) and \( n \) for which \( n \times 10^{-p+1} \) is larger.
   b. Let \( m \) be the String consisting of the digits of the decimal representation of \( n \) (in order, with no leading zeroes).
4. If \( e \geq p \), then
   a. Return the concatenation of \( m \) and \( e-p+1 \) occurrences of the character "0".
5. If \( e = p-1 \), then
   a. Return \( m \).
6. If \( e \geq 0 \), then
   a. Let \( m \) be the concatenation of the first \( e+1 \) characters of \( m \), the character ".", and the remaining \( p-(e+1) \) characters of \( m \).
7. If \( e < 0 \), then
   a. Let \( m \) be the concatenation of the string "0 .", \( -(e+1) \) occurrences of the character "0", and the string \( m \).
8. If \( m \) contains the character ".", and \( \text{maxPrecision} \geq \text{minPrecision} \), then
   a. Let \( \text{cut} \) be \( \text{maxPrecision} - \text{minPrecision} \).
   b. Repeat while \( \text{cut} > 0 \) and the last character of \( m \) is "0":
      i. Remove the last character from \( m \).
      ii. Decrease \( \text{cut} \) by 1.
   c. If the last character of \( m \) is ".", then
      i. Remove the last character from \( m \).
9. Return \( m \).

When the ToRawFixed abstract operation is called with arguments \( x \) (which must be a finite non-negative number), \( \text{minInteger} \) (which must be an integer between 1 and 21), \( \text{minFraction} \), and \( \text{maxFraction} \) (which must be integers between 0 and 20) the following steps are taken:

1. Let \( f \) be \( \text{maxFraction} \).
2. Let \( n \) be an integer for which the exact mathematical value of \( n \times 10^x - x \) is as close to zero as possible. If there are two such \( n \), pick the larger \( n \).
3. If \( n = 0 \), let \( m \) be the String "0 .". Otherwise, let \( m \) be the string consisting of the digits of the decimal representation of \( n \) (in order, with no leading zeroes).
4. If \( f \neq 0 \), then
   a. Let \( k \) be the number of characters in \( m \).
   b. If \( k \leq f \), then
      i. Let \( z \) be the String consisting of \( k-1-k \) occurrences of the character "0".
      ii. Let \( m \) be the concatenation of Strings \( z \) and \( m \).
      iii. Let \( k = f+1 \).
   c. Let \( a \) be the first \( k-f \) characters of \( m \), and let \( b \) be the remaining \( f \) characters of \( m \).
   d. Let \( m \) be the concatenation of the three Strings \( a \), ".", and \( b \).
   e. Let \( \text{int} \) be the number of characters in \( a \).
5. Else let \( \text{int} \) be the number of characters in \( m \).
6. Let \( \text{cut} \) be \( \text{maxFraction} - \text{minFraction} \).
7. Repeat while \( \text{cut} > 0 \) and the last character of \( m \) is "0":
   a. Remove the last character from \( m \).
   b. Decrease \( \text{cut} \) by 1.
8. If the last character of \( m \) is ".", then
   a. Remove the last character from \( m \).
9. If \( \text{int} < \text{minInteger} \), then
   a. Let \( z \) be the String consisting of \( \text{minInteger} - \text{int} \) occurrences of the character "0".

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b. Let $m$ be the concatenation of Strings $z$ and $m$.
10. Return $m$.

<table>
<thead>
<tr>
<th>Numbering System</th>
<th>Digits</th>
</tr>
</thead>
<tbody>
<tr>
<td>arab</td>
<td>U+0660 to U+0669</td>
</tr>
<tr>
<td>arabext</td>
<td>U+06F0 to U+06F9</td>
</tr>
<tr>
<td>bali</td>
<td>U+1B50 to U+1B59</td>
</tr>
<tr>
<td>beng</td>
<td>U+09E6 to U+09EF</td>
</tr>
<tr>
<td>deva</td>
<td>U+0966 to U+096F</td>
</tr>
<tr>
<td>fullwide</td>
<td>U+FF10 to U+FF19</td>
</tr>
<tr>
<td>gujr</td>
<td>U+0AE6 to U+0AEF</td>
</tr>
<tr>
<td>guru</td>
<td>U+0A66 to U+0A6F</td>
</tr>
<tr>
<td>hanidec</td>
<td>U+3007, U+4E00, U+4E0, U+4E09, U+56DB, U+4E94, U+516D, U+4E03, U+516B, U+4E5D</td>
</tr>
<tr>
<td>khmr</td>
<td>U+17E0 to U+17E9</td>
</tr>
<tr>
<td>knda</td>
<td>U+0CE6 to U+0CEF</td>
</tr>
<tr>
<td>laoo</td>
<td>U+0ED0 to U+0ED9</td>
</tr>
<tr>
<td>latn</td>
<td>U+0030 to U+0039</td>
</tr>
<tr>
<td>limb</td>
<td>U+1946 to U+194F</td>
</tr>
<tr>
<td>mlym</td>
<td>U+0D66 to U+0D6F</td>
</tr>
<tr>
<td>mong</td>
<td>U+1810 to U+1819</td>
</tr>
<tr>
<td>mymr</td>
<td>U+1040 to U+1049</td>
</tr>
<tr>
<td>orya</td>
<td>U+0B66 to U+0B6F</td>
</tr>
<tr>
<td>tamidec</td>
<td>U+0BE6 to U+0BEF</td>
</tr>
<tr>
<td>telu</td>
<td>U+0CE6 to U+0CE9</td>
</tr>
<tr>
<td>thai</td>
<td>U+0E50 to U+0E59</td>
</tr>
<tr>
<td>tibet</td>
<td>U+0F20 to U+0F29</td>
</tr>
</tbody>
</table>

11.3.4 Intl.NumberFormat.prototype.resolvedOptions ()

This function provides access to the locale and formatting options computed during initialization of the object.

The function returns a new object whose properties and attributes are set as if constructed by an object literal assigning to each of the following properties the value of the corresponding internal property of this NumberFormat object (see 11.4): locale, numberingSystem, style, currency, currencyDisplay, minimumIntegerDigits, minimumFractionDigits, maximumFractionDigits, minimumSignificantDigits, maximumSignificantDigits, and useGrouping. Properties whose corresponding internal properties are not present are not assigned.

11.4 Properties of Intl.NumberFormat Instances

Intl.NumberFormat instances inherit properties from Intl.NumberFormatPrototype.

Intl.NumberFormat instances and other objects that have been successfully initialized as a NumberFormat have [[initializedIntlObject]] and [[initializedNumberFormat]] internal properties whose values are true.
Objects that have been successfully initialized as a NumberFormat object also have several internal properties that are computed by the constructor:

- `[[locale]]` is a String value with the language tag of the locale whose localization is used for formatting.
- `[[numberingSystem]]` is a String value with the “type” given in Unicode Technical Standard 35 for the numbering system used for formatting.
- `[[style]]` is one of the String values “decimal”, “currency”, or “percent”, identifying the number format style used.
- `[[currency]]` is a String value with the currency code identifying the currency to be used if formatting with the “currency” style. It is only present when `[[style]]` has the value “currency”.
- `[[currencyDisplay]]` is one of the String values “code”, “symbol”, or “name”, specifying whether to display the currency as an ISO 4217 alphabetic currency code, a localized currency symbol, or a localized currency name if formatting with the “currency” style. It is only present when `[[style]]` has the value “currency”.
- `[[minimumIntegerDigits]]` is a non-negative integer Number value indicating the minimum integer digits to be used. Numbers will be padded with leading zeroes if necessary.
- `[[minimumFractionDigits]]` and `[[maximumFractionDigits]]` are non-negative integer Number values indicating the minimum and maximum fraction digits to be used. Numbers will be rounded or padded with trailing zeroes if necessary.
- `[[minimumSignificantDigits]]` and `[[maximumSignificantDigits]]` are positive integer Number values indicating the minimum and maximum fraction digits to be shown. Either none or both of these properties are present; if they are, they override minimum and maximum integer and fraction digits – the formatter uses however many integer and fraction digits are required to display the specified number of significant digits.
- `[[useGrouping]]` is a Boolean value indicating whether a grouping separator should be used.
- `[[positivePattern]]` and `[[negativePattern]]` are String values as described in 11.2.3.

Finally, objects that have been successfully initialized as a NumberFormat have a `[[boundFormat]]` internal property that caches the function returned by the format accessor (11.3.2).

12 DateTimeFormat Objects

12.1 The Intl.DateTimeFormat Constructor

The Intl.DateTimeFormat constructor is a standard built-in property of the Intl object. Behaviour common to all service constructor properties of the Intl object is specified in 9.1.

12.1.1 Initializing an Object as a DateTimeFormat

12.1.1.1 InitializeDateTimeFormat (dateTimeFormat, locales, options)

The abstract operation `InitializeDateTimeFormat` accepts the arguments `dateTimeFormat` (which must be an object), `locales`, and `options`. It initializes `dateTimeFormat` as a DateTimeFormat object.

Several DateTimeFormat algorithms use values from the following table, which provides property names and allowable values for the components of date and time formats:
Table 3 – Components of date and time formats

<table>
<thead>
<tr>
<th>Property</th>
<th>Values</th>
</tr>
</thead>
<tbody>
<tr>
<td>weekday</td>
<td>&quot;narrow&quot;, &quot;short&quot;, &quot;long&quot;</td>
</tr>
<tr>
<td>era</td>
<td>&quot;narrow&quot;, &quot;short&quot;, &quot;long&quot;</td>
</tr>
<tr>
<td>year</td>
<td>&quot;2-digit&quot;, &quot;numeric&quot;</td>
</tr>
<tr>
<td>month</td>
<td>&quot;2-digit&quot;, &quot;numeric&quot;, &quot;narrow&quot;, &quot;short&quot;, &quot;long&quot;</td>
</tr>
<tr>
<td>day</td>
<td>&quot;2-digit&quot;, &quot;numeric&quot;</td>
</tr>
<tr>
<td>hour</td>
<td>&quot;2-digit&quot;, &quot;numeric&quot;</td>
</tr>
<tr>
<td>minute</td>
<td>&quot;2-digit&quot;, &quot;numeric&quot;</td>
</tr>
<tr>
<td>second</td>
<td>&quot;2-digit&quot;, &quot;numeric&quot;</td>
</tr>
<tr>
<td>timeZoneName</td>
<td>&quot;short&quot;, &quot;long&quot;</td>
</tr>
</tbody>
</table>

The following steps are taken:

1. If `dateTimeFormat` is true, throw a TypeError exception.
2. Set `parseOptions` to `true`.
3. Let `requestedLocales` be `CanonicalizeLocaleList(locales)`.
4. Let `options` be `ToDateTimeOptions(options, "any", "date")`.
5. Set `opt` to a new Record.
7. Set `opt.[[localeMatcher]]` to `matcher`.
8. Let `localeData` be the value of `DateTimeFormat`.
9. Let `r` be `ResolveLocale`.
10. Set `formatMatcher` to `DateTimeFormat`.
11. Set `parseOptions` to `true`.
12. Set `EmailAddressStyle` to `"any"`.
13. Let `dataLocale` be the value of `r`.
14. Let `tz` be `GetOption("timeZone")`.
15. Return `DateTimeOptions`.
16. If `tz` is not `undefined`, then
   a. Let `tz` be `ToTimeZoneName(tz)`.
17. Else
   a. Let `tz` be `DefaultTimeZone()`.
18. Let `formatMatcher` to `timezone`.
19. Let `opt` to a new Record.
20. For each row of Table 3, except the header row, do:
   a. Let ` props` be the name given in the Property column of the row.
   b. Let `value` be the value given in the Values column of the row.
   c. Set `opt.[[prop]]` to `value`.
21. Let `localeDataData` be `GetLocaleDataData`.
22. Let `formats` be `DateTimeFormat`.
24. Return `DateTimeOptions`.
25. If `matcher` is `"basic"`, then
   a. Let `FormatMatcher` be the abstract operation `BasicFormatMatcher`.
   b. Else
      a. Let `FormatMatcher` be the abstract operation `BestFitFormatMatcher`.
26. For each row in Table 3, except the header row, do...
When the BasicFormatMatcher abstract operation is called with two arguments options and formats, the following steps are taken:

1. Let removalPenalty be 120.
2. Let additionPenalty be 20.
3. Let longLessPenalty be 8.
5. Let shortLessPenalty be 6.
7. Let bestScore be Infinity.

When the ToDateTimeOptions abstract operation is called with arguments options, required, and defaults, the following steps are taken:

1. If options is undefined, then
   a. Let options be null.
2. Else,
   a. Let options be ToObject(options).
3. ReturnIfAbrupt(options).
4. Let options be ObjectCreate(options).
5. If required is "date" or "any", then
   a. For each of the property names "weekday", "year", "month", "day":
      i. Let prop be the property name.
      ii. If Get(options, prop) is undefined, then
          1. If default is either "date" or "all", then
              a. Call the [[DefineOwnProperty]] internal method of options with the arguments prop and Property Descriptor (][[Value]]: "numeric", [[Writable]]: true, [[Enumerable]]: true, [[Configurable]]: true), and true.
6. If required is "time" or "any", then
   a. For each of the property names "hour", "minute", "second":
      i. Let prop be the property name.
      ii. If Get(options, prop) is undefined, then
          1. If default is either "time" or "all", then
              a. Call the [[DefineOwnProperty]] internal method of options with the arguments prop and Property Descriptor (][[Value]]: "numeric", [[Writable]]: true, [[Enumerable]]: true, [[Configurable]]: true), and true.
7. Return options.
8. Let bestFormat be undefined.
9. Let \( k \) be 0.
10. Let \( \text{len} \) be ToObject(\( \text{length} \)).
11. ReturnIfAbrupt(\( \text{len} \)).
12. Let \( \text{len} \) be \( \text{Get}(\text{len}, "\text{length}")) \).
13. Repeat while \( k < \text{len} \):
   a. Let format be \( \text{Get}(\text{fmt}, \text{ToString}(k)) \).
   b. Let score be 0.
   c. For each property shown in Table 3:
      i. Let optionsProp be options.\{ \text{<property>} \}.
      ii. Let formatProp be \( \text{Get}(\text{format}, \text{property}) \).
      iii. If optionsProp is undefined and formatProp is not undefined, then decrease score by additionPenalty.
      iv. Else if optionsProp is not undefined and formatProp is undefined, then decrease score by removalPenalty.
      v. Else if optionsProp \neq formatProp, then
         1. Let values be the array \{ "2-digit", "numeric", "narrow", "short", "long" \}.
         2. Let optionsPropIndex be the index of optionsProp within values.
         3. Let formatPropIndex be the index of formatProp within values.
         4. Let delta be \( \text{max} (\text{min(formatPropIndex - optionsPropIndex, 2)}, -2) \).
         5. If \( \delta = 2 \), decrease score by longMorePenalty.
         6. Else if \( \delta = 1 \), decrease score by shortMorePenalty.
         7. Else if \( \delta = -1 \), decrease score by shortLessPenalty.
         8. Else if \( \delta = -2 \), decrease score by longLessPenalty.
   d. If score > bestScore, then
      i. Let bestScore be score.
      ii. Let bestFormat be format.
   e. Increase \( k \) by 1.

When the BestFitFormatMatcher abstract operation is called with two arguments options and formats, it performs implementation dependent steps, which should return a set of component representations that a typical user of the selected locale would perceive as at least as good as the one returned by BasicFormatMatcher.

12.1.2 The Intl.DateTimeFormat Constructor Called as a Function

12.1.2.1 Intl.DateTimeFormat.call (this \( \{ \), locales \( \}, \text{options} \) )

When Intl.DateTimeFormat is called as a function rather than as a constructor, it accepts the optional arguments locales and options and takes the following steps:
1. If this is %Intl% or undefined, then
   a. Return the result of the expression \( \text{new Intl.DateTimeFormat}(\text{locales}, \text{options}) \).
2. Let obj be ToObject(this).
3. If the [[Extensible]] internal property of obj is false, throw a TypeError exception.
4. Call InitializeDateTimeFormat(obj, locales, options).
5. Return obj.

12.1.3 The Intl.DateTimeFormat Constructor Used in a new Expression

12.1.3.1 new Intl.DateTimeFormat (locales \( \}, \text{options} \) )

When Intl.DateTimeFormat is called as part of a new expression, it is a constructor: it initializes the newly created object.
The [[Prototype]] internal property of the newly constructed object is set to %DateTimeFormatPrototype%.

The [[Extensible]] internal property of the newly constructed object is set to true.

DateTimeFormat-specific properties of the newly constructed object are set using the following steps:

```
[ODO: Refactor around [[CreateAction]]
[See also, eg. 23.2.1.2 in ES6]
```

1. Let obj be the newly created object.
2. Call InitializeDateTimeFormat(obj, locales, options).

12.2 Properties of the Intl.DateTimeFormat Constructor

Besides the internal properties and the length property (whose value is 0), the Intl.DateTimeFormat constructor has the following properties:

12.2.1 Intl.DateTimeFormat.prototype

The value of Intl.DateTimeFormat.prototype is %DateTimeFormatPrototype%.

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

12.2.2 Intl.DateTimeFormat.supportedLocalesOf (locales, options)

When the supportedLocalesOf method of Intl.DateTimeFormat is called, the following steps are taken:

1. Let availableLocales be the value of %DateTimeFormat%.[[availableLocales]].
2. Let requestedLocales be CanonicalizeLocaleList(locales).
3. ReturnIfAbrupt(requestedLocales).
4. Let supportedLocales be SupportedLocales(availableLocales, requestedLocales, options).
5. ReturnIfAbrupt(supportedLocales).
6. Return supportedLocales.

The value of the length property of the supportedLocalesOf method is 1.

12.2.3 Internal Properties

The value of the [[availableLocales]] internal property is implementation defined within the constraints described in 9.1.

The value of the [[relevantExtensionKeys]] internal property is ["ca", "nu"].

NOTE Unicode Technical Standard 35 describes three locale extension keys that are relevant to date and time formatting, "ca" for calendar, "tz" for time zone, and implicitly "nu" for the numbering system of the number format used for numbers within the date format. DateTimeFormat, however, requires that the time zone is specified through the timeZone property in the options object.

The value of the [[localeData]] internal property is implementation defined within the constraints described in 9.1 and the following additional constraints:

```
[Comment [30]: TODO pending subclass specification]
[[Deleted: the arguments]]
[[Deleted: and]]
[[Deleted: = undefined]]
[[Deleted: the abstract operation]]
[[Deleted: with the argument locales]]
[[Deleted: be the result of]]
[[Deleted: the abstract operation]]
[[Deleted: with the arguments]]
[[Deleted: and]]
[[Deleted: 2013]]
```
• The array that is the value of the "nu" property of any locale property of [[localeData]] must not include the values "native", "traditio", or "finance".
• [[localeData]][locale] must have hour12 and hourNo0 properties with Boolean values for all locale values.
• [[localeData]][locale] must have a formats property for all locale values. The value of this property must be an array of objects, each of which has a subset of the properties shown in Table 3, where each property must have one of the values specified for the property in Table 3. Multiple objects in an array may use the same subset of the properties as long as they have different values for the properties. The following subsets must be available for each locale:
  • weekday, year, month, day, hour, minute, second
  • weekday, year, month, day
  • year, month, day
  • year, month
  • month, day
  • hour, minute, second
  • hour, minute
Each of the objects must also have a pattern property, whose value is a String value that contains for each of the date and time format component properties of the object a substring starting with "{", followed by the name of the property, followed by "}". If the object has an hour property, it must also have a pattern12 property, whose value is a String value that, in addition to the substrings of the pattern property, contains a substring "(ampm)".

EXAMPLE
An implementation might include the following object as part of its English locale data: {
  hour: "numeric",
  minute: "2-digit",
  second: "2-digit",
  pattern: "{hour}:\{minute\}:\{second\}",
  pattern12: "{hour}:\{minute\}:\{second\} \{ampm\}".

NOTE It is recommended that implementations use the locale data provided by the Common Locale Data Repository (available at http://cldr.unicode.org/).

12.3 Properties of the Intl.DateTimeFormat Prototype Object
The Intl.DateTimeFormat prototype object is itself an Intl.DateTimeFormat instance, whose internal properties are set as if it had been constructed by the expression Call(Intl.DateTimeFormat, ObjectCreate(ObjectPrototype)).

In the following descriptions of functions that are properties or [[Get]] attributes of properties of the Intl.DateTimeFormat prototype object, the phrase "this DateTimeFormat object" refers to the object that is the this value for the invocation of the function; a TypeError exception is thrown if the this value is not an object or an object that does not have an [[initializedDateTimeFormat]] internal property with value true.

12.3.1 Intl.DateTimeFormat.prototype.constructor
The initial value of Intl.DateTimeFormat.prototype.constructor is Intl.DateTimeFormat.

12.3.2 Intl.DateTimeFormat.prototype[@@toStringTag]
The initial value of the @@toStringTag property is the string value "Object".
This property has the attributes { [[Writable]]: false, [[Enumerable]]: false, [[Configurable]]: true }.

12.3.3 Intl.DateTimeFormat.prototype.format
This named accessor property returns a function that formats a date according to the effective locale and the formatting options of this DateTimeFormat object.

The value of the [[Get]] attribute is a function that takes the following steps:

1. Let df be this DateTimeFormat object.
2. If the [[boundFormat]] internal property of this DateTimeFormat object is undefined, then:
   1. If df is the global or the this value for the current execution context, then return a function that formats a date according to the effective locale and the formatting options of this DateTimeFormat object.
   2. Let obj be the object this value for the current execution context.
      1. If [[isExternal]](obj) is true, then return a function that formats a date according to the effective locale and the formatting options of this DateTimeFormat object.
      2. Return a function that formats a date according to the effective locale and the formatting options of this DateTimeFormat object.
When the FormatDateTime abstract operation is called with arguments `date` and `x` (which must be a Number value), it returns a string value representing `x` (interpreted as a time value as specified in ES6, 20.3.1.1) according to the effective locale and the formatting options of `dateTimeFormat`.

1. If `x` is not a finite Number, then throw a `RangeError` exception.
2. Let `locale` be the value of `dateTimeFormat.[[locale]].
3. Let `bf` be the result of calling the `new NumberFormat` function with arguments `{{locale}}`, `{useGrouping: false}`.
4. Let `toBase2` be the result of calling the `new NumberFormat` function with arguments `{{locale}}`, `{minimumIntegerDigits: 2, useGrouping: false}`.
5. Let `tm` be `toLocale`(`x`, `dateTimeFormat.[[calendar]]`, `dateTimeFormat.[[timeZone]]`).
6. Let `result` be the value of the `dateTimeFormat.[[pattern]]
7. For each row of Table 3, except the header row, do:
   a. If `dateTimeFormat` has an internal property with the name given in the Property column of the row, then:
      i. Let `p` be the name given in the Property column of the row.
      ii. Let `f` be the value of the `[[f(p)]]` internal property of `dateTimeFormat`.
      iii. Let `v` be the value of `int([[f(p)]]`).
      iv. If `p` is “`month`” and `v ≤ 5`, then let `v` be `1 + v`.
      v. If `p` is “`hour`” and the value of `dateTimeFormat.[[hour12]]` is `true`, then:
         i. Let `v` be `v modulo 12`.
         ii. If `v` is equal to the value of `int([[f(p)]]),` then let `pm` be `false`; else let `pm` be `true`.
      vi. If `v` is `0` and the value of `dateTimeFormat.[[hourNo0]]` is `true`, then let `v` be `12`.
     v. If `p` is “`numeral`”, then:
        i. Let `f` be `FormatNumber`(`v`).
     vi. Else if `f` is “`Z-digit`”, then:
         i. Let `f` be `FormatNumber`(`v`).
         ii. If the length of `f` is greater than `2`, let `f` be the substring of `f` containing the last two characters.
     v. Else if `f` is “`narrow`”, “`short`”, or “`long`”, then let `f` be a String value representing `f` in the desired form; the String value depends upon the implementation and the effective locale and calendar of `dateTimeFormat`. If `p` is “`month`”, then the String value may also depend on whether `dateTimeFormat` has a `[day]` internal property. If `p` is “`timeZoneName`”, then the String value may also depend on the value of the `[iNDST]` field of `f`, and if the implementation does not have a localized representation of `f`, then use `f` itself.
   x. Replace the substring of `result` that consists of “`(`, “`,`”, and “`)` with `f`.
8. If `dateTimeFormat.[[hour12]]` is `true`, then:
   a. If `pm` is `true`, then:
      i. Let `f` be an implementation and locale dependent String value representing “post meridiem”.
   b. Else:
      i. Let `f` be an implementation and locale dependent String value representing “ante meridiem”.
   c. Replace the substring of `result` that consists of “`(`, “`ampm`”, and “`)` with `f`.
9. Return result.

NOTE It is recommended that implementations use the locale and calendar dependent strings provided by the Common Locale Data Repository (available at http://cldr.unicode.org/), and use CLDR "abbreviated" strings for `DateTimeFormat "short" strings, and CLDR "wide" strings for `DateTimeFormat "long" strings.

When the `toLocaleTime` abstract operation is called with arguments `date`, `calendar`, and `timeZone`, the following steps are taken:

1. Apply calendrical calculations on date for the given calendar and time zone to produce weekday, era, year, month, day, hour, minute, second, and `inDST` values. The calculations should use best available information about the specified calendar and time zone, including current and historical information about time zone offsets from UTC and daylight saving time rules. If the calendar is "gregorian", then the calculations must match the algorithms specified in [ECMASCRIPT 2013].

2. Return a Record with fields `[(weekday)]`, `[(era)]`, `[(year)]`, `[(month)]`, `[(day)]`, `[(hour)]`, `[(minute)]`, `[(second)]`, and `[(inDST)]`, each with the corresponding calculated value.

NOTE It is recommended that implementations use the time zone information of the IANA Time Zone Database.

12.3.4 `Intl.DateTimeFormat.prototype.resolvedOptions` ()

This function provides access to the locale and formatting options computed during initialization of the object.

The function returns a new object whose properties and attributes are set as if constructed by an object literal assigning to each of the following properties the value of the corresponding internal property of this `DateTimeFormat` object (see 12.4): locale, calendar, numberingSystem, timeZone, hour12, weekday, era, year, month, day, hour, minute, second, and timeZoneName. Properties whose corresponding internal properties are not present are not assigned.

NOTE In this version of the ECMAScript Internationalization API, the timeZone property will be the name of the default time zone if no timeZone property was provided in the options object provided to the `Intl.DateTimeFormat` constructor. The previous version left the timeZone property undefined in this case.

12.4 Properties of `Intl.DateTimeFormat` Instances

`Intl.DateTimeFormat` instances inherit properties from `DateTimeFormatPrototype`.

`Intl.DateTimeFormat` instances and other objects that have been successfully initialized as a `DateTimeFormat` object have `[(initializedIntlObject)]` and `[(initializedDateTimeFormat)]` internal properties whose values are `true`.

Objects that have been successfully initialized as a `DateTimeFormat` also have several internal properties that are computed by the constructor:

- `[(locale)]` is a String value with the language tag of the locale whose localization is used for formatting.
- `[(calendar)]` is a String value with the "type" given in Unicode Technical Standard 35 for the calendar used for formatting.
- `[(numberingSystem)]` is a String value with the "type" given in Unicode Technical Standard 35 for the numbering system used for formatting.
- `[(timeZone)]` is a String value with the IANA time zone name of the time zone used for formatting.
- `[(weekDay)], [(era)], [(year)], [(month)], [(day)], [(hour)], [(minute)], [(second)], [(timeZoneName)]` are each either absent, indicating that the component is not used for formatting, or one of the String values given in Table 3, indicating how the component should be presented in the formatted output.
- `[(hour12)]` is a Boolean value indicating whether 12-hour format (`true`) or 24-hour format (`false`) should be used. It is only present when `[(hour)]` is also present.
- `[(hourNo0)]` is a Boolean value indicating whether hours from 1 to 12 (`true`) or from 0 to 11 (`false`) should be used. It is only present when `[(hour12)]` is also present and has the value `true`.
- `[(pattern)]` is a String value as described in 12.2.3.
Finally, objects that have been successfully initialized as a DateTimeFormat have a [[boundFormat]] internal property that caches the function returned by the format accessor (12.3.2).

13 Locale Sensitive Functions of the ECMAScript Language Specification

The ECMAScript Language Specification, edition 6 or successor, describes several locale sensitive functions. An ECMAScript implementation that implements this Internationalization API shall implement these functions as described here.

NOTE The Collator, NumberFormat, or DateTimeFormat objects created in the algorithms in this clause are only used within these algorithms. They are never directly accessed by ECMAScript code and need not actually exist within an implementation.

13.1 Properties of the String Prototype Object

13.1.1 String.prototype.localeCompare (that [, locales [, options ]])

This definition supersedes the definition provided in ES6, 21.1.3.10.

When the `localeCompare` method is called with argument that and optional arguments locales, and options, the following steps are taken:

1. Let `thisValue` be RequireObjectCoercible(this value).
2. ReturnIfAbrupt(thisValue).
3. Let `thatValue` be RequireObjectCoercible(that).
4. ReturnIfAbrupt(thatValue).
5. Let `S` be ToString(thisValue).
6. Let `That` be ToString(thisValue).
7. Let `collator` be the expression `new Collator(locales, options)`.
8. Let `result` be CompareStrings(collator, S, That).
9. Return `result`.

The value of the length property of the `localeCompare` method is 1.

NOTE 1 The `localeCompare` method itself is not directly suitable as an argument to `Array.prototype.sort` because the latter requires a function of two arguments.

NOTE 2 The `localeCompare` 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.

13.1.2 String.prototype.toLocaleLowerCase ([locales])

This definition supersedes the definition provided in ES6, 21.1.3.20.

This function interprets a string value as a sequence of code points, as described in ES6, 6.1.4. The following steps are taken:

1. Let `thisValue` be RequireObjectCoercible(this value).
2. Let `S` be ToString(thisValue).
3. ReturnIfAbrupt(S).
4. Let `requestedLocales` be CanonicalizedLocaleList(locales).
5. Let `len` be the number of elements in `requestedLocales`.
6. If `len` > 0, then
   a. Let `requestedLocale` be the first element of `requestedLocales`.
7. Else
   a. Let `requestedLocale` be `DefaultLocale()`.
8. Let noExtensionsLocale be the String value that is `requestedLocale` with all Unicode locale extension sequences (6.2.1) removed.
9. Let availableLocales be a List with the language tags of the languages for which the Unicode character database contains language sensitive case mappings.
10. Let locale be BestAvailableLocale-availableLocales, goExtensionsLocale.
11. If locale is undefined, then let locale be “und”.
12. Let cpList be a List containing in order the code points of S as defined in ES6, 8.1.4, starting at the first element of S.
13. For each code point c in cpList, if the Unicode Character Database provides a lower case equivalent of c that is either language insensitive or for the language locale, then replace c in cpList with that/those equivalent code point(s).
14. Let cuList be a new List.
15. For each code point c in cpList, in order, append to cuList the elements of the UTF-16 Encoding (defined in ES6, 6.1.1) of c.
16. Let L be a String whose elements are, in order, the elements of cuList.
17. Return L.

The result must be derived according to the case mappings in the Unicode character database (this explicitly includes not only the UnicodeData.txt file, but also the SpecialCasings.txt file that accompanies it).

The value of the length property of the toLocaleLowerCase method is 0.

NOTE 1 As of Unicode 5.1, the availableLocales list contains the elements “az”, “lt”, and “tr”.

NOTE 2 The case mapping of some code points may produce multiple code points. In this case the result String may not be the same length as the source String. Because both toLocaleUpperCase and toLocaleLowerCase have context-sensitive behaviour, the functions are not symmetrical. In other words, s.toLocaleUpperCase().toLocaleLowerCase() is not necessarily equal to s.toLocaleLowerCase().toLocaleUpperCase().

NOTE 3 The toLocaleLowerCase 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.

13.1.3 String.prototype.toLocaleUpperCase ([locales])

This definition supersedes the definition provided in ES6, 21.1.3.21.

This function interprets a string value as a sequence of code points, as described in ES6, 6.1.4. This function behaves in exactly the same way as String.prototype.toLocaleUpperCase, except that characters are mapped to their uppercase equivalents as specified in the Unicode character database.

The value of the length property of the toLocaleUpperCase method is 0.

NOTE The toLocaleUpperCase 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.

13.2 Properties of the Number Prototype Object

The following definition(s) refer to the abstract operation thisNumberValue as defined in ES6, 20.1.3.

13.2.1 Number.prototype.toLocaleString ([locales, options])

This definition supersedes the definition provided in ES5, 20.1.3.4.

When the toLocaleString method is called with optional arguments locales and options, the following steps are taken:
1. Let x be thisNumberValue(this value).
2. ReturnIfAbrupt(x).
3. Let numberFormat be the result of the expression new %NumberFormat%(locales, options).
4. Return the result of FormatNumber(numberFormat, x).
The value of the length property of the toLocaleString method is 0.

### 13.3 Properties of the Date Prototype Object

The following definition(s) refer to the abstract operation thisTimeValue as defined in ES6, 20.3.4.

#### 13.3.1 Date.prototype.toLocaleString ([locales [options]])

This definition supersedes the definition provided in ES6, 20.3.4.39.

When the toLocaleString method is called with optional arguments locales and options, the following steps are taken:

1. Let x be thisTimeValue(this value).
2. If x is NaN, then return "Invalid Date".
3. Let options be ToDateTimeOptions(options, "any", "all").
4. Let dateTimeFormat be the expression of new DateTimeFormat(locales, options).
5. Return the result of FormatDateTime(dateTimeFormat, x).

The value of the length property of the toLocaleString method is 0.

#### 13.3.2 Date.prototype.toLocaleDateString ([locales [options]])

This definition supersedes the definition provided in ES6, 20.3.4.38.

When the toLocaleDateString method is called with optional arguments locales and options, the following steps are taken:

1. Let x be thisTimeValue(this value).
2. If x is NaN, then return "Invalid Date".
3. Let options be ToDateTimeOptions(options, "date", "date").
4. Let DateFormat be the expression of new DateTimeFormat(locales, options).
5. Return the result of FormatDateTime(DateFormat, x).

The value of the length property of the toLocaleDateString method is 0.

#### 13.3.3 Date.prototype.toLocaleTimeString ([locales [options]])

This definition supersedes the definition provided in ES6, 20.3.4.40.

When the toLocaleTimeString method is called with optional arguments locales and options, the following steps are taken:

1. Let x be thisTimeValue(this value).
2. If x is NaN, then return "Invalid Date".
3. Let options be ToDateTimeOptions(options, "time", "time").
4. Let timeFormat be the expression of new DateTimeFormat(locales, options).
5. Return the result of FormatDateTime(timeFormat, x).

The value of the length property of the toLocaleTimeString method is 0.
13.4 Properties of the Array Prototype Object

13.4.1 Array.prototype.toLocaleString([locales [, options ]])

This definition supersedes the definition provided in ES6, 22.1.3.26.

The following steps are taken:

1. Let O be the RequireObjectCoercible(this value).
2. Let T be ToObject(O).
3. ReturnIfAbrupt(array).
4. Let arrayLen be Get(T, "length").
5. Let len be ToLength(arrayLen).
6. ReturnIfAbrupt(len).
7. Let separator be the String value for the list-separator String appropriate for the host environment’s current locale (this is derived in an implementation-defined way).
8. If len is zero, return the empty String.
9. Let firstElement be Get(A, "0").
10. ReturnIfAbrupt(firstElement).
11. If firstElement is undefined or null, then
   a. Let R be an empty String.
   b. Else
      i. Let R be Invoke(firstElement, "toLocaleString", [locales, options]).
      ii. Let R be ToString(R).
      iii. ReturnIfAbrupt(R).
   c. Increase k by 1.
12. Repeat, while k < len
   a. Let S be a String value produced by concatenating R and separator.
   b. Let nextElement be Get(A, ToString(k)).
   c. ReturnIfAbrupt(nextElement).
   d. If nextElement is undefined or null, then
      i. Let R be the empty String.
      ii. Else
         i. Let R be Invoke(nextElement, "toLocaleString", [locales, options]).
         ii. Let R be ToString(R).
         iii. ReturnIfAbrupt(R).
      iii. Let R be a String value produced by concatenating S and R.
   e. Increase k by 1.
13. Return R.

NOTE 1: The elements of the array are converted to Strings using their toLocaleString methods, and these Strings are then concatenated, separated by occurrences of a separator String that has been derived in an implementation-defined locale-specific way. The result of calling this function is intended to be analogous to the result of toString, except that the result of this function is intended to be locale-specific.

NOTE 2: The toLocaleString function is intentionally generic; it does not require that its this value be an Array object. Therefore it can be transferred to other kinds of objects for use as a method.
Annex A
(informative)

Implementation Dependent Behaviour

The following aspects of the ECMAScript Internationalization API are implementation dependent:

- In all functionality:
  - Additional values for some properties of `options` arguments (2)
  - Canonicalization of extension subtag sequences beyond the rules of RFC 5646 (6.2.3)
  - The default locale (6.2.4)
  - The default time zone (6.4.3)
  - The set of available locales for each constructor (9.1)
  - The BestFitMatcher algorithm (9.2.4)
  - The BestFitSupportedLocales algorithm (9.2.7)

- In Collator:
  - Support for the Unicode extensions keys `kn`, `kf` and the parallel options properties `numeric`, `caseFirst` (10.2.3)
  - The set of supported “co” key values (collations) per locale beyond a default collation (10.2.3)
  - The set of supported “kn” key values (numeric collation) per locale (10.2.3)
  - The set of supported “kf” key values (case order) per locale (10.2.3)
  - The default search sensitivity per locale (10.2.3)
  - The sort order for each supported locale and options combination (10.3.2)

- In NumberFormat:
  - The set of supported “nu” key values (numbering systems) per locale (11.2.3)
  - The patterns used for formatting positive and negative values as decimal, percent, or currency values per locale (11.2.3)
  - Localized representations of `NaN` and `Infinity` (11.3.2)
  - The implementation of numbering systems not listed in Table 2 (11.3.2)
  - Localized decimal and grouping separators (11.3.2)
  - Localized digit grouping schemata (11.3.2)
  - Localized currency symbols and names (11.3.2)

- In DateTimeFormat:
  - The BestFitFormatMatcher algorithm (12.1.1)
  - The set of supported “ca” key values (calendars) per locale (12.2.3)
  - The set of supported “nu” key values (numbering systems) per locale (12.2.3)
  - The default hour12 and hourNo0 settings per locale (11.2.3)
  - The set of supported date-time formats per locale beyond a core set, including the representations used for each component and the associated patterns (12.2.3)
  - Localized weekday names, era names, month names, am/pm indicators, and time zone names (12.3.2)
  - The calculonic calculations used for calendars other than “gregory”, and adjustments for local time zones and daylight saving time (12.3.2)