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Introduction

This Ecma Standard defines the ECMAScript 2022 Language. It is the thirteenth edition of the ECMAScript Language Specification. Since publication of the first edition in 1997, ECMAScript has grown to be one of the world’s most widely used general-purpose programming languages. It is best known as the language embedded in web browsers but has also been widely adopted for server and embedded applications.

ECMAScript is based on several originating technologies, the most well-known being JavaScript (Netscape) and JScript (Microsoft). The language was invented by Brendan Eich at Netscape and first appeared in that company's Navigator 2.0 browser. It has appeared in all subsequent browsers from Netscape and in all browsers from Microsoft starting with Internet Explorer 3.0.


After publication of the third edition, ECMAScript achieved massive adoption in conjunction with the World Wide Web where it has become the programming language that is supported by essentially all web browsers. Significant work was done to develop a fourth edition of ECMAScript. However, that work was not completed and not published as the fourth edition of ECMAScript but some of it was incorporated into the development of the sixth edition.

The fifth edition of ECMAScript (published as ECMA-262 5th edition) codified de facto interpretations of the language specification that have become common among browser implementations and added support for new features that had emerged since the publication of the third edition. Such features include accessor properties, reflective creation and inspection of objects, program control of property attributes, additional array manipulation functions, support for the JSON object encoding format, and a strict mode that provides enhanced error checking and program security. The fifth edition was adopted by the Ecma General Assembly of December 2009.


Focused development of the sixth edition started in 2009, as the fifth edition was being prepared for publication. However, this was preceded by significant experimentation and language enhancement design efforts dating to the publication of the third edition in 1999. In a very real sense, the completion of the sixth edition is the culmination of a fifteen year effort. The goals for this edition included providing better support for large applications, library creation, and for use of ECMAScript as a compilation target for other languages. Some of its major enhancements included modules, class declarations, lexical block scoping, iterators and generators, promises for asynchronous programming, destructuring patterns, and proper tail calls. The ECMAScript library of built-ins was expanded to support additional data abstractions including maps, sets, and arrays of binary numeric values as well as additional support for Unicode supplemental characters in strings and regular expressions. The built-ins were also made extensible via subclassing. The sixth edition provides the foundation for regular, incremental language and library enhancements. The sixth edition was adopted by the General Assembly of June 2015.
ECMAScript 2016 was the first ECMAScript edition released under Ecma TC39's new yearly release cadence and open development process. A plain-text source document was built from the ECMAScript 2015 source document to serve as the base for further development entirely on GitHub. Over the year of this standard's development, hundreds of pull requests and issues were filed representing thousands of bug fixes, editor fix and other improvements. Additionally, numerous software tools were developed to aid in this effort including Ecmark up, Ecmark down, and Grammarkdown. ES2016 also included support for a new exponentiation operator and adds a new method to `Array.prototype` called `includes`.

ECMAScript 2017 introduced Async Functions, Shared Memory, and Atomics along with smaller language and library enhancements, bug fixes, and editorial updates. Async functions improve the asynchronous programming experience by providing syntax for promise-returning functions. Shared Memory and Atomics introduce a new memory model that allows multi-agent programs to communicate using atomic operations that ensure a well-defined execution order even on parallel CPUs. It also included new static methods on `Object: Object.values, Object.entries, and Object.getOwnPropertyDescriptors`.

ECMAScript 2018 introduced support for asynchronous iteration via the AsyncIterator protocol and async generators. It also included four new regular expression features: the `dotAll` flag, named capture groups, Unicode property escapes, and look-behind assertions. Lastly it included object rest and spread properties.

ECMAScript 2019 introduced a few new built-in functions: `flat` and `flatMap` on `Array.prototype` for flattening arrays, `Object.fromEntries` for directly turning the return value of `Object.entries` into a new Object, and `trimStart` and `trimEnd` on `String.prototype` as better-named alternatives to the widely implemented but non-standard `String.prototype.trimLeft` and `trimRight` built-ins. In addition, it included a few minor updates to syntax and semantics. Updated syntax included optional catch binding parameters and allowing `+2028` (LINE SEPARATOR) and `+2029` (PARAGRAPH SEPARATOR) in string literals to align with JSON. Other updates included requiring that `Array.prototype.sort` be a stable sort, requiring that `JSON.stringify` return well-formed UTF-8 regardless of input, and clarifying `Function.prototype.toString` by requiring that it either return the corresponding original source text or a standard placeholder.

ECMAScript 2020, the 11th edition, introduced the `matchAll` method for Strings, to produce an iterator for all match objects generated by a global regular expression; `import()`, a syntax to asynchronously import Modules with a dynamic specifier; `BigInt`, a new number primitive for working with arbitrary precision integers; `Promise.allSettled`, a new Promise combinator that does not short-circuit; `globalThis`, a universal way to access the global this value; dedicated `export * as ns from 'module'` syntax for use within modules; increased standardization of `for-in` enumeration order; `import.meta`, a host-populated object available in Modules that may contain contextual information about the Module; as well as adding two new syntactical features to improve working with "nullish" values (null or `undefined`); nullish coalescing, a value selection operator; and optional chaining, a property access and function invocation operator that short-circuits if the value to access/invoke is nullish.

ECMAScript 2021, the 12th edition, introduced the `replaceAll` method for Strings; `Promise.any`, a Promise combinator that short-circuits when an input value is fulfilled; `AggregateError`, a new Error type to represent multiple errors at once; logical assignment operators (`??=` and `&=&=`); `WeakRef`, for referring to a target object without preserving it from garbage collection, and `FinalizationRegistry`, to manage registration and unregistration of cleanup operations performed when target objects are garbage collected; separators for numeric literals (1_000); and `Array.prototype.sort` was made more precise, reducing the amount of cases that result in an implementation-defined sort order.

ECMAScript 2022, the 13th edition, introduced top-level `await`, allowing the `keyword` to be used at the top level of modules; new class elements: public and private instance fields, public and private static fields, private instance methods and accessors, and private static methods and accessors; static blocks inside classes, to perform per-class evaluation initialization; the `#x in obj` syntax, to test for presence of private fields on objects; regular expression match indices via the `/d` flag, which provides start and end indices for matched substrings; the `cause` property on `Error` objects, which can be used to record a causation chain in errors; the `at` method for Strings, Arrays, and `TypedArrays`, which allows relative indexing; and `Object.hasOwn`, a convenient method to check for the presence of a property.

Dozens of individuals representing many organizations have made very significant contributions within Ecma TC39 to the development of this edition and to the prior editions. In addition, a vibrant community has emerged supporting TC39's ECMAScript efforts. This community has reviewed numerous drafts, filed
thousands of bug reports, performed implementation experiments, contributed test suites, and educated the world-wide developer community about ECMAScript. Unfortunately, it is impossible to identify and acknowledge every person and organization who has contributed to this effort.

Allen Wirfs-Brock
ECMA-262, Project Editor, 6th Edition

Brian Terlson
ECMA-262, Project Editor, 7th through 10th Editions

Jordan Harband
ECMA-262, Project Editor, 10th through 12th Editions
About this Specification

The document at https://tc39.es/ecma262/ is the most accurate and up-to-date ECMAScript specification. It contains the content of the most recent yearly snapshot plus any finished proposals (those that have reached Stage 4 in the proposal process and thus are implemented in several implementations and will be in the next practical revision) since that snapshot was taken.

This document is available as a single page and as multiple pages.

Contributing to this Specification

This specification is developed on GitHub with the help of the ECMAScript community. There are a number of ways to contribute to the development of this specification:

GitHub Repository: https://github.com/tc39/ecma262
Issues: All Issues, File a New Issue
Pull Requests: All Pull Requests, Create a New Pull Request
Test Suite: Test262
Editors:
  • Shu-yu Guo (@_shu)
  • Michael Ficarra (@smooshMap)
  • Kevin Gibbons (@bakkoting)
Community:
  • Discourse: https://es.discourse.group
  • Chat: Matrix
  • Mailing List Archives: https://esdiscuss.org/

Refer to the colophon for more information on how this document is created.
ECMAScript® 2022 Language Specification

1 Scope

This Standard defines the ECMAScript 2022 general-purpose programming language.

2 Conformance

A conforming implementation of ECMAScript must provide and support all the types, values, objects, properties, functions, and program syntax and semantics described in this specification.

A conforming implementation of ECMAScript must interpret source text input in conformance with the latest version of the Unicode Standard and ISO/IEC 10646.

A conforming implementation of ECMAScript that provides an application programming interface (API) that supports programs that need to adapt to the linguistic and cultural conventions used by different human languages and countries must implement the interface defined by the most recent edition of ECMA-402 that is compatible with this specification.

A conforming implementation of ECMAScript may provide additional types, values, objects, properties, and functions beyond those described in this specification. In particular, a conforming implementation of ECMAScript may provide properties not described in this specification, and values for those properties, for objects that are described in this specification.

A conforming implementation of ECMAScript may support program and regular expression syntax not described in this specification. In particular, a conforming implementation of ECMAScript may support program syntax that makes use of any “future reserved words” noted in subclause 12.6.2 of this specification.

A conforming implementation of ECMAScript must not implement any extension that is listed as a Forbidden Extension in subclause 17.1.

A conforming implementation of ECMAScript must not redefine any facilities that are not implementation-defined, implementation-approximated, or host-defined.

A conforming implementation of ECMAScript may choose to implement or not implement Normative Optional subclauses. If any Normative Optional behaviour is implemented, all of the behaviour in the containing Normative Optional clause must be implemented. A Normative Optional clause is denoted in this specification with the words "Normative Optional" in a coloured box, as shown below.

NORMATIVE OPTIONAL

2.1 Example Normative Optional Clause Heading

Example clause contents.

A conforming implementation of ECMAScript must implement Legacy subclauses, unless they are also marked as Normative Optional. All of the language features and behaviours specified within Legacy subclauses have one or more undesirable characteristics. However, their continued usage in existing applications prevents their removal from this specification. These features are not considered part of the core
ECMAScript language. Programmers should not use or assume the existence of these features and behaviours when writing new ECMAScript code.

LEGACY

2.2 Example Legacy Clause Heading

Example clause contents.

NORMATIVE OPTIONAL, LEGACY

2.3 Example Legacy Normative Optional Clause Heading

Example clause contents.

3 Normative References

The following referenced documents are indispensable 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.


4 Overview

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

ECMAScript is an object-oriented programming language for performing computations and manipulating computational objects within a host environment. ECMAScript as defined here is not intended to be computationally self-sufficient; indeed, there are no provisions in this specification for input of external data or output of computed results. Instead, it is expected that the computational environment of an ECMAScript program will provide not only the objects and other facilities described in this specification but also certain environment-specific objects, whose description and behaviour are beyond the scope of this specification except to indicate that they may provide certain properties that can be accessed and certain functions that can be called from an ECMAScript program.

ECMAScript was originally designed to be used as a scripting language, but has become widely used as a general-purpose programming language. A scripting language is a programming language that is used to manipulate, customize, and automate the facilities of an existing system. In such systems, useful functionality is already available through a user interface, and the scripting language is a mechanism for exposing that functionality to program control. In this way, the existing system is said to provide a host...
environment of objects and facilities, which completes the capabilities of the scripting language. A scripting language is intended for use by both professional and non-professional programmers.

ECMAScript was originally designed to be a Web scripting language, providing a mechanism to enliven Web pages in browsers and to perform server computation as part of a Web-based client-server architecture. ECMAScript is now used to provide core scripting capabilities for a variety of host environments. Therefore the core language is specified in this document apart from any particular host environment.

ECMAScript usage has moved beyond simple scripting and it is now used for the full spectrum of programming tasks in many different environments and scales. As the usage of ECMAScript has expanded, so have the features and facilities it provides. ECMAScript is now a fully featured general-purpose programming language.

4.1 Web Scripting

A web browser provides an ECMAScript host environment for client-side computation including, for instance, objects that represent windows, menus, pop-ups, dialog boxes, text areas, anchors, frames, history, cookies, and input/output. Further, the host environment provides a means to attach scripting code to events such as change of focus, page and image loading, unloading, error and abort, selection, form submission, and mouse actions. Scripting code appears within the HTML and the displayed page is a combination of user interface elements and fixed and computed text and images. The scripting code is reactive to user interaction, and there is no need for a main program.

A web server provides a different host environment for server-side computation including objects representing requests, clients, and files; and mechanisms to lock and share data. By using browser-side and server-side scripting together, it is possible to distribute computation between the client and server while providing a customized user interface for a Web-based application.

Each Web browser and server that supports ECMAScript supplies its own host environment, completing the ECMAScript execution environment.

4.2 Hosts and Implementations

To aid integrating ECMAScript into host environments, this specification defers the definition of certain facilities (e.g., abstract operations), either in whole or in part, to a source outside of this specification. Editorially, this specification distinguishes the following kinds of deferrals.

An implementation is an external source that further defines facilities enumerated in Annex D or those that are marked as implementation-defined or implementation-approximated. In informal use, an implementation refers to a concrete artefact, such as a particular web browser.

An implementation-defined facility is one that defers its definition to an external source without further qualification. This specification does not make any recommendations for particular behaviours, and conforming implementations are free to choose any behaviour within the constraints put forth by this specification.

An implementation-approximated facility is one that defers its definition to an external source while recommending an ideal behaviour. While conforming implementations are free to choose any behaviour within the constraints put forth by this specification, they are encouraged to strive to approximate the ideal. Some mathematical operations, such as Math.exp, are implementation-approximated.

A host is an external source that further defines facilities listed in Annex D but does not further define other implementation-defined or implementation-approximated facilities. In informal use, a host refers to the set of all implementations, such as the set of all web browsers, that interface with this specification in the same way via Annex D. A host is often an external specification, such as WHATWG HTML (https://html.spec.whatwg.org/). In other words, facilities that are host-defined are often further defined in external specifications.
A **host hook** is an abstract operation that is defined in whole or in part by an external source. All **host hooks** must be listed in Annex D. A **host hook** must conform to at least the following requirements:

- It must return either a **normal completion** or a **throw completion**.

A **host-defined** facility is one that defers its definition to an external source without further qualification and is listed in Annex D. Implementations that are not **hosts** may also provide definitions for **host-defined** facilities.

A **host environment** is a particular choice of definition for all **host-defined** facilities. A **host environment** typically includes objects or functions which allow obtaining input and providing output as **host-defined** properties of the **global object**.

This specification follows the editorial convention of always using the most specific term. For example, if a facility is **host-defined**, it should not be referred to as **implementation-defined**.

Both **hosts** and implementations may interface with this specification via the language types, specification types, abstract operations, grammar productions, intrinsic objects, and intrinsic symbols defined herein.

## 4.3 ECMAScript Overview

The following is an informal overview of ECMAScript—not all parts of the language are described. This overview is not part of the standard proper.

ECMAScript is object-based: basic language and **host** facilities are provided by objects, and an ECMAScript program is a cluster of communicating objects. In ECMAScript, an **object** is a collection of zero or more **properties** each with **attributes** that determine how each property can be used—for example, when the **Writable** attribute for a property is set to **false**, any attempt by executed ECMAScript code to assign a different value to the property fails. Properties are containers that hold other objects, **primitive values**, or **functions**. A primitive value is a member of one of the following built-in types: **Undefined**, **Null**, **Boolean**, **Number**, **BigInt**, **String**, and **Symbol**; an object is a member of the built-in type **Object**; and a function is a callable object. A function that is associated with an object via a property is called a **method**.

ECMAScript defines a collection of **built-in objects** that round out the definition of ECMAScript entities. These built-in objects include the **global object**; objects that are fundamental to the runtime semantics of the language including **Object**, **Function**, **Boolean**, **Symbol**, and various **Error** objects; objects that represent and manipulate numeric values including **Math**, **Number**, and **Date**; the text processing objects **String** and **RegExp**; objects that are indexed collections of values including **Array** and nine different kinds of **Typed Arrays** whose elements all have a specific numeric data representation; keyed collections including **Map** and **Set** objects; objects supporting structured data including the **JSON** object, **ArrayBuffer**, **SharedArrayBuffer**, and **DataView** objects; objects supporting control abstractions including generator functions and **Promise** objects; and reflection objects including **Proxy** and **Reflect**.

ECMAScript also defines a set of built-in **operators**. ECMAScript operators include various unary operations, multiplicative operators, additive operators, bitwise shift operators, relational operators, equality operators, binary bitwise operators, binary logical operators, assignment operators, and the comma operator.

Large ECMAScript programs are supported by **modules** which allow a program to be divided into multiple sequences of statements and declarations. Each module explicitly identifies declarations it uses that need to be provided by other modules and which of its declarations are available for use by other modules.

ECMAScript syntax intentionally resembles Java syntax. ECMAScript syntax is relaxed to enable it to serve as an easy-to-use scripting language. For example, a variable is not required to have its type declared nor are types associated with properties, and defined functions are not required to have their declarations appear textually before calls to them.
4.3.1 Objects

Even though ECMAScript includes syntax for class definitions, ECMAScript objects are not fundamentally class-based such as those in C++, Smalltalk, or Java. Instead objects may be created in various ways including via a literal notation or via constructors which create objects and then execute code that initializes all or part of them by assigning initial values to their properties. Each constructor is a function that has a property named "prototype" that is used to implement prototype-based inheritance and shared properties. Objects are created by using constructors in new expressions; for example, new Date(2009, 11) creates a new Date object. Invoking a constructor without using new has consequences that depend on the constructor. For example, Date() produces a string representation of the current date and time rather than an object.

Every object created by a constructor has an implicit reference (called the object's prototype) to the value of its constructor's "prototype" property. Furthermore, a prototype may have a non-null implicit reference to its prototype, and so on; this is called the prototype chain. When a reference is made to a property in an object, that reference is to the property of that name in the first object in the prototype chain that contains a property of that name. In other words, first the object mentioned directly is examined for such a property; if that object contains the named property, that is the property to which the reference refers; if that object does not contain the named property, the prototype for that object is examined next; and so on.

![Figure 1: Object/Prototype Relationships](image)

In a class-based object-oriented language, in general, state is carried by instances, methods are carried by classes, and inheritance is only of structure and behaviour. In ECMAScript, the state and methods are carried by objects, while structure, behaviour, and state are all inherited.

All objects that do not directly contain a particular property that their prototype contains share that property and its value. Figure 1 illustrates this:

**CF** is a constructor (and also an object). Five objects have been created by using new expressions: cf1, cf2, cf3, cf4, and cf5. Each of these objects contains properties named "q1" and "q2". The dashed lines represent the implicit prototype relationship; so, for example, cf3's prototype is CFp. The constructor, CF, has two properties itself, named "P1" and "P2", which are not visible to CFp, cf1, cf2, cf3, cf4, or cf5. The property named "CFP1" in CFp is shared by cf1, cf2, cf3, cf4, and cf5 (but not by CF), as are any properties found in CFp's implicit prototype chain that are not named "q1", "q2", or "CFP1". Notice that there is no implicit prototype link between CF and CFp.
Unlike most class-based object languages, properties can be added to objects dynamically by assigning values to them. That is, constructors are not required to name or assign values to all or any of the constructed object's properties. In the above diagram, one could add a new shared property for cf₁, cf₂, cf₃, cf₄, and cf₅ by assigning a new value to the property in CFₚ.

Although ECMAScript objects are not inherently class-based, it is often convenient to define class-like abstractions based upon a common pattern of constructor functions, prototype objects, and methods. The ECMAScript built-in objects themselves follow such a class-like pattern. Beginning with ECMAScript 2015, the ECMAScript language includes syntactic class definitions that permit programmers to concisely define objects that conform to the same class-like abstraction pattern used by the built-in objects.

4.3.2 The Strict Variant of ECMAScript

The ECMAScript Language recognizes the possibility that some users of the language may wish to restrict their usage of some features available in the language. They might do so in the interests of security, to avoid what they consider to be error-prone features, to get enhanced error checking, or for other reasons of their choosing. In support of this possibility, ECMAScript defines a strict variant of the language. The strict variant of the language excludes some specific syntactic and semantic features of the regular ECMAScript language and modifies the detailed semantics of some features. The strict variant also specifies additional error conditions that must be reported by throwing error exceptions in situations that are not specified as errors by the non-strict form of the language.

The strict variant of ECMAScript is commonly referred to as the strict mode of the language. Strict mode selection and use of the strict mode syntax and semantics of ECMAScript is explicitly made at the level of individual ECMAScript source text units as described in 11.2.2. Because strict mode is selected at the level of a syntactic source text unit, strict mode only imposes restrictions that have local effect within such a source text unit. Strict mode does not restrict or modify any aspect of the ECMAScript semantics that must operate consistently across multiple source text units. A complete ECMAScript program may be composed of both strict mode and non-strict mode ECMAScript source text units. In this case, strict mode only applies when actually executing code that is defined within a strict mode source text unit.

In order to conform to this specification, an ECMAScript implementation must implement both the full unrestricted ECMAScript language and the strict variant of the ECMAScript language as defined by this specification. In addition, an implementation must support the combination of unrestricted and strict mode source text units into a single composite program.

4.4 Terms and Definitions

For the purposes of this document, the following terms and definitions apply.

4.4.1 implementation-approximated

an implementation-approximated facility is defined in whole or in part by an external source but has a recommended, ideal behaviour in this specification

4.4.2 implementation-defined

an implementation-defined facility is defined in whole or in part by an external source to this specification

4.4.3 host-defined

same as implementation-defined
4.4.4 type

set of data values as defined in clause 6

4.4.5 primitive value

member of one of the types Undefined, Null, Boolean, Number, BigInt, Symbol, or String as defined in clause 6

NOTE A primitive value is a datum that is represented directly at the lowest level of the language implementation.

4.4.6 object

member of the type Object

NOTE An object is a collection of properties and has a single prototype object. The prototype may be the null value.

4.4.7 constructor

function object that creates and initializes objects

NOTE The value of a constructor's "prototype" property is a prototype object that is used to implement inheritance and shared properties.

4.4.8 prototype

object that provides shared properties for other objects

NOTE When a constructor creates an object, that object implicitly references the constructor's "prototype" property for the purpose of resolving property references. The constructor's "prototype" property can be referenced by the program expression constructor.prototype, and properties added to an object's prototype are shared, through inheritance, by all objects sharing the prototype. Alternatively, a new object may be created with an explicitly specified prototype by using the Object.create built-in function.

4.4.9 ordinary object

object that has the default behaviour for the essential internal methods that must be supported by all objects

4.4.10 exotic object

object that does not have the default behaviour for one or more of the essential internal methods
Any object that is not an ordinary object is an exotic object.

**4.4.11 standard object**
object whose semantics are defined by this specification

**4.4.12 built-in object**
object specified and supplied by an ECMAScript implementation

Standard built-in objects are defined in this specification. An ECMAScript implementation may specify and supply additional kinds of built-in objects. A built-in constructor is a built-in object that is also a constructor.

**4.4.13 undefined value**
primitive value used when a variable has not been assigned a value

**4.4.14 Undefined type**
type whose sole value is the undefined value

**4.4.15 null value**
primitive value that represents the intentional absence of any object value

**4.4.16 Null type**
type whose sole value is the null value

**4.4.17 Boolean value**
member of the Boolean type

There are only two Boolean values, true and false.

**4.4.18 Boolean type**
type consisting of the primitive values true and false

**4.4.19 Boolean object**
member of the Object type that is an instance of the standard built-in Boolean constructor
NOTE  A Boolean object is created by using the Boolean constructor in a new expression, supplying a Boolean value as an argument. The resulting object has an internal slot whose value is the Boolean value. A Boolean object can be coerced to a Boolean value.

4.4.20 String value

primitive value that is a finite ordered sequence of zero or more 16-bit unsigned integer values

NOTE  A String value is a member of the String type. Each integer value in the sequence usually represents a single 16-bit unit of UTF-16 text. However, ECMAScript does not place any restrictions or requirements on the values except that they must be 16-bit unsigned integers.

4.4.21 String type

set of all possible String values

4.4.22 String object

member of the Object type that is an instance of the standard built-in String constructor

NOTE  A String object is created by using the String constructor in a new expression, supplying a String value as an argument. The resulting object has an internal slot whose value is the String value. A String object can be coerced to a String value by calling the String constructor as a function (22.1.1.1).

4.4.23 Number value

primitive value corresponding to a double-precision 64-bit binary format IEEE 754-2019 value

NOTE  A Number value is a member of the Number type and is a direct representation of a number.

4.4.24 Number type

set of all possible Number values including the special “Not-a-Number” (NaN) value, positive infinity, and negative infinity

4.4.25 Number object

member of the Object type that is an instance of the standard built-in Number constructor

NOTE  A Number object is created by using the Number constructor in a new expression, supplying a Number value as an argument. The resulting object has an internal slot whose value is the Number value. A Number object can be coerced to a Number value by calling the Number constructor as a function (21.1.1.1).
4.4.26  Infinity
Number value that is the positive infinite Number value

4.4.27  NaN
Number value that is an IEEE 754-2019 “Not-a-Number” value

4.4.28  BigInt value
primitive value corresponding to an arbitrary-precision integer value

4.4.29  BigInt type
set of all possible BigInt values

4.4.30  BigInt object
member of the Object type that is an instance of the standard built-in BigInt constructor

4.4.31  Symbol value
primitive value that represents a unique, non-String Object property key

4.4.32  Symbol type
set of all possible Symbol values

4.4.33  Symbol object
member of the Object type that is an instance of the standard built-in Symbol constructor

4.4.34  function
member of the Object type that may be invoked as a subroutine

NOTE  In addition to its properties, a function contains executable code and state that determine how it behaves when invoked. A function's code may or may not be written in ECMAScript.

4.4.35  built-in function
built-in object that is a function

NOTE  Examples of built-in functions include parseInt and Math.exp. A host or implementation may provide additional built-in functions that are not described in this specification.
4.4.36  property

part of an object that associates a key (either a String value or a Symbol value) and a value

NOTE  Depending upon the form of the property the value may be represented either directly as a data value (a primitive value, an object, or a function object) or indirectly by a pair of accessor functions.

4.4.37  method

function that is the value of a property

NOTE  When a function is called as a method of an object, the object is passed to the function as its this value.

4.4.38  built-in method

method that is a built-in function

NOTE  Standard built-in methods are defined in this specification. A host or implementation may provide additional built-in methods that are not described in this specification.

4.4.39  attribute

internal value that defines some characteristic of a property

4.4.40  own property

property that is directly contained by its object

4.4.41  inherited property

property of an object that is not an own property but is a property (either own or inherited) of the object's prototype

4.5  Organization of This Specification

The remainder of this specification is organized as follows:

Clause 5 defines the notational conventions used throughout the specification.

Clauses 6 through 10 define the execution environment within which ECMAScript programs operate.

Clauses 11 through 17 define the actual ECMAScript programming language including its syntactic encoding and the execution semantics of all language features.
Clauses 18 through 28 define the ECMAScript standard library. They include the definitions of all of the standard objects that are available for use by ECMAScript programs as they execute.

Clause 29 describes the memory consistency model of accesses on SharedArrayBuffer-backed memory and methods of the Atomics object.

5 Notational Conventions

5.1 Syntactic and Lexical Grammars

5.1.1 Context-Free Grammars

A context-free grammar consists of a number of productions. Each production has an abstract symbol called a nonterminal as its left-hand side, and a sequence of zero or more nonterminal and terminal symbols as its right-hand side. For each grammar, the terminal symbols are drawn from a specified alphabet.

A chain production is a production that has exactly one nonterminal symbol on its right-hand side along with zero or more terminal symbols.

Starting from a sentence consisting of a single distinguished nonterminal, called the goal symbol, a given context-free grammar specifies a language, namely, the (perhaps infinite) set of possible sequences of terminal symbols that can result from repeatedly replacing any nonterminal in the sequence with a right-hand side of a production for which the nonterminal is the left-hand side.

5.1.2 The Lexical and RegExp Grammars

A lexical grammar for ECMAScript is given in clause 12. This grammar has as its terminal symbols Unicode code points that conform to the rules for SourceCharacter defined in 11.1. It defines a set of productions, starting from the goal symbol InputElementDiv, InputElementTemplateTail, or InputElementRegExp, or InputElementRegExpOrTemplateTail, that describe how sequences of such code points are translated into a sequence of input elements.

Input elements other than white space and comments form the terminal symbols for the syntactic grammar for ECMAScript and are called ECMAScript tokens. These tokens are the reserved words, identifiers, literals, and punctuators of the ECMAScript language. Moreover, line terminators, although not considered to be tokens, also become part of the stream of input elements and guide the process of automatic semicolon insertion (12.9). Simple white space and single-line comments are discarded and do not appear in the stream of input elements for the syntactic grammar. A MultiLineComment (that is, a comment of the form /*…*/ regardless of whether it spans more than one line) is likewise simply discarded if it contains no line terminator; but if a MultiLineComment contains one or more line terminators, then it is replaced by a single line terminator, which becomes part of the stream of input elements for the syntactic grammar.

A RegExp grammar for ECMAScript is given in 22.2.1. This grammar also has as its terminal symbols the code points as defined by SourceCharacter. It defines a set of productions, starting from the goal symbol Pattern, that describe how sequences of code points are translated into regular expression patterns.

Productions of the lexical and RegExp grammars are distinguished by having two colons “::” as separating punctuation. The lexical and RegExp grammars share some productions.

5.1.3 The Numeric String Grammar

Another grammar is used for translating Strings into numeric values. This grammar is similar to the part of the lexical grammar having to do with numeric literals and has as its terminal symbols SourceCharacter. This
Productions of the numeric string grammar are distinguished by having three colons ":::" as punctuation.

5.1.4 The Syntactic Grammar

The syntactic grammar for ECMAScript is given in clauses 13 through 16. This grammar has ECMAScript tokens defined by the lexical grammar as its terminal symbols (5.1.2). It defines a set of productions, starting from two alternative goal symbols `Script` and `Module`, that describe how sequences of tokens form syntactically correct independent components of ECMAScript programs.

When a stream of code points is to be parsed as an ECMAScript `Script` or `Module`, it is first converted to a stream of input elements by repeated application of the lexical grammar; this stream of input elements is then parsed by a single application of the syntactic grammar. The input stream is syntactically in error if the tokens in the stream of input elements cannot be parsed as a single instance of the goal nonterminal (`Script` or `Module`), with no tokens left over.

When a parse is successful, it constructs a parse tree, a rooted tree structure in which each node is a Parse Node. Each Parse Node is an instance of a symbol in the grammar; it represents a span of the source text that can be derived from that symbol. The root node of the parse tree, representing the whole of the source text, is an instance of the parse's goal symbol. When a Parse Node is an instance of a nonterminal, it is also an instance of some production that has that nonterminal as its left-hand side. Moreover, it has zero or more children, one for each symbol on the production's right-hand side: each child is a Parse Node that is an instance of the corresponding symbol.

New Parse Nodes are instantiated for each invocation of the parser and never reused between parses even of identical source text. Parse Nodes are considered the same Parse Node if and only if they represent the same span of source text, are instances of the same grammar symbol, and resulted from the same parser invocation.

NOTE 1 Parsing the same String multiple times will lead to different Parse Nodes. For example, consider:

```javascript
let str = "1 + 1;"
 eval(str);
 eval(str);
```

Each call to `eval` converts the value of `str` into ECMAScript source text and performs an independent parse that creates its own separate tree of Parse Nodes. The trees are distinct even though each parse operates upon a source text that was derived from the same String value.

NOTE 2 Parse Nodes are specification artefacts, and implementations are not required to use an analogous data structure.

Productions of the syntactic grammar are distinguished by having just one colon "::" as punctuation.

The syntactic grammar as presented in clauses 13 through 16 is not a complete account of which token sequences are accepted as a correct ECMAScript `Script` or `Module`. Certain additional token sequences are also accepted, namely, those that would be described by the grammar if only semicolons were added to the sequence in certain places (such as before line terminator characters). Furthermore, certain token sequences that are described by the grammar are not considered acceptable if a line terminator character appears in certain "awkward" places.

In certain cases, in order to avoid ambiguities, the syntactic grammar uses generalized productions that permit token sequences that do not form a valid ECMAScript `Script` or `Module`. For example, this technique is used for object literals and object destructuring patterns. In such cases a more restrictive supplemental grammar is provided that further restricts the acceptable token sequences. Typically, an early error rule will
then state that, in certain contexts, "\textit{P must cover an N}"", where \textit{P} is a Parse Node (an instance of the generalized production) and \textit{N} is a nonterminal from the supplemental grammar. This means:

1. The sequence of tokens originally matched by \textit{P} is parsed again using \textit{N} as the \textit{goal symbol}. If \textit{N} takes grammatical parameters, then they are set to the same values used when \textit{P} was originally parsed.
2. If the sequence of tokens can be parsed as a single instance of \textit{N}, with no tokens left over, then:
   1. We refer to that instance of \textit{N} (a Parse Node, unique for a given \textit{P}) as "the \textit{N} that is covered by \textit{P}".
   2. All Early Error rules for \textit{N} and its derived productions also apply to the \textit{N} that is covered by \textit{P}.
3. Otherwise (if the parse fails), it is an early Syntax Error.

5.1.5 Grammar Notation

In the ECMAScript grammars, some terminal symbols are shown in \textit{fixed-width} font. These are to appear in a source text exactly as written. All terminal symbol code points specified in this way are to be understood as the appropriate Unicode code points from the Basic Latin range, as opposed to any similar-looking code points from other Unicode ranges. A code point in a terminal symbol cannot be expressed by a \texttt{\textbackslash UnicodeEscapeSequence}.

In grammars whose terminal symbols are individual Unicode code points (i.e., the lexical, RegExp, and numeric string grammars), a contiguous run of multiple fixed-width code points appearing in a production is a simple shorthand for the same sequence of code points, written as standalone terminal symbols.

For example, the production:

\[
\textit{HexIntegerLiteral} :: \texttt{0x} \ \textit{HexDigits}
\]

is a shorthand for:

\[
\textit{HexIntegerLiteral} :: \texttt{0 x} \ \textit{HexDigits}
\]

In contrast, in the syntactic grammar, a contiguous run of fixed-width code points is a single terminal symbol.

Terminal symbols come in two other forms:

- In the lexical and RegExp grammars, Unicode code points without a conventional printed representation are instead shown in the form "\texttt{\textless ABBREV\textgreater}" where "\textit{ABBREV}" is a mnemonic for the code point. These forms are defined in Unicode Format-Control Characters and White Space.
- In the syntactic grammar, certain terminal symbols (e.g. \textit{IdentifierName} and \textit{RegularExpressionLiteral}) are shown in italics, as they refer to the nonterminals of the same name in the lexical grammar.

Nonterminal symbols are shown in \textit{italic} type. The definition of a nonterminal (also called a "production") is introduced by the name of the nonterminal being defined followed by one or more colons. (The number of colons indicates to which grammar the production belongs.) One or more alternative right-hand sides for the nonterminal then follow on succeeding lines. For example, the syntactic definition:

\[
\textit{WhileStatement} : \texttt{while ( Expression ) Statement}
\]

states that the nonterminal \textit{WhileStatement} represents the token \texttt{while}, followed by a left parenthesis token, followed by an \textit{Expression}, followed by a right parenthesis token, followed by a \textit{Statement}. The occurrences of \textit{Expression} and \textit{Statement} are themselves nonterminals. As another example, the syntactic definition:

\[
\textit{ArgumentList} : \textit{AssignmentExpression} \ \text{ArgumentList} , \ \textit{AssignmentExpression}
\]
states that an ArgumentList may represent either a single AssignmentExpression or an ArgumentList, followed by a comma, followed by an AssignmentExpression. This definition of ArgumentList is recursive, that is, it is defined in terms of itself. The result is that an ArgumentList may contain any positive number of arguments, separated by commas, where each argument expression is an AssignmentExpression. Such recursive definitions of nonterminals are common.

The subscripted suffix "opt", which may appear after a terminal or nonterminal, indicates an optional symbol. The alternative containing the optional symbol actually specifies two right-hand sides, one that omits the optional element and one that includes it. This means that:

\[
\text{VariableDeclaration} : \\
\quad \text{BindingIdentifier Initializer}_{opt}
\]

is a convenient abbreviation for:

\[
\text{VariableDeclaration} : \\
\quad \text{BindingIdentifier} \\
\quad \text{BindingIdentifier Initializer}
\]

and that:

\[
\text{ForStatement} : \\
\quad \text{for} ( \text{LexicalDeclaration Expression}_{opt} ; \text{Expression}_{opt} ) \text{Statement}
\]

is a convenient abbreviation for:

\[
\text{ForStatement} : \\
\quad \text{for} ( \text{LexicalDeclaration} ; \text{Expression}_{opt} ) \text{Statement} \\
\quad \text{for} ( \text{LexicalDeclaration Expression} ; \text{Expression}_{opt} ) \text{Statement}
\]

which in turn is an abbreviation for:

\[
\text{ForStatement} : \\
\quad \text{for} ( \text{LexicalDeclaration} ; ) \text{Statement} \\
\quad \text{for} ( \text{LexicalDeclaration} ; \text{Expression} ) \text{Statement} \\
\quad \text{for} ( \text{LexicalDeclaration Expression} ; ) \text{Statement} \\
\quad \text{for} ( \text{LexicalDeclaration Expression} ; \text{Expression} ) \text{Statement}
\]

so, in this example, the nonterminal ForStatement actually has four alternative right-hand sides.

A production may be parameterized by a subscripted annotation of the form "[parameters]", which may appear as a suffix to the nonterminal symbol defined by the production. "parameters" may be either a single name or a comma separated list of names. A parameterized production is shorthand for a set of productions defining all combinations of the parameter names, preceded by an underscore, appended to the parameterized nonterminal symbol. This means that:

\[
\text{StatementList}_{[\text{Return}]} : \\
\quad \text{ReturnStatement} \\
\quad \text{ExpressionStatement}
\]

is a convenient abbreviation for:
StatementList:
  ReturnStatement
  ExpressionStatement

StatementList_Return:
  ReturnStatement
  ExpressionStatement

and that:

StatementList[Return, In] :
  ReturnStatement
  ExpressionStatement

is an abbreviation for:

StatementList:
  ReturnStatement
  ExpressionStatement

StatementList_Return:
  ReturnStatement
  ExpressionStatement

StatementList_In:
  ReturnStatement
  ExpressionStatement

StatementList_Return_In:
  ReturnStatement
  ExpressionStatement

Multiple parameters produce a combinatorial number of productions, not all of which are necessarily referenced in a complete grammar.

References to nonterminals on the right-hand side of a production can also be parameterized. For example:

StatementList:
  ReturnStatement
  ExpressionStatement[^In]

is equivalent to saying:

StatementList:
  ReturnStatement
  ExpressionStatement_In

and:

StatementList:
  ReturnStatement
  ExpressionStatement[-In]

is equivalent to:
A nonterminal reference may have both a parameter list and an “opt” suffix. For example:

```
VariableDeclaration :  
    BindingIdentifier Initializer [+In] opt
```

is an abbreviation for:

```
VariableDeclaration :  
    BindingIdentifier
    BindingIdentifierInitializer_In
```

Prefixing a parameter name with “?” on a right-hand side nonterminal reference makes that parameter value dependent upon the occurrence of the parameter name on the reference to the current production's left-hand side symbol. For example:

```
VariableDeclaration_In :  
    BindingIdentifier Initializer [?In]
```

is an abbreviation for:

```
VariableDeclaration :  
    BindingIdentifier Initializer
```

```
VariableDeclaration_In :  
    BindingIdentifier Initializer_In
```

If a right-hand side alternative is prefixed with “[+parameter]” that alternative is only available if the named parameter was used in referencing the production's nonterminal symbol. If a right-hand side alternative is prefixed with “[~parameter]” that alternative is only available if the named parameter was not used in referencing the production's nonterminal symbol. This means that:

```
StatementList_Return :  
    [+Return] ReturnStatement
    ExpressionStatement
```

is an abbreviation for:

```
StatementList :  
    ExpressionStatement
```

```
StatementList_Return :  
    ReturnStatement
    ExpressionStatement
```

and that:

```
StatementList_Return :  
    [-Return] ReturnStatement
    ExpressionStatement
```

is an abbreviation for:
When the words “one of” follow the colon(s) in a grammar definition, they signify that each of the terminal symbols on the following line or lines is an alternative definition. For example, the lexical grammar for ECMAScript contains the production:

```
NonZeroDigit :: one of
1 2 3 4 5 6 7 8 9
```

which is merely a convenient abbreviation for:

```
NonZeroDigit ::
1
2
3
4
5
6
7
8
9
```

If the phrase “[empty]” appears as the right-hand side of a production, it indicates that the production’s right-hand side contains no terminals or nonterminals.

If the phrase “[lookahead = seq]” appears in the right-hand side of a production, it indicates that the production may only be used if the token sequence seq is a prefix of the immediately following input token sequence. Similarly, “[lookahead ∈ set]”, where set is a finite nonempty set of token sequences, indicates that the production may only be used if some element of set is a prefix of the immediately following token sequence. For convenience, the set can also be written as a nonterminal, in which case it represents the set of all token sequences to which that nonterminal could expand. It is considered an editorial error if the nonterminal could expand to infinitely many distinct token sequences.

These conditions may be negated. “[lookahead ≠ seq]” indicates that the containing production may only be used if seq is not a prefix of the immediately following input token sequence, and “[lookahead ∈ set]” indicates that the production may only be used if no element of set is a prefix of the immediately following token sequence.

As an example, given the definitions:

```
DecimalDigit :: one of
0 1 2 3 4 5 6 7 8 9
```

```
DecimalDigits ::
DecimalDigit
DecimalDigits DecimalDigit
```

the definition:

```
LookaheadExample ::
  n [lookahead ∉ { 1, 3, 5, 7, 9 }] DecimalDigits
  DecimalDigit [lookahead ∉ DecimalDigit]
```
matches either the letter \( n \) followed by one or more decimal digits the first of which is even, or a decimal digit not followed by another decimal digit.

Note that when these phrases are used in the syntactic grammar, it may not be possible to unambiguously identify the immediately following token sequence because determining later tokens requires knowing which lexical goal symbol to use at later positions. As such, when these are used in the syntactic grammar, it is considered an editorial error for a token sequence \( seq \) to appear in a lookahead restriction (including as part of a set of sequences) if the choices of lexical goal symbols to use could change whether or not \( seq \) would be a prefix of the resulting token sequence.

If the phrase “[no Line Terminator here]” appears in the right-hand side of a production of the syntactic grammar, it indicates that the production is a restricted production: it may not be used if a Line Terminator occurs in the input stream at the indicated position. For example, the production:

```
ThrowStatement : 
    throw [no Line Terminator here] Expression ;
```

indicates that the production may not be used if a Line Terminator occurs in the script between the `throw` token and the `Expression`.

Unless the presence of a Line Terminator is forbidden by a restricted production, any number of occurrences of Line Terminator may appear between any two consecutive tokens in the stream of input elements without affecting the syntactic acceptability of the script.

The right-hand side of a production may specify that certain expansions are not permitted by using the phrase “but not” and then indicating the expansions to be excluded. For example, the production:

```
Identifier ::
    IdentifierName but not ReservedWord
```

means that the nonterminal `Identifier` may be replaced by any sequence of code points that could replace `IdentifierName` provided that the same sequence of code points could not replace `ReservedWord`.

Finally, a few nonterminal symbols are described by a descriptive phrase in sans-serif type in cases where it would be impractical to list all the alternatives:

```
SourceCharacter ::
    any Unicode code point
```

### 5.2 Algorithm Conventions

The specification often uses a numbered list to specify steps in an algorithm. These algorithms are used to precisely specify the required semantics of ECMAScript language constructs. The algorithms are not intended to imply the use of any specific implementation technique. In practice, there may be more efficient algorithms available to implement a given feature.

Algorithms may be explicitly parameterized with an ordered, comma-separated sequence of alias names which may be used within the algorithm steps to reference the argument passed in that position. Optional parameters are denoted with surrounding brackets ([, , name ]) and are no different from required parameters within algorithm steps. A rest parameter may appear at the end of a parameter list, denoted with leading ellipsis (, ...name). The rest parameter captures all of the arguments provided following the required and optional parameters into a List. If there are no such additional arguments, that List is empty.

Algorithm steps may be subdivided into sequential substeps. Substeps are indented and may themselves be further divided into indented substeps. Outline numbering conventions are used to identify substeps with the first level of substeps labelled with lowercase alphabetic characters and the second level of substeps labelled with lowercase roman numerals. If more than three levels are required these rules repeat with the fourth level using numeric labels. For example:
A step or substep may be written as an “if” predicate that conditions its substeps. In this case, the substeps are only applied if the predicate is true. If a step or substep begins with the word “else”, it is a predicate that is the negation of the preceding “if” predicate step at the same level.

A step may specify the iterative application of its substeps.

A step that begins with “Assert:” asserts an invariant condition of its algorithm. Such assertions are used to make explicit algorithmic invariants that would otherwise be implicit. Such assertions add no additional semantic requirements and hence need not be checked by an implementation. They are used simply to clarify algorithms.

Algorithm steps may declare named aliases for any value using the form “Let \( x \) be \( \text{someValue} \).” These aliases are reference-like in that both \( x \) and \( \text{someValue} \) refer to the same underlying data and modifications to either are visible to both. Algorithm steps that want to avoid this reference-like behaviour should explicitly make a copy of the right-hand side: “Let \( x \) be a copy of \( \text{someValue} \) creates a shallow copy of \( \text{someValue} \).

Once declared, an alias may be referenced in any subsequent steps and must not be referenced from steps prior to the alias's declaration. Aliases may be modified using the form “Set \( x \) to \( \text{someOtherValue} \).

### 5.2.1 Abstract Operations

In order to facilitate their use in multiple parts of this specification, some algorithms, called abstract operations, are named and written in parameterized functional form so that they may be referenced by name from within other algorithms. Abstract operations are typically referenced using a functional application style such as \( \text{OperationName}(\arg_1, \arg_2) \). Some abstract operations are treated as polymorphically dispatched methods of class-like specification abstractions. Such method-like abstract operations are typically referenced using a method application style such as \( \text{someValue}.\text{OperationName}(\arg_1, \arg_2) \).

### 5.2.2 Syntax-Directed Operations

A syntax-directed operation is a named operation whose definition consists of algorithms, each of which is associated with one or more productions from one of the ECMAScript grammars. A production that has multiple alternative definitions will typically have a distinct algorithm for each alternative. When an algorithm is associated with a grammar production, it may reference the terminal and nonterminal symbols of the production alternative as if they were parameters of the algorithm. When used in this manner, nonterminal symbols refer to the actual alternative definition that is matched when parsing the source text. The source text matched by a grammar production or Parse Node derived from it is the portion of the source text that starts at the beginning of the first terminal that participated in the match and ends at the end of the last terminal that participated in the match.

When an algorithm is associated with a production alternative, the alternative is typically shown without any “[]” grammar annotations. Such annotations should only affect the syntactic recognition of the alternative and have no effect on the associated semantics for the alternative.

Syntax-directed operations are invoked with a parse node and, optionally, other parameters by using the conventions on steps 1, 3, and 4 in the following algorithm:

1. Let \( \text{status} \) be SyntaxDirectedOperation of \( \text{SomeNonTerminal} \).
2. Let \( \text{someParseNode} \) be the parse of some source text.
3. Perform SyntaxDirectedOperation of *someParseNode*.
4. Perform SyntaxDirectedOperation of *someParseNode* with argument "value".

Unless explicitly specified otherwise, all chain productions have an implicit definition for every operation that might be applied to that production's left-hand side nonterminal. The implicit definition simply reapplyes the same operation with the same parameters, if any, to the chain production's sole right-hand side nonterminal and then returns the result. For example, assume that some algorithm has a step of the form: “Return the result of evaluating *Block*” and that there is a production:

```
Block :
   { StatementList }
```

but the Evaluation operation does not associate an algorithm with that production. In that case, the Evaluation operation implicitly includes an association of the form:

```
Runtime Semantics: Evaluation
Block : { StatementList }
```

1. Return the result of evaluating *StatementList*.

### 5.2.3 Runtime Semantics

Algorithms which specify semantics that must be called at runtime are called *runtime semantics*. Runtime semantics are defined by abstract operations or syntax-directed operations.

#### 5.2.3.1 Completion (*completionRecord*)

The abstract operation Completion takes argument *completionRecord* (a Completion Record) and returns a Completion Record. It is used to emphasize that a Completion Record is being returned. It performs the following steps when called:

1. Assert: *completionRecord* is a Completion Record.
2. Return *completionRecord*.

#### 5.2.3.2 Throw an Exception

Algorithms steps that say to throw an exception, such as

```
1. Throw a TypeError exception.
```

mean the same things as:

```
1. Return ThrowCompletion(a newly created TypeError object).
```

#### 5.2.3.3 ReturnIfAbrupt

Algorithms steps that say or are otherwise equivalent to:

```
1. ReturnIfAbrupt(*argument*).
```

mean the same thing as:

```
1. If *argument* is an abrupt completion, return Completion(*argument*).
2. Else if `argument` is a Completion Record, set `argument` to `argument`.[[Value]].

Algorithms steps that say or are otherwise equivalent to:

1. `ReturnIfAbrupt(AbstractOperation())`.

mean the same thing as:

1. Let `hygienicTemp` be `AbstractOperation()`.
2. If `hygienicTemp` is an abrupt completion, return `Completion(hygienicTemp)`.
3. Else if `hygienicTemp` is a Completion Record, set `hygienicTemp` to `hygienicTemp`.[[Value]].

Where `hygienicTemp` is ephemeral and visible only in the steps pertaining to `ReturnIfAbrupt`.

Algorithms steps that say or are otherwise equivalent to:

1. Let `result` be `AbstractOperation(ReturnIfAbrupt(argument))`.

mean the same thing as:

1. If `argument` is an abrupt completion, return `Completion(argument)`.
2. If `argument` is a Completion Record, set `argument` to `argument`.[[Value]].
3. Let `result` be `AbstractOperation(argument)`.

5.2.3.4 `ReturnIfAbrupt` Shorthands

Invocations of abstract operations and syntax-directed operations that are prefixed by `?` indicate that `ReturnIfAbrupt` should be applied to the resulting Completion Record. For example, the step:

1. `? OperationName()`.

is equivalent to the following step:

1. `ReturnIfAbrupt(OperationName())`.

Similarly, for method application style, the step:

1. `? someValue.OperationName()`.

is equivalent to:

1. `ReturnIfAbrupt(someValue.OperationName())`.

Similarly, prefix `!` is used to indicate that the following invocation of an abstract or syntax-directed operation will never return an abrupt completion and that the resulting Completion Record's [[Value]] field should be used in place of the return value of the operation. For example, the step:

1. Let `val` be `! OperationName()`.

is equivalent to the following steps:

1. Let `val` be `OperationName()`.
2. `Assert: val` is never an abrupt completion.
3. If `val` is a Completion Record, set `val` to `val`.[[Value]].
Syntax-directed operations for runtime semantics make use of this shorthand by placing `!` or `?` before the invocation of the operation:

1. Perform `! SyntaxDirectedOperation` of `NonTerminal`.

### 5.2.3.5 Implicit Normal Completion

In algorithms within abstract operations which are declared to return a **Completion Record**, within the Evaluation syntax-directed operation, and within all built-in functions, the returned value is first passed to **NormalCompletion**, and the result is used instead. This rule does not apply within the **Completion** algorithm or when the value being returned is clearly marked as a **Completion Record** in that step; these cases are:

- when the result of applying Completion, NormalCompletion, or ThrowCompletion is directly returned
- when the result of constructing a Completion Record is directly returned
- when directly returning with the phrase "the result of evaluating"

It is an editorial error if a Completion Record is returned from such an abstract operation through any other means. For example, within these abstract operations,

1. Return `true`.

means the same things as any of

1. Return `NormalCompletion(true)`.

or

1. Let `completion` be `NormalCompletion(true)`.
2. Return `Completion(completion)`.

or

1. Return Completion Record `{ [[Type]}; normal, [[Value]]; true, [[Target]]; empty }.

Note that, through the ReturnIfAbrupt expansion, the following example is allowed, as within the expanded steps, the result of applying Completion is returned directly in the abrupt case and the implicit NormalCompletion application occurs after unwrapping in the normal case.

1. Return `? completion`.

The following example would be an editorial error because a Completion Record is being returned without being annotated in that step.

1. Let `completion` be `NormalCompletion(true)`.
2. Return `completion`.

### 5.2.4 Static Semantics

Context-free grammars are not sufficiently powerful to express all the rules that define whether a stream of input elements form a valid ECMAScript **Script** or **Module** that may be evaluated. In some situations additional rules are needed that may be expressed using either ECMAScript algorithm conventions or prose requirements. Such rules are always associated with a production of a grammar and are called the **static semantics** of the production.

Static Semantic Rules have names and typically are defined using an algorithm. Named Static Semantic Rules are associated with grammar productions and a production that has multiple alternative definitions will
typically have for each alternative a distinct algorithm for each applicable named static semantic rule.

A special kind of static semantic rule is an Early Error Rule. Early error rules define early error conditions (see clause 17) that are associated with specific grammar productions. Evaluation of most early error rules are not explicitly invoked within the algorithms of this specification. A conforming implementation must, prior to the first evaluation of a Script or Module, validate all of the early error rules of the productions used to parse that Script or Module. If any of the early error rules are violated the Script or Module is invalid and cannot be evaluated.

5.2.5 Mathematical Operations

This specification makes reference to these kinds of numeric values:

- **Mathematical values**: Arbitrary real numbers, used as the default numeric type.
- **Extended mathematical values**: Mathematical values together with \(+\infty\) and \(-\infty\).
- **Numbers**: IEEE 754-2019 double-precision floating point values.
- **BigInts**: ECMAScript language values representing arbitrary integers in a one-to-one correspondence.

In the language of this specification, numerical values are distinguished among different numeric kinds using subscript suffixes. The subscript \(_F\) refers to Numbers, and the subscript \(_Z\) refers to BigInts. Numeric values without a subscript suffix refer to mathematical values.

Numeric operators such as +, \(\times\), =, and \(\geq\) refer to those operations as determined by the type of the operands. When applied to mathematical values, the operators refer to the usual mathematical operations. When applied to extended mathematical values, the operators refer to the usual mathematical operations over the extended real numbers; indeterminate forms are not defined and their use in this specification should be considered an editorial error. When applied to Numbers, the operators refer to the relevant operations within IEEE 754-2019. When applied to BigInts, the operators refer to the usual mathematical operations applied to the mathematical value of the BigInt.

In general, when this specification refers to a numerical value, such as in the phrase, "the length of \(y\)" or "the integer represented by the four hexadecimal digits ...", without explicitly specifying a numeric kind, the phrase refers to a mathematical value. Phrases which refer to a Number or a BigInt value are explicitly annotated as such; for example, "the Number value for the number of code points in ..." or "the BigInt value for ...".

Numeric operators applied to mixed-type operands (such as a Number and a mathematical value) are not defined and should be considered an editorial error in this specification.

This specification denotes most numeric values in base 10; it also uses numeric values of the form 0x followed by digits 0-9 or A-F as base-16 values.

When the term integer is used in this specification, it refers to a mathematical value which is in the set of integers, unless otherwise stated. When the term integral Number is used in this specification, it refers to a Number value whose mathematical value is in the set of integers.

Conversions between mathematical values and Numbers or BigInts are always explicit in this document. A conversion from a mathematical value or extended mathematical value \(x\) to a Number is denoted as "the Number value for \(x\)" or \(\mathbb{F}(x)\), and is defined in 6.1.6.1. A conversion from an integer \(x\) to a BigInt is denoted as "the BigInt value for \(x\)" or \(\mathbb{Z}(x)\). A conversion from a Number or BigInt \(x\) to a mathematical value is denoted as "the mathematical value of \(x\)", or \(\mathbb{R}(x)\). The mathematical value of \(+0_{\mathbb{F}}\) and \(-0_{\mathbb{F}}\) is the mathematical value 0. The mathematical value of non-finite values is not defined. The extended mathematical value of \(x\) is the mathematical value of \(x\) for finite values, and is \(+\infty\) and \(-\infty\) for \(+\infty_{\mathbb{F}}\) and \(-\infty_{\mathbb{F}}\) respectively; it is not defined for NaN.

The mathematical function \(\text{abs}(x)\) produces the absolute value of \(x\), which is \(-x\) if \(x < 0\) and otherwise is \(x\) itself.

The mathematical function \(\text{min}(x_1, x_2, ..., x_N)\) produces the mathematically smallest of \(x_1\) through \(x_N\). The mathematical function \(\text{max}(x_1, x_2, ..., x_N)\) produces the mathematically largest of \(x_1\) through \(x_N\). The domain
and range of these mathematical functions are the extended mathematical values.

The notation "$x$ modulo $y$" ($y$ must be finite and non-zero) computes a value $k$ of the same sign as $y$ (or zero) such that $\text{abs}(k) < \text{abs}(y)$ and $x - k = q \times y$ for some integer $q$.

The notation "the result of clamping $x$ between lower and upper" (where $x$ is an extended mathematical value and lower and upper are mathematical values such that lower ≤ upper) produces lower if $x < \text{lower}$, produces upper if $x > \text{upper}$, and otherwise produces $x$.

The mathematical function floor($x$) produces the largest integer (closest to $+\infty$) that is not larger than $x$.

Mathematical functions min, max, abs, and floor are not defined for Numbers and BigInts, and any usage of those methods that have non-mathematical value arguments would be an editorial error in this specification.

NOTE floor($x$) = $x - (x$ modulo 1).

5.2.6 Value Notation

In this specification, ECMAScript language values are displayed in **bold**. Examples include null, true, or "hello". These are distinguished from longer ECMAScript code sequences such as Function.prototype.apply or let n = 42;.

Values which are internal to the specification and not directly observable from ECMAScript code are indicated with a sans-serif typeface. For instance, a Completion Record's [[Type]] field takes on values like normal, return, or throw.

6 ECMAScript Data Types and Values

Algorithms within this specification manipulate values each of which has an associated type. The possible value types are exactly those defined in this clause. Types are further subclassified into ECMAScript language types and specification types.

Within this specification, the notation "Type(x)" is used as shorthand for "the type of $x$" where "type" refers to the ECMAScript language and specification types defined in this clause. When the term "empty" is used as if it was naming a value, it is equivalent to saying "no value of any type".

6.1 ECMAScript Language Types

An ECMAScript language type corresponds to values that are directly manipulated by an ECMAScript programmer using the ECMAScript language. The ECMAScript language types are Undefined, Null, Boolean, String, Symbol, Number, BigInt, and Object. An ECMAScript language value is a value that is characterized by an ECMAScript language type.

6.1.1 The Undefined Type

The Undefined type has exactly one value, called **undefined**. Any variable that has not been assigned a value has the value **undefined**.

6.1.2 The Null Type

The Null type has exactly one value, called null.
6.1.3 The Boolean Type

The Boolean type represents a logical entity having two values, called true and false.

6.1.4 The String Type

The String type is the set of all ordered sequences of zero or more 16-bit unsigned integer values (“elements”) up to a maximum length of $2^{53} - 1$ elements. The String type is generally used to represent textual data in a running ECMAScript program, in which case each element in the String is treated as a UTF-16 code unit value. Each element is regarded as occupying a position within the sequence. These positions are indexed with non-negative integers. The first element (if any) is at index 0, the next element (if any) at index 1, and so on. The length of a String is the number of elements (i.e., 16-bit values) within it. The empty String has length zero and therefore contains no elements.

ECMAScript operations that do not interpret String contents apply no further semantics. Operations that do interpret String values treat each element as a single UTF-16 code unit. However, ECMAScript does not restrict the value of or relationships between these code units, so operations that further interpret String contents as sequences of Unicode code points encoded in UTF-16 must account for ill-formed subsequences. Such operations apply special treatment to every code unit with a numeric value in the inclusive range 0xD800 to 0xDBFF (defined by the Unicode Standard as a leading surrogate, or more formally as a high-surrogate code unit) and every code unit with a numeric value in the inclusive range 0xDC00 to 0xDFFF (defined as a trailing surrogate, or more formally as a low-surrogate code unit) using the following rules:

- A code unit that is not a leading surrogate and not a trailing surrogate is interpreted as a code point with the same value.
- A sequence of two code units, where the first code unit $c_1$ is a leading surrogate and the second code unit $c_2$ a trailing surrogate, is a surrogate pair and is interpreted as a code point with the value $(c_1 - 0xD800) \times 0x400 + (c_2 - 0xDC00) + 0x10000$. (See 11.1.3)
- A code unit that is a leading surrogate or trailing surrogate, but is not part of a surrogate pair, is interpreted as a code point with the same value.

The function `String.prototype.normalize` (see 22.1.3.14) can be used to explicitly normalize a String value. `String.prototype.localeCompare` (see 22.1.3.11) internally normalizes String values, but no other operations implicitly normalize the strings upon which they operate. Operation results are not language- and/or locale-sensitive unless stated otherwise.

**NOTE**

The rationale behind this design was to keep the implementation of Strings as simple and high-performing as possible. If ECMAScript source text is in Normalized Form C, string literals are guaranteed to also be normalized, as long as they do not contain any Unicode escape sequences.

In this specification, the phrase "the string-concatenation of A, B, ..." (where each argument is a String value, a code unit, or a sequence of code units) denotes the String value whose sequence of code units is the concatenation of the code units (in order) of each of the arguments (in order).

The phrase "the substring of S from inclusiveStart to exclusiveEnd" (where S is a String value or a sequence of code units and inclusiveStart and exclusiveEnd are integers) denotes the String value consisting of the consecutive code units of S beginning at index inclusiveStart and ending immediately before index exclusiveEnd (which is the empty String when inclusiveStart = exclusiveEnd). If the "to" suffix is omitted, the length of S is used as the value of exclusiveEnd.

6.1.4.1 StringIndexOf (string, searchValue, fromIndex)

The abstract operation StringIndexOf takes arguments string (a String), searchValue (a String), and fromIndex (a non-negative integer) and returns an integer. It performs the following steps when called:
1. Let \( len \) be the length of \( string \).
2. If \( searchValue \) is the empty String and \( fromIndex \leq len \), return \( fromIndex \).
3. Let \( searchLen \) be the length of \( searchValue \).
4. For each integer \( i \) starting with \( fromIndex \) such that \( i \leq len - searchLen \), in ascending order, do
   a. Let \( candidate \) be the substring of \( string \) from \( i \) to \( i + searchLen \).
   b. If \( candidate \) is the same sequence of code units as \( searchValue \), return \( i \).
5. Return -1.

NOTE 1  If \( searchValue \) is the empty String and \( fromIndex \) is less than or equal to the length of \( string \), this algorithm returns \( fromIndex \). The empty String is effectively found at every position within a string, including after the last code unit.

NOTE 2  This algorithm always returns -1 if \( fromIndex > \) the length of \( string \).

6.1.5 The Symbol Type

The Symbol type is the set of all non-String values that may be used as the key of an Object property (6.1.7).

Each possible Symbol value is unique and immutable.

Each Symbol value immutably holds an associated value called \([[Description]]\) that is either \( undefined \) or a String value.

6.1.5.1 Well-Known Symbols

Well-known symbols are built-in Symbol values that are explicitly referenced by algorithms of this specification. They are typically used as the keys of properties whose values serve as extension points of a specification algorithm. Unless otherwise specified, well-known symbols values are shared by all realms (9.3).

Within this specification a well-known symbol is referred to by using a notation of the form @@name, where “name” is one of the values listed in Table 1.

Table 1: Well-known Symbols

<table>
<thead>
<tr>
<th>Specification Name</th>
<th>[[Description]]</th>
<th>Value and Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>@@asyncIterator</td>
<td>&quot;Symbol.asyncIterator&quot;</td>
<td>A method that returns the default AsyncIterator for an object. Called by the semantics of the for-await-of statement.</td>
</tr>
<tr>
<td>@@hasInstance</td>
<td>&quot;Symbol.hasInstance&quot;</td>
<td>A method that determines if a constructor object recognizes an object as one of the constructor’s instances. Called by the semantics of the instanceof operator.</td>
</tr>
<tr>
<td>@@isConcatSpreadable</td>
<td>&quot;Symbol.isConcatSpreadable&quot;</td>
<td>A Boolean valued property that if true indicates that an object should be flattened to its array elements by Array.prototype.concat.</td>
</tr>
<tr>
<td>@@iterator</td>
<td>&quot;Symbol.iterator&quot;</td>
<td>A method that returns the default Iterator for an object. Called by the semantics of the for-of statement.</td>
</tr>
<tr>
<td>Specification Name</td>
<td>[[Description]]</td>
<td>Value and Purpose</td>
</tr>
<tr>
<td>--------------------</td>
<td>-----------------</td>
<td>-------------------</td>
</tr>
<tr>
<td>@@match</td>
<td>&quot;Symbol.match&quot;</td>
<td>A regular expression method that matches the regular expression against a string. Called by the <code>String.prototype.match</code> method.</td>
</tr>
<tr>
<td>@@matchAll</td>
<td>&quot;Symbol.matchAll&quot;</td>
<td>A regular expression method that returns an iterator, that yields matches of the regular expression against a string. Called by the <code>String.prototype.matchAll</code> method.</td>
</tr>
<tr>
<td>@@replace</td>
<td>&quot;Symbol.replace&quot;</td>
<td>A regular expression method that replaces matched substrings of a string. Called by the <code>String.prototype.replace</code> method.</td>
</tr>
<tr>
<td>@@search</td>
<td>&quot;Symbol.search&quot;</td>
<td>A regular expression method that returns the index within a string that matches the regular expression. Called by the <code>String.prototype.search</code> method.</td>
</tr>
<tr>
<td>@@species</td>
<td>&quot;Symbol.species&quot;</td>
<td>A function valued property that is the constructor function that is used to create derived objects.</td>
</tr>
<tr>
<td>@@split</td>
<td>&quot;Symbol.split&quot;</td>
<td>A regular expression method that splits a string at the indices that match the regular expression. Called by the <code>String.prototype.split</code> method.</td>
</tr>
<tr>
<td>@@toPrimitive</td>
<td>&quot;Symbol.toPrimitive&quot;</td>
<td>A method that converts an object to a corresponding primitive value. Called by the ToPrimitive abstract operation.</td>
</tr>
<tr>
<td>@@toStringTag</td>
<td>&quot;Symbol.toStringTag&quot;</td>
<td>A String valued property that is used in the creation of the default string description of an object. Accessed by the built-in method <code>Object.prototype.toString</code>.</td>
</tr>
<tr>
<td>@@unscopables</td>
<td>&quot;Symbol.unscopables&quot;</td>
<td>An object valued property whose own and inherited property names are property names that are excluded from the with environment bindings of the associated object.</td>
</tr>
</tbody>
</table>

### 6.1.6 Numeric Types

ECMAScript has two built-in numeric types: Number and BigInt. The following abstract operations are defined over these numeric types. The "Result" column shows the return type, along with an indication if it is possible for some invocations of the operation to return an abrupt completion.

<table>
<thead>
<tr>
<th>Operation</th>
<th>Example source</th>
<th>Invoked by the Evaluation semantics of ...</th>
<th>Result</th>
</tr>
</thead>
<tbody>
<tr>
<td>Number::unaryMinus</td>
<td>(-x)</td>
<td>Unary – Operator</td>
<td>Number</td>
</tr>
<tr>
<td>BigInt::unaryMinus</td>
<td>(-x)</td>
<td>Bitwise NOT Operator ( ~ )</td>
<td>Number</td>
</tr>
<tr>
<td>Number::bitwiseNOT</td>
<td>(-x)</td>
<td>Bitwise NOT Operator ( ~ )</td>
<td>Number</td>
</tr>
<tr>
<td>BigInt::bitwiseNOT</td>
<td></td>
<td></td>
<td>BigInt</td>
</tr>
<tr>
<td>Number::exponentiate</td>
<td>(x ** y)</td>
<td>Exponentiation Operator and Math.pow ( base, exponent )</td>
<td>Number</td>
</tr>
<tr>
<td>BigInt::exponentiate</td>
<td></td>
<td></td>
<td>either a normal completion containing a BigInt or an abrupt completion</td>
</tr>
<tr>
<td>Number::multiply</td>
<td>(x \ast y)</td>
<td>Multiplicative Operators</td>
<td>Number</td>
</tr>
<tr>
<td>BigInt::multiply</td>
<td>(x \ast y)</td>
<td></td>
<td>BigInt</td>
</tr>
<tr>
<td>Operation</td>
<td>Example source</td>
<td>Invoked by the Evaluation semantics of ...</td>
<td>Result</td>
</tr>
<tr>
<td>--------------------------</td>
<td>----------------</td>
<td>--------------------------------------------</td>
<td>---------------------------------------------</td>
</tr>
<tr>
<td>Number::divide</td>
<td>x / y</td>
<td>Multiplicative Operators</td>
<td>Number</td>
</tr>
<tr>
<td>BigInt::divide</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Number::remainder</td>
<td>x % y</td>
<td>Multiplicative Operators</td>
<td>Number</td>
</tr>
<tr>
<td>BigInt::remainder</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Number::add</td>
<td>x ++</td>
<td>Postfix Increment Operator, Prefix Increment Operator, and The Addition Operator (+)</td>
<td>Number</td>
</tr>
<tr>
<td>BigInt::add</td>
<td>++ x</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Number::subtract</td>
<td>x --</td>
<td>Postfix Decrement Operator, Prefix Decrement Operator, and The Subtraction Operator (-)</td>
<td>BigInt</td>
</tr>
<tr>
<td>BigInt::subtract</td>
<td>-- x</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Number::leftShift</td>
<td>x &lt;&lt; y</td>
<td>The Left Shift Operator (&lt;&lt;)</td>
<td>Number</td>
</tr>
<tr>
<td>BigInt::leftShift</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Number::signedRightShift</td>
<td>x &gt;&gt; y</td>
<td>The Signed Right Shift Operator (&gt;&gt;)</td>
<td>Number</td>
</tr>
<tr>
<td>BigInt::signedRightShift</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Number::unsignedRightShift</td>
<td>x &gt;&gt;&gt; y</td>
<td>The Unsigned Right Shift Operator (&gt;&gt;&gt; )</td>
<td>Number</td>
</tr>
<tr>
<td>BigInt::unsignedRightShift</td>
<td></td>
<td></td>
<td>a throw completion</td>
</tr>
<tr>
<td>Number::lessThan</td>
<td>x &lt; y</td>
<td>Relational Operators, via IsLessThan (x, y, LeftFirst )</td>
<td>Boolean or undefined (for unordered inputs)</td>
</tr>
<tr>
<td>BigInt::lessThan</td>
<td>x &gt; y</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Number::equal</td>
<td>x == y</td>
<td>Equality Operators, via IsStrictlyEqual (x, y)</td>
<td>Boolean</td>
</tr>
<tr>
<td>BigInt::equal</td>
<td>x != y</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Number::sameValue</td>
<td>Object.is(x, y)</td>
<td>Object internal methods, via SameValue (x, y), to test exact value equality</td>
<td>Boolean</td>
</tr>
<tr>
<td>BigInt::sameValue</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Number::sameValueZero</td>
<td>[x].includes(y)</td>
<td>Array, Map, and Set methods, via SameValueZero (x, y), to test value equality, ignoring the difference between +0_F and -0_F</td>
<td>Boolean</td>
</tr>
<tr>
<td>BigInt::sameValueZero</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
### Operation Example

<table>
<thead>
<tr>
<th>Operation</th>
<th>Example source</th>
<th>Invoked by the Evaluation semantics of ...</th>
<th>Result</th>
</tr>
</thead>
<tbody>
<tr>
<td>Number::bitwiseAND</td>
<td>x &amp; y</td>
<td>Binary Bitwise Operators</td>
<td>Number</td>
</tr>
<tr>
<td>BigInt::bitwiseAND</td>
<td></td>
<td></td>
<td>BigInt</td>
</tr>
<tr>
<td>Number::bitwiseXOR</td>
<td>x ^ y</td>
<td></td>
<td>Number</td>
</tr>
<tr>
<td>BigInt::bitwiseXOR</td>
<td></td>
<td></td>
<td>BigInt</td>
</tr>
<tr>
<td>Number::bitwiseOR</td>
<td>x</td>
<td>y</td>
<td></td>
</tr>
<tr>
<td>BigInt::bitwiseOR</td>
<td></td>
<td></td>
<td>BigInt</td>
</tr>
<tr>
<td>Number::toString</td>
<td>String(x)</td>
<td>Many expressions and built-in functions, via ToString (argument)</td>
<td>String</td>
</tr>
<tr>
<td>BigInt::toString</td>
<td></td>
<td></td>
<td>BigInt</td>
</tr>
</tbody>
</table>

Because the numeric types are in general not convertible without loss of precision or truncation, the ECMAScript language provides no implicit conversion among these types. Programmers must explicitly call `Number` and `BigInt` functions to convert among types when calling a function which requires another type.

#### NOTE

The first and subsequent editions of ECMAScript have provided, for certain operators, implicit numeric conversions that could lose precision or truncate. These legacy implicit conversions are maintained for backward compatibility, but not provided for `BigInt` in order to minimize opportunity for programmer error, and to leave open the option of generalized value types in a future edition.

---

### 6.1.6.1 The Number Type

The `Number` type has exactly $18,437,736,874,454,810,627$ (that is, $2^{64} - 2^{53} + 3$) values, representing the double-precision 64-bit format IEEE 754-2019 values as specified in the IEEE Standard for Binary Floating-Point Arithmetic, except that the $9,007,199,254,740,990$ (that is, $2^{53} - 2$) distinct “Not-a-Number” values of the IEEE Standard are represented in ECMAScript as a single special NaN value. (Note that the NaN value is produced by the program expression `NaN`.) In some implementations, external code might be able to detect a difference between various Not-a-Number values, but such behaviour is implementation-defined; to ECMAScript code, all NaN values are indistinguishable from each other.

#### NOTE

The bit pattern that might be observed in an ArrayBuffer (see 25.1) or a SharedArrayBuffer (see 25.2) after a Number value has been stored into it is not necessarily the same as the internal representation of that Number value used by the ECMAScript implementation.

There are two other special values, called **positive Infinity** and **negative Infinity**. For brevity, these values are also referred to for expository purposes by the symbols $+\infty$ and $-\infty$, respectively. (Note that these two infinite Number values are produced by the program expressions `+Infinity` (or simply `Infinity`) and `-Infinity`.)

The other $18,437,736,874,454,810,624$ (that is, $2^{64} - 2^{53}$) values are called the finite numbers. Half of these are positive numbers and half are negative numbers; for every finite positive Number value there is a corresponding negative value having the same magnitude.

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The bit pattern that might be observed in an ArrayBuffer (see 25.1) or a SharedArrayBuffer (see 25.2) after a Number value has been stored into it is not necessarily the same as the internal representation of that Number value used by the ECMAScript implementation.
18,428,729,675,200,069,632 (that is, $2^{64} - 2^{54}$) of them are normalized, having the form
\[ s \times m \times 2^e \]
where \( s \) is 1 or -1, \( m \) is an integer such that $2^{52} \leq m < 2^{53}$, and \( e \) is an integer such that -1074 \leq e \leq 971.

The remaining 9,007,199,254,740,990 (that is, $2^{53} - 2$) values are denormalized, having the form
\[ s \times m \times 2^e \]
where \( s \) is 1 or -1, \( m \) is an integer such that $0 < m < 2^{52}$, and \( e \) is -1074.

Note that all the positive and negative integers whose magnitude is no greater than $2^{53}$ are representable in the Number type. The integer 0 has two representations in the Number type: +0\( _F \) and -0\( _F \).

A finite number has an odd significand if it is non-zero and the integer \( m \) used to express it (in one of the two forms shown above) is odd. Otherwise, it has an even significand.

In this specification, the phrase “the Number value for \( x \)” where \( x \) represents an exact real mathematical quantity (which might even be an irrational number such as \( \pi \)) means a Number value chosen in the following manner. Consider the set of all finite values of the Number type, with -0\( _F \) removed and with two additional values added to it that are not representable in the Number type, namely $2^{1024}$ (which is $+1 \times 2^{53} \times 2^{971}$) and $-2^{1024}$ (which is $-1 \times 2^{53} \times 2^{971}$). Choose the member of this set that is closest in value to \( x \). If two values of the set are equally close, then the one with an even significand is chosen; for this purpose, the two extra values $2^{1024}$ and $-2^{1024}$ are considered to have even significands. Finally, if $2^{1024}$ was chosen, replace it with +\( \infty \)_\( _F \); if $-2^{1024}$ was chosen, replace it with -\( \infty \)_\( _F \); if +0\( _F \) was chosen, replace it with -0\( _F \) if and only if \( x < 0 \); any other chosen value is used unchanged. The result is the Number value for \( x \). (This procedure corresponds exactly to the behaviour of the IEEE 754-2019 roundTiesToEven mode.)

The Number value for +\( \infty \) is +\( \infty \)_\( _F \), and the Number value for -\( \infty \) is -\( \infty \)_\( _F \).

Some ECMAScript operators deal only with integers in specific ranges such as -$2^{31}$ through $2^{31} - 1$, inclusive, or in the range 0 through $2^{16} - 1$, inclusive. These operators accept any value of the Number type but first convert each such value to an integer value in the expected range. See the descriptions of the numeric conversion operations in 7.1.

### 6.1.6.1 Number::unaryMinus ( \( x \) )

The abstract operation Number::unaryMinus takes argument \( x \) (a Number) and returns a Number. It performs the following steps when called:

1. If \( x \) is NaN, return NaN.
2. Return the result of negating \( x \); that is, compute a Number with the same magnitude but opposite sign.

### 6.1.6.1.2 Number::bitwiseNOT ( \( x \) )

The abstract operation Number::bitwiseNOT takes argument \( x \) (a Number) and returns an integral Number. It performs the following steps when called:

1. Let old\( \text{Value} \) be \( \text{TolInt32}(x) \).
2. Return the result of applying bitwise complement to old\( \text{Value} \). The mathematical value of the result is exactly representable as a 32-bit two’s complement bit string.
6.1.6.1.3 Number::exponentiate (base, exponent)

The abstract operation Number::exponentiate takes arguments base (a Number) and exponent (a Number) and returns a Number. It returns an implementation-approximated value representing the result of raising base to the exponent power. It performs the following steps when called:

1. If exponent is NaN, return NaN.
2. If exponent is +0𝔽 or exponent is -0𝔽, return 1𝔽.
3. If base is NaN, return NaN.
4. If base is +∞𝔽, then
   a. If exponent > +0𝔽, return +∞𝔽. Otherwise, return +0𝔽.
5. If base is -∞𝔽, then
   a. If exponent > +0𝔽, then
      i. If exponent is an odd integral Number, return -∞𝔽. Otherwise, return +∞𝔽.
   b. Else, i. If exponent is an odd integral Number, return -0𝔽. Otherwise, return +0𝔽.
6. If base is +0𝔽, then
   a. If exponent > +0𝔽, return +0𝔽. Otherwise, return +∞𝔽.
7. If base is -0𝔽, then
   a. If exponent > +0𝔽, then
      i. If exponent is an odd integral Number, return -0𝔽. Otherwise, return +0𝔽.
   b. Else, i. If exponent is an odd integral Number, return -∞𝔽. Otherwise, return +∞𝔽.
8. Assert: base is finite and is neither +0𝔽 nor -0𝔽.
9. If exponent is +∞𝔽, then
   a. If abs(ℝ(base)) > 1, return +∞𝔽.
   b. If abs(ℝ(base)) is 1, return NaN.
   c. If abs(ℝ(base)) < 1, return +0𝔽.
10. If exponent is -∞𝔽, then
    a. If abs(ℝ(base)) > 1, return +0𝔽.
    b. If abs(ℝ(base)) is 1, return NaN.
    c. If abs(ℝ(base)) < 1, return +∞𝔽.
11. Assert: exponent is finite and is neither +0𝔽 nor -0𝔽.
12. If base < -0𝔽 and exponent is not an integral Number, return NaN.
13. Return an implementation-approximated Number value representing the result of raising ℝ(base) to the ℝ(exponent) power.

NOTE

The result of base ** exponent when base is 1𝔽 or -1𝔽 and exponent is +∞𝔽 or -∞𝔽, or when base is 1𝔽 and exponent is NaN, differs from IEEE 754-2019. The first edition of ECMAScript specified a result of NaN for this operation, whereas later versions of IEEE 754-2019 specified 1𝔽. The historical ECMAScript behaviour is preserved for compatibility reasons.

6.1.6.1.4 Number::multiply (x, y)

The abstract operation Number::multiply takes arguments x (a Number) and y (a Number) and returns a Number. It performs multiplication according to the rules of IEEE 754-2019 binary double-precision arithmetic, producing the product of x and y. It performs the following steps when called:
1. If \( x \) is \( \text{NaN} \) or \( y \) is \( \text{NaN} \), return \( \text{NaN} \).

2. If \( x \) is \( +\infty_F \) or \( x \) is \( -\infty_F \), then
   a. If \( y \) is \( +0_F \) or \( y \) is \( -0_F \), return \( \text{NaN} \).
   b. If \( y > +0_F \), return \( x \).
   c. Return \( -x \).

3. If \( y \) is \( +\infty_F \) or \( y \) is \( -\infty_F \), then
   a. If \( x \) is \( +0_F \) or \( x \) is \( -0_F \), return \( \text{NaN} \).
   b. If \( x > +0_F \), return \( y \).
   c. Return \( -y \).

4. If \( y \) is \( +0_F \), then
   a. If \( x \) is \( +0_F \) or \( x \) is \( -0_F \), return \( +0_F \).
   b. Else, return \( -0_F \).

5. If \( x \) is \( +0_F \), then
   a. If \( y \) is \( +0_F \) or \( y \) is \( -0_F \), return \( +0_F \).
   b. Else, return \( -0_F \).

6. Return \( \mathbb{F}(\mathbb{R}(x) \times \mathbb{R}(y)) \).

**NOTE**

Finite-precision multiplication is commutative, but not always associative.

6.1.6.1.5 **Number::divide (x, y)**

The abstract operation Number::divide takes arguments \( x \) (a Number) and \( y \) (a Number) and returns a Number. It performs division according to the rules of IEEE 754-2019 binary double-precision arithmetic, producing the quotient of \( x \) and \( y \) where \( x \) is the dividend and \( y \) is the divisor. It performs the following steps when called:

1. If \( x \) is \( \text{NaN} \) or \( y \) is \( \text{NaN} \), return \( \text{NaN} \).

2. If \( x \) is \( +\infty_F \) or \( x \) is \( -\infty_F \), then
   a. If \( y \) is \( +\infty_F \) or \( y \) is \( -\infty_F \), return \( \text{NaN} \).
   b. If \( y > +0_F \), return \( x \).
   c. Return \( -x \).

3. If \( y \) is \( +\infty_F \), then
   a. If \( x \) is \( +0_F \) or \( x \) is \( +0_F \), return \( +0_F \). Otherwise, return \( -0_F \).

4. If \( y \) is \( -\infty_F \), then
   a. If \( x \) is \( +0_F \) or \( x \) is \( +0_F \), return \( +0_F \). Otherwise, return \( +0_F \).

5. If \( x \) is \( +0_F \) or \( x \) is \( -0_F \), then
   a. If \( y \) is \( +0_F \) or \( y \) is \( -0_F \), return \( \text{NaN} \).
   b. If \( y > +0_F \), return \( x \).
   c. Return \( -x \).

6. If \( y \) is \( +0_F \), then
   a. If \( x > +0_F \), return \( +\infty_F \). Otherwise, return \( -\infty_F \).

7. If \( y \) is \( -0_F \), then
   a. If \( x > +0_F \), return \( -\infty_F \). Otherwise, return \( +\infty_F \).

8. Return \( \mathbb{F}(\mathbb{R}(x) / \mathbb{R}(y)) \).
6.1.6.1.6 Number::remainder ( n, d )

The abstract operation Number::remainder takes arguments \( n \) (a Number) and \( d \) (a Number) and returns a Number. It yields the remainder from an implied division of its operands where \( n \) is the dividend and \( d \) is the divisor. It performs the following steps when called:

1. If \( n \) is NaN or \( d \) is NaN, return NaN.
2. If \( n \) is +\( \infty \) or \( n \) is -\( \infty \), return NaN.
3. If \( d \) is +\( \infty \) or \( d \) is -\( \infty \), return \( n \).
4. If \( d \) is +0 \( \infty \) or \( d \) is -0 \( \infty \), return NaN.
5. If \( n \) is +0 \( \infty \) or \( n \) is -0 \( \infty \), return \( n \).
6. Assert: \( n \) and \( d \) are finite and non-zero.
7. Let \( r \) be \( \mathbb{R}(n) - (\mathbb{R}(d) \times q) \) where \( q \) is an integer that is negative if and only if \( n \) and \( d \) have opposite sign, and whose magnitude is as large as possible without exceeding the magnitude of \( \mathbb{R}(n) / \mathbb{R}(d) \).
8. If \( r \) is 0 and \( n < 0 \), return -0 \( \infty \).
9. Return \( \mathbb{R}(r) \).

**NOTE 1** In C and C++, the remainder operator accepts only integral operands; in ECMAScript, it also accepts floating-point operands.

**NOTE 2** The result of a floating-point remainder operation as computed by the \% operator is not the same as the “remainder” operation defined by IEEE 754-2019. The IEEE 754-2019 “remainder” operation computes the remainder from a rounding division, not a truncating division, and so its behaviour is not analogous to that of the usual integer remainder operator. Instead the ECMAScript language defines \% on floating-point operations to behave in a manner analogous to that of the Java integer remainder operator; this may be compared with the C library function fmod.

6.1.6.1.7 Number::add ( x, y )

The abstract operation Number::add takes arguments \( x \) (a Number) and \( y \) (a Number) and returns a Number. It performs addition according to the rules of IEEE 754-2019 binary double-precision arithmetic, producing the sum of its arguments. It performs the following steps when called:

1. If \( x \) is NaN or \( y \) is NaN, return NaN.
2. If \( x \) is +\( \infty \) and \( x \) is -\( \infty \), return NaN.
3. If \( x \) is -\( \infty \) and \( y \) is +\( \infty \), return NaN.
4. If \( x \) is +\( \infty \) or \( x \) is -\( \infty \), return \( x \).
5. If \( y \) is +\( \infty \) or \( y \) is -\( \infty \), return \( y \).
6. Assert: \( x \) and \( y \) are both finite.
7. If \( x \) is -0 \( \infty \) and \( y \) is -0 \( \infty \), return -0 \( \infty \).
8. Return \( \mathbb{R}(x) + \mathbb{R}(y) \).

**NOTE** Finite-precision addition is commutative, but not always associative.

6.1.6.1.8 Number::subtract ( x, y )

The abstract operation Number::subtract takes arguments \( x \) (a Number) and \( y \) (a Number) and returns a Number. It performs subtraction, producing the difference of its operands; \( x \) is the minuend and \( y \) is the subtrahend. It performs the following steps when called:
1. Return `Number::add(x, Number::unaryMinus(y))`.

**NOTE**  It is always the case that \( x - y \) produces the same result as \( x + (-y) \).

6.1.6.1.9  Number::leftShift ( \( x, y \) )

The abstract operation `Number::leftShift` takes arguments \( x \) (a Number) and \( y \) (a Number) and returns an integral Number. It performs the following steps when called:

1. Let \( inum \) be `ToInt32(x)`.
2. Let \( rnum \) be `ToUint32(y)`.
3. Let \( shiftCount \) be \( \mathbb{R}(rnum) \) modulo 32.
4. Return the result of left shifting \( inum \) by \( shiftCount \) bits. The **mathematical value** of the result is exactly representable as a 32-bit two's complement bit string.

6.1.6.1.10  Number::signedRightShift ( \( x, y \) )

The abstract operation `Number::signedRightShift` takes arguments \( x \) (a Number) and \( y \) (a Number) and returns an integral Number. It performs the following steps when called:

1. Let \( inum \) be `ToInt32(x)`.
2. Let \( rnum \) be `ToUint32(y)`.
3. Let \( shiftCount \) be \( \mathbb{R}(rnum) \) modulo 32.
4. Return the result of performing a sign-extending right shift of \( inum \) by \( shiftCount \) bits. The most significant bit is propagated. The **mathematical value** of the result is exactly representable as a 32-bit two’s complement bit string.

6.1.6.1.11  Number::unsignedRightShift ( \( x, y \) )

The abstract operation `Number::unsignedRightShift` takes arguments \( x \) (a Number) and \( y \) (a Number) and returns an integral Number. It performs the following steps when called:

1. Let \( inum \) be `ToUint32(x)`.
2. Let \( rnum \) be `ToUint32(y)`.
3. Let \( shiftCount \) be \( \mathbb{R}(rnum) \) modulo 32.
4. Return the result of performing a zero-filling right shift of \( inum \) by \( shiftCount \) bits. Vacated bits are filled with zero. The **mathematical value** of the result is exactly representable as a 32-bit unsigned bit string.

6.1.6.1.12  Number::lessThan ( \( x, y \) )

The abstract operation `Number::lessThan` takes arguments \( x \) (a Number) and \( y \) (a Number) and returns a Boolean or `undefined`. It performs the following steps when called:

1. If \( x \) is `NaN`, return `undefined`.
2. If \( y \) is `NaN`, return `undefined`.
3. If \( x \) and \( y \) are the same `Number value`, return `false`.
4. If \( x \) is `+0` and \( y \) is `-0`, return `false`.
5. If \( x \) is `-0` and \( y \) is `+0`, return `false`.
6. If \( x \) is `+\infty`, return `false`.
7. If \( y \) is `+\infty`, return `true`.
8. If $y$ is $-\infty$, return \texttt{false}.
9. If $x$ is $-\infty$, return \texttt{true}.
10. Assert: $x$ and $y$ are finite and non-zero.
11. If $\mathbb{R}(x) < \mathbb{R}(y)$, return \texttt{true}. Otherwise, return \texttt{false}.

### 6.1.6.1.13 \texttt{Number::equal (x, y)}

The abstract operation \texttt{Number::equal} takes arguments $x$ (a Number) and $y$ (a Number) and returns a Boolean. It performs the following steps when called:

1. If $x$ is \texttt{NaN}, return \texttt{false}.
2. If $y$ is \texttt{NaN}, return \texttt{false}.
3. If $x$ is the same \texttt{Number} value as $y$, return \texttt{true}.
4. If $x$ is $+0_F$ and $y$ is $-0_F$, return \texttt{true}.
5. If $x$ is $-0_F$ and $y$ is $+0_F$, return \texttt{true}.
6. Return \texttt{false}.

### 6.1.6.1.14 \texttt{Number::sameValue (x, y)}

The abstract operation \texttt{Number::sameValue} takes arguments $x$ (a Number) and $y$ (a Number) and returns a Boolean. It performs the following steps when called:

1. If $x$ is \texttt{NaN} and $y$ is \texttt{NaN}, return \texttt{true}.
2. If $x$ is $+0_F$ and $y$ is $-0_F$, return \texttt{false}.
3. If $x$ is $-0_F$ and $y$ is $+0_F$, return \texttt{false}.
4. If $x$ is the same \texttt{Number} value as $y$, return \texttt{true}.
5. Return \texttt{false}.

### 6.1.6.1.15 \texttt{Number::sameValueZero (x, y)}

The abstract operation \texttt{Number::sameValueZero} takes arguments $x$ (a Number) and $y$ (a Number) and returns a Boolean. It performs the following steps when called:

1. If $x$ is \texttt{NaN} and $y$ is \texttt{NaN}, return \texttt{true}.
2. If $x$ is $+0_F$ and $y$ is $-0_F$, return \texttt{true}.
3. If $x$ is $-0_F$ and $y$ is $+0_F$, return \texttt{true}.
4. If $x$ is the same \texttt{Number} value as $y$, return \texttt{true}.
5. Return \texttt{false}.

### 6.1.6.1.16 \texttt{NumberBitwiseOp (op, x, y)}

The abstract operation \texttt{NumberBitwiseOp} takes arguments $op$ (\&, \&, or |), $x$ (a Number), and $y$ (a Number) and returns an integral \texttt{Number}. It performs the following steps when called:

1. Let $lnum$ be $!\text{ToInt32}(x)$.
2. Let $rnum$ be $!\text{ToInt32}(y)$.
3. Let $lbits$ be the 32-bit two's complement bit string representing $\mathbb{B}(lnum)$.
4. Let $rbits$ be the 32-bit two's complement bit string representing $\mathbb{B}(rnum)$.
5. If $op$ is \&, let $result$ be the result of applying the bitwise AND operation to $lbits$ and $rbits$. 

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6. Else if \( \text{op} \) is \(^\wedge\), let \( \text{result} \) be the result of applying the bitwise exclusive OR (XOR) operation to \( \text{lbits} \) and \( \text{rbits} \).

7. Else, \( \text{op} \) is \(|\). Let \( \text{result} \) be the result of applying the bitwise inclusive OR operation to \( \text{lbits} \) and \( \text{rbits} \).

8. Return the \text{Number} value for the integer represented by the 32-bit two's complement bit string \( \text{result} \).

6.1.6.1.17 Number::bitwiseAND (\( x, y \))

The abstract operation Number::bitwiseAND takes arguments \( x \) (a \text{Number}) and \( y \) (a \text{Number}) and returns an \text{integral} \text{Number}. It performs the following steps when called:

1. Return \( \text{NumberBitwiseOp}(\&, x, y) \).

6.1.6.1.18 Number::bitwiseXOR (\( x, y \))

The abstract operation Number::bitwiseXOR takes arguments \( x \) (a \text{Number}) and \( y \) (a \text{Number}) and returns an \text{integral} \text{Number}. It performs the following steps when called:

1. Return \( \text{NumberBitwiseOp}(\^, x, y) \).

6.1.6.1.19 Number::bitwiseOR (\( x, y \))

The abstract operation Number::bitwiseOR takes arguments \( x \) (a \text{Number}) and \( y \) (a \text{Number}) and returns an \text{integral} \text{Number}. It performs the following steps when called:

1. Return \( \text{NumberBitwiseOp}(\|, x, y) \).

6.1.6.1.20 Number::toString (\( x \))

The abstract operation Number::toString takes argument \( x \) (a \text{Number}) and returns a \text{String}. It converts \( x \) to \text{String} format. It performs the following steps when called:

1. If \( x \) is \text{NaN}, return the \text{String} "\text{NaN}".
2. If \( x \) is +\(0_\mathbb{F}\) or -\(0_\mathbb{F}\), return the \text{String} "0".
3. If \( x < -0_\mathbb{F} \), return the \text{string-concatenation} of "-" and Number::toString(-\( x \)).
4. If \( x \) is +\(\infty_\mathbb{F} \), return the \text{String} "\text{Infinity}".
5. Otherwise, let \( n, k \), and \( s \) be \text{integers} such that \( k \geq 1 \), \( 10^{k-1} \leq s < 10^k \), \( f(s \times 10^k) \) is \( x \), and \( k \) is as small as possible. Note that \( k \) is the number of digits in the decimal representation of \( s \), that \( s \) is not divisible by 10, and that the least significant digit of \( s \) is not necessarily uniquely determined by these criteria.

6. If \( k \leq n \leq 21 \), return the \text{string-concatenation} of:
   - the code units of the \( k \) digits of the decimal representation of \( s \) (in order, with no leading zeroes)
   - \( n-k \) occurrences of the code unit 0x0030 (DIGIT ZERO)
7. If 0 < \( n \leq 21 \), return the \text{string-concatenation} of:
   - the code units of the most significant \( n \) digits of the decimal representation of \( s \)
   - the code unit 0x002E (FULL STOP)
   - the code units of the remaining \( k-n \) digits of the decimal representation of \( s \)
8. If -6 < \( n \leq 0 \), return the \text{string-concatenation} of:
   - the code unit 0x0030 (DIGIT ZERO)
   - the code unit 0x002E (FULL STOP)
   - \(-n \) occurrences of the code unit 0x0030 (DIGIT ZERO)
   - the code units of the \( k \) digits of the decimal representation of \( s \)
9. Otherwise, if \( k = 1 \), return the \text{string-concatenation} of:
   - the code unit of the single digit of \( s \)
   - the code unit 0x0065 (LATIN SMALL LETTER E)
the code unit 0x002B (PLUS SIGN) or the code unit 0x002D (HYPHEN-MINUS) according to whether \( n - 1 \) is positive or negative
- the code units of the decimal representation of the integer \( \text{abs}(n - 1) \) (with no leading zeroes)

10. Return the string-concatenation of:
- the code units of the most significant digit of the decimal representation of \( s \)
- the code unit 0x002E (FULL STOP)
- the code units of the remaining \( k - 1 \) digits of the decimal representation of \( s \)
- the code unit 0x0065 (LATIN SMALL LETTER E)
- the code unit 0x002B (PLUS SIGN) or the code unit 0x002D (HYPHEN-MINUS) according to whether \( n - 1 \) is positive or negative
- the code units of the decimal representation of the integer \( \text{abs}(n - 1) \) (with no leading zeroes)

NOTE 1 The following observations may be useful as guidelines for implementations, but are not part of the normative requirements of this Standard:
- If \( x \) is any Number value other than \(-0_{\mathbb{F}}\), then ToNumber(ToString(\( x \))) is exactly the same Number value as \( x \).
- The least significant digit of \( s \) is not always uniquely determined by the requirements listed in step 5.

NOTE 2 For implementations that provide more accurate conversions than required by the rules above, it is recommended that the following alternative version of step 5 be used as a guideline:

5. Otherwise, let \( n, k, \) and \( s \) be integers such that \( k \geq 1 \), \( 10^{k-1} \leq s < 10^k \), \( \mathbb{R}(s \times 10^{n-k}) \) is \( x \), and \( k \) is as small as possible. If there are multiple possibilities for \( s \), choose the value of \( s \) for which \( s \times 10^{n-k} \) is closest in value to \( \mathbb{R}(x) \). If there are two such possible values of \( s \), choose the one that is even. Note that \( k \) is the number of digits in the decimal representation of \( s \) and that \( s \) is not divisible by 10.

NOTE 3 Implementers of ECMAScript may find useful the paper and code written by David M. Gay for binary-to-decimal conversion of floating-point numbers:


6.1.6.2 The BigInt Type

The BigInt type represents an integer value. The value may be any size and is not limited to a particular bit-width. Generally, where not otherwise noted, operations are designed to return exact mathematically-based answers. For binary operations, BigInts act as two's complement binary strings, with negative numbers treated as having bits set infinitely to the left.

6.1.6.2.1 BigInt::unaryMinus ( \( x \) )

The abstract operation BigInt::unaryMinus takes argument \( x \) (a BigInt) and returns a BigInt. It performs the following steps when called:

1. If \( x \) is \( 0_{\mathbb{Z}} \), return \( 0_{\mathbb{Z}} \).
2. Return the BigInt value that represents the negation of \( \mathbb{R}(x) \).
6.1.6.2.2 BigInt::bitwiseNOT ( x )

The abstract operation BigInt::bitwiseNOT takes argument x (a BigInt) and returns a BigInt. It returns the one’s complement of x. It performs the following steps when called:

1. Return -x - 1\_Z.

6.1.6.2.3 BigInt::exponentiate ( base, exponent )

The abstract operation BigInt::exponentiate takes arguments base (a BigInt) and exponent (a BigInt) and returns either a normal completion containing a BigInt or an abrupt completion. It performs the following steps when called:

1. If exponent < 0\_Z, throw a RangeError exception.
2. If base is 0\_Z and exponent is 0\_Z, return 1\_Z.
3. Return the BigInt value that represents ℝ(base) raised to the power ℝ(exponent).

6.1.6.2.4 BigInt::multiply ( x, y )

The abstract operation BigInt::multiply takes arguments x (a BigInt) and y (a BigInt) and returns a BigInt. It performs the following steps when called:

1. Return the BigInt value that represents the product of x and y.

**NOTE**

Even if the result has a much larger bit width than the input, the exact mathematical answer is given.

6.1.6.2.5 BigInt::divide ( x, y )

The abstract operation BigInt::divide takes arguments x (a BigInt) and y (a BigInt) and returns either a normal completion containing a BigInt or an abrupt completion. It performs the following steps when called:

1. If y is 0\_Z, throw a RangeError exception.
2. Let quotient be ℝ(x) / ℝ(y).
3. Return the BigInt value that represents quotient rounded towards 0 to the next integer value.

6.1.6.2.6 BigInt::remainder ( n, d )

The abstract operation BigInt::remainder takes arguments n (a BigInt) and d (a BigInt) and returns either a normal completion containing a BigInt or an abrupt completion. It performs the following steps when called:

1. If d is 0\_Z, throw a RangeError exception.
2. If n is 0\_Z, return 0\_Z.
3. Let r be the BigInt defined by the mathematical relation r = n - (d \times q) where q is a BigInt that is negative only if n/d is negative and positive only if n/d is positive, and whose magnitude is as large as possible without exceeding the magnitude of the true mathematical quotient of n and d.
4. Return r.

**NOTE**

The sign of the result equals the sign of the dividend.
6.1.6.2.7 BigInt::add (x, y)

The abstract operation BigInt::add takes arguments \( x \) (a BigInt) and \( y \) (a BigInt) and returns a BigInt. It performs the following steps when called:

1. Return the BigInt value that represents the sum of \( x \) and \( y \).

6.1.6.2.8 BigInt::subtract (x, y)

The abstract operation BigInt::subtract takes arguments \( x \) (a BigInt) and \( y \) (a BigInt) and returns a BigInt. It performs the following steps when called:

1. Return the BigInt value that represents the difference \( x \) minus \( y \).

6.1.6.2.9 BigInt::leftShift (x, y)

The abstract operation BigInt::leftShift takes arguments \( x \) (a BigInt) and \( y \) (a BigInt) and returns a BigInt. It performs the following steps when called:

1. If \( y < 0 \), then
   a. Return the BigInt value that represents \( \mathbb{R}(x) / 2^{-y} \), rounding down to the nearest integer, including for negative numbers.
2. Return the BigInt value that represents \( \mathbb{R}(x) \times 2^y \).

NOTE Semantics here should be equivalent to a bitwise shift, treating the BigInt as an infinite length string of binary two's complement digits.

6.1.6.2.10 BigInt::signedRightShift (x, y)

The abstract operation BigInt::signedRightShift takes arguments \( x \) (a BigInt) and \( y \) (a BigInt) and returns a BigInt. It performs the following steps when called:

1. Return BigInt::leftShift(x, -y).

6.1.6.2.11 BigInt::unsignedRightShift (x, y)

The abstract operation BigInt::unsignedRightShift takes arguments \( x \) (a BigInt) and \( y \) (a BigInt) and returns a throw completion. It performs the following steps when called:

1. Throw a TypeError exception.

6.1.6.2.12 BigInt::lessThan (x, y)

The abstract operation BigInt::lessThan takes arguments \( x \) (a BigInt) and \( y \) (a BigInt) and returns a Boolean. It performs the following steps when called:

1. If \( \mathbb{R}(x) < \mathbb{R}(y) \), return true; otherwise return false.
6.1.6.2.13 BigInt::equal (x, y)

The abstract operation BigInt::equal takes arguments x (a BigInt) and y (a BigInt) and returns a Boolean. It performs the following steps when called:

1. If \( \mathbb{R}(x) = \mathbb{R}(y) \), return true; otherwise return false.

6.1.6.2.14 BigInt::sameValue (x, y)

The abstract operation BigInt::sameValue takes arguments x (a BigInt) and y (a BigInt) and returns a Boolean. It performs the following steps when called:

1. Return BigInt::equal(x, y).

6.1.6.2.15 BigInt::sameValueZero (x, y)

The abstract operation BigInt::sameValueZero takes arguments x (a BigInt) and y (a BigInt) and returns a Boolean. It performs the following steps when called:

1. Return BigInt::equal(x, y).

6.1.6.2.16 BinaryAnd (x, y)

The abstract operation BinaryAnd takes arguments x (0 or 1) and y (0 or 1) and returns 0 or 1. It performs the following steps when called:

1. If x is 1 and y is 1, return 1.
2. Else, return 0.

6.1.6.2.17 BinaryOr (x, y)

The abstract operation BinaryOr takes arguments x (0 or 1) and y (0 or 1) and returns 0 or 1. It performs the following steps when called:

1. If x is 1 or y is 1, return 1.
2. Else, return 0.

6.1.6.2.18 BinaryXor (x, y)

The abstract operation BinaryXor takes arguments x (0 or 1) and y (0 or 1) and returns 0 or 1. It performs the following steps when called:

1. If x is 1 and y is 0, return 1.
2. Else if x is 0 and y is 1, return 1.
3. Else, return 0.

6.1.6.2.19 BigIntBitwiseOp (op, x, y)

The abstract operation BigIntBitwiseOp takes arguments op (\& | \&), x (a BigInt), and y (a BigInt) and returns a BigInt. It performs the following steps when called:

1. Set x to \( \mathbb{R}(x) \).
2. Set \( y \) to \( \mathbb{R}(y) \).
3. Let \( \text{result} \) be 0.
4. Let \( \text{shift} \) be 0.
5. Repeat, until \( (x = 0 \) or \( x = -1) \) and \( (y = 0 \) or \( y = -1) \),
   a. Let \( \text{xDigit} \) be \( x \) modulo 2.
   b. Let \( \text{yDigit} \) be \( y \) modulo 2.
   c. If \( \text{op} \) is \( \& \), set \( \text{result} \) to \( \text{result} + 2^{\text{shift}} \times \text{BinaryAnd}(\text{xDigit}, \text{yDigit}) \).
   d. Else if \( \text{op} \) is \( | \), set \( \text{result} \) to \( \text{result} + 2^{\text{shift}} \times \text{BinaryOr}(\text{xDigit}, \text{yDigit}) \).
   e. Else,
      i. Assert: \( \text{op} \) is \( ^\wedge \).
      ii. Set \( \text{result} \) to \( \text{result} + 2^{\text{shift}} \times \text{BinaryXor}(\text{xDigit}, \text{yDigit}) \).
   f. Set \( \text{shift} \) to \( \text{shift} + 1 \).
   g. Set \( x \) to \( (x - \text{xDigit}) / 2 \).
   h. Set \( y \) to \( (y - \text{yDigit}) / 2 \).
6. If \( \text{op} \) is \( \& \), let \( \text{tmp} \) be \( \text{BinaryAnd}(x \text{ modulo } 2, y \text{ modulo } 2) \).
7. Else if \( \text{op} \) is \( | \), let \( \text{tmp} \) be \( \text{BinaryOr}(x \text{ modulo } 2, y \text{ modulo } 2) \).
8. Else,
   a. Assert: \( \text{op} \) is \( ^\wedge \).
   b. Let \( \text{tmp} \) be \( \text{BinaryXor}(x \text{ modulo } 2, y \text{ modulo } 2) \).
9. If \( \text{tmp} \neq 0 \), then
   a. Set \( \text{result} \) to \( \text{result} - 2^{\text{shift}} \).
   b. NOTE: This extends the sign.
10. Return the BigInt value for \( \text{result} \).

### 6.1.6.2.20 BigInt::bitwiseAND (x, y)

The abstract operation \( \text{BigInt::bitwiseAND} \) takes arguments \( x \) (a BigInt) and \( y \) (a BigInt) and returns a BigInt. It performs the following steps when called:

1. Return \( \text{BigIntBitwiseOp}(\&, x, y) \).

### 6.1.6.2.21 BigInt::bitwiseXOR (x, y)

The abstract operation \( \text{BigInt::bitwiseXOR} \) takes arguments \( x \) (a BigInt) and \( y \) (a BigInt) and returns a BigInt. It performs the following steps when called:

1. Return \( \text{BigIntBitwiseOp}(^\wedge, x, y) \).

### 6.1.6.2.22 BigInt::bitwiseOR (x, y)

The abstract operation \( \text{BigInt::bitwiseOR} \) takes arguments \( x \) (a BigInt) and \( y \) (a BigInt) and returns a BigInt. It performs the following steps when called:

1. Return \( \text{BigIntBitwiseOp}(|, x, y) \).

### 6.1.6.2.23 BigInt::toString (x)

The abstract operation \( \text{BigInt::toString} \) takes argument \( x \) (a BigInt) and returns a String. It converts \( x \) to String format. It performs the following steps when called:
1. If $x < 0$, return the string-concatenation of the String "-" and BigInt::toString(-$x$).
2. Return the String value consisting of the code units of the digits of the decimal representation of $x$.

### 6.1.7 The Object Type

An Object is logically a collection of properties. Each property is either a data property, or an accessor property:

- A **data property** associates a key value with an ECMAScript language value and a set of Boolean attributes.
- An **accessor property** associates a key value with one or two accessor functions, and a set of Boolean attributes. The accessor functions are used to store or retrieve an ECMAScript language value that is associated with the property.

Properties are identified using key values. A **property key** value is either an ECMAScript String value or a Symbol value. All String and Symbol values, including the empty String, are valid as property keys. A **property name** is a property key that is a String value.

An **integer index** is a String-valued property key that is a canonical numeric String (see 7.1.21) and whose numeric value is either $+0_F$ or a positive integral Number $\leq 2^{53} - 1$. An **array index** is an integer index whose numeric value $i$ is in the range $+0_F \leq i < 2^{32} - 1$.

Property keys are used to access properties and their values. There are two kinds of access for properties: **get** and **set**, corresponding to value retrieval and assignment, respectively. The properties accessible via get and set access includes both **own properties** that are a direct part of an object and **inherited properties** which are provided by another associated object via a property inheritance relationship. Inherited properties may be either own or inherited properties of the associated object. Each own property of an object must each have a key value that is distinct from the key values of the other own properties of that object.

All objects are logically collections of properties, but there are multiple forms of objects that differ in their semantics for accessing and manipulating their properties. Please see 6.1.7.2 for definitions of the multiple forms of objects.

#### 6.1.7.1 Property Attributes

Attributes are used in this specification to define and explain the state of Object properties as described in Table 3. Unless specified explicitly, the initial value of each attribute is its Default Value.

<table>
<thead>
<tr>
<th>Attribute Name</th>
<th>Types of property for which it is present</th>
<th>Value Domain</th>
<th>Default Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>[[Value]]</td>
<td>data property</td>
<td>an ECMAScript language value</td>
<td>undefined</td>
<td>The value retrieved by a get access of the property.</td>
</tr>
<tr>
<td>[[Writable]]</td>
<td>data property</td>
<td>a Boolean</td>
<td>false</td>
<td>If false, attempts by ECMAScript code to change the property's [[Value]] attribute using [[Set]] will not succeed.</td>
</tr>
</tbody>
</table>
### 6.1.7.2 Object Internal Methods and Internal Slots

The actual semantics of objects, in ECMAScript, are specified via algorithms called *internal methods*. Each object in an ECMAScript engine is associated with a set of internal methods that defines its runtime behaviour. These internal methods are not part of the ECMAScript language. They are defined by this specification purely for expository purposes. However, each object within an implementation of ECMAScript must behave as specified by the internal methods associated with it. The exact manner in which this is accomplished is determined by the implementation.

Internal method names are polymorphic. This means that different object values may perform different algorithms when a common internal method name is invoked upon them. That actual object upon which an internal method is invoked is the “target” of the invocation. If, at runtime, the implementation of an algorithm attempts to use an internal method of an object that the object does not support, a *TypeError* exception is thrown.

Internal slots correspond to internal state that is associated with objects and used by various ECMAScript specification algorithms. Internal slots are not object properties and they are not inherited. Depending upon the specific internal slot specification, such state may consist of values of any ECMAScript language type or of specific ECMAScript specification type values. Unless explicitly specified otherwise, internal slots are allocated as part of the process of creating an object and may not be dynamically added to an object. Unless specified otherwise, the initial value of an internal slot is the value *undefined*. Various algorithms within this specification create objects that have internal slots. However, the ECMAScript language provides no direct way to associate internal slots with an object.

<table>
<thead>
<tr>
<th>Attribute Name</th>
<th>Types of property for which it is present</th>
<th>Value Domain</th>
<th>Default Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>[[Get]] accessor property</td>
<td>an Object or undefined</td>
<td>undefined</td>
<td>If the value is an Object it must be a function object. The function’s [[Call]] internal method (Table 5) is called with an empty arguments list to retrieve the property value each time a get access of the property is performed.</td>
<td></td>
</tr>
<tr>
<td>[[Set]] accessor property</td>
<td>an Object or undefined</td>
<td>undefined</td>
<td>If the value is an Object it must be a function object. The function’s [[Call]] internal method (Table 5) is called with an arguments list containing the assigned value as its sole argument each time a set access of the property is performed. The effect of a property’s [[Set]] internal method may, but is not required to, have an effect on the value returned by subsequent calls to the property’s [[Get]] internal method.</td>
<td></td>
</tr>
<tr>
<td>[[Enumerable]] data property or accessor property</td>
<td>a Boolean</td>
<td>false</td>
<td>If true, the property will be enumerated by a for-in enumeration (see 14.7.5). Otherwise, the property is said to be non-enumerable.</td>
<td></td>
</tr>
<tr>
<td>[[Configurable]] data property or accessor property</td>
<td>a Boolean</td>
<td>false</td>
<td>If false, attempts to delete the property, change it from a data property to an accessor property or from an accessor property to a data property, or make any changes to its attributes (other than replacing an existing [[Value]] or setting [[Writable]] to false) will fail.</td>
<td></td>
</tr>
</tbody>
</table>
All objects have an internal slot named `[[PrivateElements]]`, which is a List of `PrivateElements`. This List represents the values of the private fields, methods, and accessors for the object. Initially, it is an empty List.

Internal methods and internal slots are identified within this specification using names enclosed in double square brackets `[[ ]]`.

Table 4 summarizes the **essential internal methods** used by this specification that are applicable to all objects created or manipulated by ECMAScript code. Every object must have algorithms for all of the essential internal methods. However, all objects do not necessarily use the same algorithms for those methods.

An **ordinary object** is an object that satisfies all of the following criteria:

- For the internal methods listed in Table 4, the object uses those defined in 10.1.
- If the object has a `[[Call]]` internal method, it uses the one defined in 10.2.1.
- If the object has a `[[Construct]]` internal method, it uses the one defined in 10.2.2.

An **exotic object** is an object that is not an ordinary object.

This specification recognizes different kinds of exotic objects by those objects’ internal methods. An object that is behaviourally equivalent to a particular kind of exotic object (such as an `Array` exotic object or a bound `function` exotic object), but does not have the same collection of internal methods specified for that kind, is not recognized as that kind of exotic object.

The “Signature” column of Table 4 and other similar tables describes the invocation pattern for each internal method. The invocation pattern always includes a parenthesized list of descriptive parameter names. If a parameter name is the same as an ECMAScript type name then the name describes the required type of the parameter value. If an internal method explicitly returns a value, its parameter list is followed by the symbol “→” and the type name of the returned value. The type names used in signatures refer to the types defined in clause 6 augmented by the following additional names. “any” means the value may be any ECMAScript language type.

In addition to its parameters, an internal method always has access to the object that is the target of the method invocation.

An internal method implicitly returns a **Completion Record**, either a normal completion that wraps a value of the return type shown in its invocation pattern, or a throw completion.

<table>
<thead>
<tr>
<th>Internal Method</th>
<th>Signature</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>[[GetPrototypeOf]]</code></td>
<td>( ) → Object</td>
<td>Determine the object that provides inherited properties for this object. A null value indicates that there are no inherited properties.</td>
</tr>
<tr>
<td><code>[[SetPrototypeOf]]</code></td>
<td>(Object</td>
<td>Null) → Boolean</td>
</tr>
<tr>
<td><code>[[IsExtensible]]</code></td>
<td>( ) → Boolean</td>
<td>Determine whether it is permitted to add additional properties to this object.</td>
</tr>
<tr>
<td><code>[[PreventExtensions]]</code></td>
<td>( ) → Boolean</td>
<td>Control whether new properties may be added to this object. Returns true if the operation was successful or false if the operation was unsuccessful.</td>
</tr>
<tr>
<td><code>[[GetOwnProperty]]</code></td>
<td>(propertyKey) → Undefined</td>
<td>Return a Property Descriptor for the own property of this object whose key is propertyKey, or undefined if no such property exists.</td>
</tr>
</tbody>
</table>
Table 5 summarizes additional essential internal methods that are supported by objects that may be called as functions. A *function object* is an object that supports the `[[Call]]` internal method. A *constructor* is an object that supports the `[[Construct]]` internal method. Every object that supports `[[Construct]]` must support `[[Call]]`; that is, every constructor must be a function object. Therefore, a constructor may also be referred to as a constructor function or constructor function object.

<table>
<thead>
<tr>
<th>Internal Method</th>
<th>Signature</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>[[Call]]</code></td>
<td>(any, a List of any) → any</td>
<td>Executes code associated with this object. Invoked via a function call expression. The arguments to the internal method are a <code>this</code> value and a List whose elements are the arguments passed to the function by a call expression. Objects that implement this internal method are callable.</td>
</tr>
<tr>
<td><code>[[Construct]]</code></td>
<td>(a List of any, Object) → Object</td>
<td>Creates an object. Invoked via the <code>new</code> operator or a super call. The first argument to the internal method is a List whose elements are the arguments passed to the function by a call expression. Objects that implement this internal method are called constructors. A function object is not necessarily a constructor and such non-constructor function objects do not have a <code>[[Construct]]</code> internal method.</td>
</tr>
</tbody>
</table>

The semantics of the essential internal methods for ordinary objects and standard exotic objects are specified in clause 10. If any specified use of an internal method of an exotic object is not supported by an implementation, that usage must throw a `TypeError` exception when attempted.
6.1.7.3 Invariants of the Essential Internal Methods

The Internal Methods of Objects of an ECMAScript engine must conform to the list of invariants specified below. Ordinary ECMAScript Objects as well as all standard exotic objects in this specification maintain these invariants. ECMAScript Proxy objects maintain these invariants by means of runtime checks on the result of traps invoked on the [[ProxyHandler]] object.

Any implementation provided exotic objects must also maintain these invariants for those objects. Violation of these invariants may cause ECMAScript code to have unpredictable behaviour and create security issues. However, violation of these invariants must never compromise the memory safety of an implementation.

An implementation must not allow these invariants to be circumvented in any manner such as by providing alternative interfaces that implement the functionality of the essential internal methods without enforcing their invariants.

Definitions:

- The target of an internal method is the object upon which the internal method is called.
- A target is non-extensible if it has been observed to return false from its [[IsExtensible]] internal method, or true from its [[PreventExtensions]] internal method.
- A non-existent property is a property that does not exist as an own property on a non-extensible target.
- All references to SameValue are according to the definition of the SameValue algorithm.

Return value:

The value returned by any internal method must be a Completion Record with either:

- [[Type]] = normal, [[Target]] = empty, and [[Value]] = a value of the “normal return type” shown below for that internal method, or
- [[Type]] = throw, [[Target]] = empty, and [[Value]] = any ECMAScript language value.

NOTE 1 An internal method must not return a continue completion, a break completion, or a return completion.

[[GetPrototypeOf]] ( )

- The normal return type is either Object or Null.
- If target is non-extensible, and [[GetPrototypeOf]] returns a value V, then any future calls to [[GetPrototypeOf]] should return the SameValue as V.

NOTE 2 An object’s prototype chain should have finite length (that is, starting from any object, recursively applying the [[GetPrototypeOf]] internal method to its result should eventually lead to the value null). However, this requirement is not enforceable as an object level invariant if the prototype chain includes any exotic objects that do not use the ordinary object definition of [[GetPrototypeOf]]. Such a circular prototype chain may result in infinite loops when accessing object properties.

[[SetPrototypeOf]] ( V )

- The normal return type is Boolean.
- If target is non-extensible, [[SetPrototypeOf]] must return false, unless V is the SameValue as the target’s observed [[GetPrototypeOf]] value.

[[IsExtensible]] ( )

- The normal return type is Boolean.
- If [[IsExtensible]] returns false, all future calls to [[IsExtensible]] on the target must return false.
The normal return type is Boolean.
If [[PreventExtensions]] returns true, all future calls to [[IsExtensible]] on the target must return false and the target is now considered non-extensible.

The normal return type is either Property Descriptor or Undefined.
If the Type of the return value is Property Descriptor, the return value must be a fully populated Property Descriptor.
If P is described as a non-configurable, non-writable own data property, all future calls to [[GetOwnProperty]] (P) must return Property Descriptor whose [[Value]] is SameValue as P's [[Value]] attribute.
If P's attributes other than [[Writable]] may change over time or if the property might be deleted, then P's [[Configurable]] attribute must be true.
If the [[Writable]] attribute may change from false to true, then the [[Configurable]] attribute must be true.
If the target is non-extensible and P is non-existent, then all future calls to [[GetOwnProperty]] (P) on the target must describe P as non-existent (i.e. [[GetOwnProperty]] (P) must return undefined).

As a consequence of the third invariant, if a property is described as a data property and it may return different values over time, then either or both of the [[Writable]] and [[Configurable]] attributes must be true even if no mechanism to change the value is exposed via the other essential internal methods.

The normal return type is Boolean.
[[DefineOwnProperty]] must return false if P has previously been observed as a non-configurable own property of the target, unless either:
1. P is a writable data property. A non-configurable writable data property can be changed into a non-configurable non-writable data property.
2. All attributes of Desc are the SameValue as P's attributes.
[[DefineOwnProperty]] (P, Desc) must return false if target is non-extensible and P is a non-existent own property. That is, a non-extensible target object cannot be extended with new properties.

The normal return type is Boolean.
If P was previously observed as a non-configurable own data or accessor property of the target, [[HasProperty]] must return true.

The normal return type is any ECMAScript language type.
If P was previously observed as a non-configurable, non-writable own data property of the target with value V, then [[Get]] must return the SameValue as V.
If P was previously observed as a non-configurable own accessor property of the target whose [[Get]] attribute is undefined, the [[Get]] operation must return undefined.

The normal return type is Boolean.
If P was previously observed as a non-configurable, non-writable own data property of the target, then [[Set]] must return false unless V is the SameValue as P's [[Value]] attribute.
If P was previously observed as a non-configurable own accessor property of the target whose [[Set]] attribute is undefined, the [[Set]] operation must return false.

The normal return type is Boolean.
If $P$ was previously observed as a non-configurable own data or accessor property of the target, \([\text{Delete}]\) must return false.

\[[\text{OwnPropertyKeys}]\] ( )

- The normal return type is List.
- The returned List must not contain any duplicate entries.
- The Type of each element of the returned List is either String or Symbol.
- The returned List must contain at least the keys of all non-configurable own properties that have previously been observed.
- If the target is non-extensible, the returned List must contain only the keys of all own properties of the target that are observable using \([\text{GetOwnProperty}]\).

\[[\text{Call}]\] ( )

- The normal return type is any ECMAScript language type.

\[[\text{Construct}]\] ( )

- The normal return type is Object.
- The target must also have a \([\text{Call}]\) internal method.

### 6.1.7.4 Well-Known Intrinsic Objects

Well-known intrinsics are built-in objects that are explicitly referenced by the algorithms of this specification and which usually have realm-specific identities. Unless otherwise specified each intrinsic object actually corresponds to a set of similar objects, one per realm.

Within this specification a reference such as `%name%` means the intrinsic object, associated with the current realm, corresponding to the name. A reference such as `%name.a.b%` means, as if the "b" property of the "a" property of the intrinsic object `%name%` was accessed prior to any ECMAScript code being evaluated. Determination of the current realm and its intrinsics is described in 9.4. The well-known intrinsics are listed in Table 6.

Table 6: Well-Known Intrinsic Objects

<table>
<thead>
<tr>
<th>Intrinsic Name</th>
<th>Global Name</th>
<th>ECMAScript Language Association</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>%AggregateError%</code></td>
<td>AggregateError</td>
<td>The AggregateError constructor (20.5.7.1)</td>
</tr>
<tr>
<td><code>%Array%</code></td>
<td>Array</td>
<td>The Array constructor (23.1.1)</td>
</tr>
<tr>
<td><code>%ArrayBuffer%</code></td>
<td>ArrayBuffer</td>
<td>The ArrayBuffer constructor (25.1.3)</td>
</tr>
<tr>
<td><code>%ArrayIteratorPrototype%</code></td>
<td></td>
<td>The prototype of Array iterator objects (23.1.5)</td>
</tr>
<tr>
<td><code>%AsyncFromSyncIteratorPrototype%</code></td>
<td></td>
<td>The prototype of async-from-sync iterator objects (27.1.4)</td>
</tr>
<tr>
<td><code>%AsyncFunction%</code></td>
<td></td>
<td>The constructor of async function objects (27.7.1)</td>
</tr>
<tr>
<td><code>%AsyncGeneratorFunction%</code></td>
<td></td>
<td>The constructor of async iterator objects (27.4.1)</td>
</tr>
<tr>
<td><code>%AsyncIteratorPrototype%</code></td>
<td></td>
<td>An object that all standard built-in async iterator objects indirectly inherit from</td>
</tr>
<tr>
<td><code>%Atomics%</code></td>
<td>Atomics</td>
<td>The Atomics object (25.4)</td>
</tr>
<tr>
<td><code>%BigInt%</code></td>
<td>BigInt</td>
<td>The BigInt constructor (21.2.1)</td>
</tr>
<tr>
<td><code>%BigInt64Array%</code></td>
<td>BigInt64Array</td>
<td>The BigInt64Array constructor (23.2)</td>
</tr>
<tr>
<td>Intrinsic Name</td>
<td>Global Name</td>
<td>ECMAScript Language Association</td>
</tr>
<tr>
<td>------------------------------</td>
<td>-----------------</td>
<td>------------------------------------------------------------------------</td>
</tr>
<tr>
<td>%BigInt64Array%</td>
<td>BigInt64Array</td>
<td>The BigInt64Array constructor (23.2)</td>
</tr>
<tr>
<td>%Boolean%</td>
<td>Boolean</td>
<td>The Boolean constructor (20.3.1)</td>
</tr>
<tr>
<td>%DataView%</td>
<td>DataView</td>
<td>The DataView constructor (25.3.2)</td>
</tr>
<tr>
<td>%Date%</td>
<td>Date</td>
<td>The Date constructor (21.4.2)</td>
</tr>
<tr>
<td>%decodeURI%</td>
<td>decodeURI</td>
<td>The decodeURI function (19.2.6.2)</td>
</tr>
<tr>
<td>%decodeURIComponent%</td>
<td>decodeURIComponent</td>
<td>The decodeURIComponent function (19.2.6.3)</td>
</tr>
<tr>
<td>%encodeURI%</td>
<td>encodeURI</td>
<td>The encodeURI function (19.2.6.4)</td>
</tr>
<tr>
<td>%encodeURIComponent%</td>
<td>encodeURIComponent</td>
<td>The encodeURIComponent function (19.2.6.5)</td>
</tr>
<tr>
<td>%Error%</td>
<td>Error</td>
<td>The Error constructor (20.5.1)</td>
</tr>
<tr>
<td>%eval%</td>
<td>eval</td>
<td>The eval function (19.2.1)</td>
</tr>
<tr>
<td>%EvalError%</td>
<td>EvalError</td>
<td>The EvalError constructor (20.5.5.1)</td>
</tr>
<tr>
<td>%FinalizationRegistry%</td>
<td>FinalizationRegistry</td>
<td>The FinalizationRegistry constructor (26.2.1)</td>
</tr>
<tr>
<td>%Float32Array%</td>
<td>Float32Array</td>
<td>The Float32Array constructor (23.2)</td>
</tr>
<tr>
<td>%Float64Array%</td>
<td>Float64Array</td>
<td>The Float64Array constructor (23.2)</td>
</tr>
<tr>
<td>%ForInIteratorPrototype%</td>
<td></td>
<td>The prototype of For-In iterator objects (14.7.5.10)</td>
</tr>
<tr>
<td>%Function%</td>
<td>Function</td>
<td>The Function constructor (20.2.1)</td>
</tr>
<tr>
<td>%GeneratorFunction%</td>
<td></td>
<td>The constructor of Generators (27.3.1)</td>
</tr>
<tr>
<td>%Int8Array%</td>
<td>Int8Array</td>
<td>The Int8Array constructor (23.2)</td>
</tr>
<tr>
<td>%Int16Array%</td>
<td>Int16Array</td>
<td>The Int16Array constructor (23.2)</td>
</tr>
<tr>
<td>%Int32Array%</td>
<td>Int32Array</td>
<td>The Int32Array constructor (23.2)</td>
</tr>
<tr>
<td>%isFinite%</td>
<td>isFinite</td>
<td>The isFinite function (19.2.2)</td>
</tr>
<tr>
<td>%isNaN%</td>
<td>isNaN</td>
<td>The isNaN function (19.2.3)</td>
</tr>
<tr>
<td>%IteratorPrototype%</td>
<td></td>
<td>An object that all standard built-in iterator objects indirectly inherit from</td>
</tr>
<tr>
<td>%JSON%</td>
<td>JSON</td>
<td>The JSON object (25.5)</td>
</tr>
<tr>
<td>%Map%</td>
<td>Map</td>
<td>The Map constructor (24.1.1)</td>
</tr>
<tr>
<td>%MapIteratorPrototype%</td>
<td></td>
<td>The prototype of Map iterator objects (24.1.5)</td>
</tr>
<tr>
<td>%Math%</td>
<td>Math</td>
<td>The Math object (21.3)</td>
</tr>
<tr>
<td>%Number%</td>
<td>Number</td>
<td>The Number constructor (21.1.1)</td>
</tr>
<tr>
<td>%Object%</td>
<td>Object</td>
<td>The Object constructor (20.1.1)</td>
</tr>
<tr>
<td>%parseFloat%</td>
<td>parseFloat</td>
<td>The parseFloat function (19.2.4)</td>
</tr>
<tr>
<td>%parseInt%</td>
<td>parseInt</td>
<td>The parseInt function (19.2.5)</td>
</tr>
<tr>
<td>%Promise%</td>
<td>Promise</td>
<td>The Promise constructor (27.2.3)</td>
</tr>
<tr>
<td>%Proxy%</td>
<td>Proxy</td>
<td>The Proxy constructor (28.2.1)</td>
</tr>
<tr>
<td>%RangeError%</td>
<td>RangeError</td>
<td>The RangeError constructor (20.5.5.2)</td>
</tr>
<tr>
<td>%ReferenceError%</td>
<td>ReferenceError</td>
<td>The ReferenceError constructor (20.5.5.3)</td>
</tr>
<tr>
<td>Intrinsic Name</td>
<td>Global Name</td>
<td>ECMAScript Language Association</td>
</tr>
<tr>
<td>---------------</td>
<td>---------------------</td>
<td>-----------------------------------------------------------------------</td>
</tr>
<tr>
<td>%Reflect%</td>
<td>Reflect</td>
<td>The Reflect object (28.1)</td>
</tr>
<tr>
<td>%RegExp%</td>
<td>RegExp</td>
<td>The RegExp constructor (22.2.3)</td>
</tr>
<tr>
<td>%RegExpStringIteratorPrototype%</td>
<td>The prototype of RegExp String Iterator objects (22.2.7)</td>
<td></td>
</tr>
<tr>
<td>%Set%</td>
<td>Set</td>
<td>The Set constructor (24.2.1)</td>
</tr>
<tr>
<td>%SetIteratorPrototype%</td>
<td>The prototype of Set iterator objects (24.2.5)</td>
<td></td>
</tr>
<tr>
<td>%SharedArrayBuffer%</td>
<td>The SharedArrayBuffer constructor (25.2.2)</td>
<td></td>
</tr>
<tr>
<td>%String%</td>
<td>String</td>
<td>The String constructor (22.1.1)</td>
</tr>
<tr>
<td>%StringIteratorPrototype%</td>
<td>The prototype of String iterator objects (22.1.5)</td>
<td></td>
</tr>
<tr>
<td>%Symbol%</td>
<td>Symbol</td>
<td>The Symbol constructor (20.4.1)</td>
</tr>
<tr>
<td>%SyntaxError%</td>
<td>SyntaxError</td>
<td>The SyntaxError constructor (20.5.5.4)</td>
</tr>
<tr>
<td>%ThrowTypeError%</td>
<td>A function object that unconditionally throws a new instance of %TypeError%</td>
<td></td>
</tr>
<tr>
<td>%TypedArray%</td>
<td>TypedArray</td>
<td>The super class of all typed Array constructors (23.2.1)</td>
</tr>
<tr>
<td>%TypeError%</td>
<td>TypeError</td>
<td>The TypeError constructor (20.5.5.5)</td>
</tr>
<tr>
<td>%Uint8Array%</td>
<td>Uint8Array</td>
<td>The Uint8Array constructor (23.2)</td>
</tr>
<tr>
<td>%Uint8ClampedArray%</td>
<td>The Uint8ClampedArray constructor (23.2)</td>
<td></td>
</tr>
<tr>
<td>%Uint16Array%</td>
<td>Uint16Array</td>
<td>The Uint16Array constructor (23.2)</td>
</tr>
<tr>
<td>%Uint32Array%</td>
<td>Uint32Array</td>
<td>The Uint32Array constructor (23.2)</td>
</tr>
<tr>
<td>%URIError%</td>
<td>URIError</td>
<td>The URIError constructor (20.5.5.6)</td>
</tr>
<tr>
<td>%WeakMap%</td>
<td>WeakMap</td>
<td>The WeakMap constructor (24.3.1)</td>
</tr>
<tr>
<td>%WeakRef%</td>
<td>WeakRef</td>
<td>The WeakRef constructor (26.1.1)</td>
</tr>
<tr>
<td>%WeakSet%</td>
<td>WeakSet</td>
<td>The WeakSet constructor (24.4.1)</td>
</tr>
</tbody>
</table>

**NOTE** Additional entries in Table 93.

### 6.2 ECMAScript Specification Types

A specification type corresponds to meta-values that are used within algorithms to describe the semantics of ECMAScript language constructs and ECMAScript language types. The specification types include Reference, List, Completion Record, Property Descriptor, Environment Record, Abstract Closure, and Data Block. Specification type values are specification artefacts that do not necessarily correspond to any specific entity within an ECMAScript implementation. Specification type values may be used to describe intermediate results of ECMAScript expression evaluation but such values cannot be stored as properties of objects or values of ECMAScript language variables.
6.2.1 The List and Record Specification Types

The List type is used to explain the evaluation of argument lists (see 13.3.8) in new expressions, in function calls, and in other algorithms where a simple ordered list of values is needed. Values of the List type are simply ordered sequences of list elements containing the individual values. These sequences may be of any length. The elements of a list may be randomly accessed using 0-origin indices. For notational convenience an array-like syntax can be used to access List elements. For example, arguments[2] is shorthand for saying the 3rd element of the List arguments.

When an algorithm iterates over the elements of a List without specifying an order, the order used is the order of the elements in the List.

For notational convenience within this specification, a literal syntax can be used to express a new List value. For example, « 1, 2 » defines a List value that has two elements each of which is initialized to a specific value. A new empty List can be expressed as « ». 

In this specification, the phrase "the list-concatenation of A, B, ..." (where each argument is a possibly empty List) denotes a new List value whose elements are the concatenation of the elements (in order) of each of the arguments (in order).

The Record type is used to describe data aggregations within the algorithms of this specification. A Record type value consists of one or more named fields. The value of each field is an ECMAScript language value or specification value. Field names are always enclosed in double brackets, for example [[Value]].

For notational convenience within this specification, an object literal-like syntax can be used to express a Record value. For example, { [[Field1]]: 42, [[Field2]]: false, [[Field3]]: empty } defines a Record value that has three fields, each of which is initialized to a specific value. Field name order is not significant. Any fields that are not explicitly listed are considered to be absent.

In specification text and algorithms, dot notation may be used to refer to a specific field of a Record value. For example, if R is the record shown in the previous paragraph then R.[[Field2]] is shorthand for "the field of R named [[Field2]]".

Schema for commonly used Record field combinations may be named, and that name may be used as a prefix to a literal Record value to identify the specific kind of aggregations that is being described. For example: PropertyDescriptor { [[Value]]: 42, [[Writable]]: false, [[Configurable]]: true }.

6.2.2 The Set and Relation Specification Types

The Set type is used to explain a collection of unordered elements for use in the memory model. It is distinct from the ECMAScript collection type of the same name. To disambiguate, instances of the ECMAScript collection are consistently referred to as "Set objects" within this specification. Values of the Set type are simple collections of elements, where no element appears more than once. Elements may be added to and removed from Sets. Sets may be unioned, intersected, or subtracted from each other.

The Relation type is used to explain constraints on Sets. Values of the Relation type are Sets of ordered pairs of values from its value domain. For example, a Relation on events is a set of ordered pairs of events. For a Relation R and two values a and b in the value domain of R, a R b is shorthand for saying the ordered pair (a, b) is a member of R. A Relation is least with respect to some conditions when it is the smallest Relation that satisfies those conditions.

A strict partial order is a Relation value R that satisfies the following.

- For all a, b, and c in R's domain:
  - It is not the case that a R a, and
  - If a R b and b R c, then a R c.
NOTE 1  The two properties above are called irreflexivity and transitivity, respectively.

A strict total order is a Relation value $R$ that satisfies the following.

- For all $a$, $b$, and $c$ in $R$'s domain:
  - $a$ is identical to $b$ or $a R b$ or $b R a$, and
  - It is not the case that $a R a$, and
  - If $a R b$ and $b R c$, then $a R c$.

NOTE 2  The three properties above are called totality, irreflexivity, and transitivity, respectively.

6.2.3 The Completion Record Specification Type

The Completion Record specification type is used to explain the runtime propagation of values and control flow such as the behaviour of statements (break, continue, return and throw) that perform nonlocal transfers of control.

Completion Records have the fields defined in Table 7.

<table>
<thead>
<tr>
<th>Field Name</th>
<th>Value</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>[[Type]]</td>
<td>normal, break, continue, return, or throw</td>
<td>The type of completion that occurred.</td>
</tr>
<tr>
<td>[[Value]]</td>
<td>any value except a Completion Record</td>
<td>The value that was produced.</td>
</tr>
<tr>
<td>[[Target]]</td>
<td>a String or empty</td>
<td>The target label for directed control transfers.</td>
</tr>
</tbody>
</table>

The following shorthand terms are sometimes used to refer to Completion Records.

- *normal completion* refers to any Completion Record with a [[Type]] value of normal.
- *break completion* refers to any Completion Record with a [[Type]] value of break.
- *continue completion* refers to any Completion Record with a [[Type]] value of continue.
- *return completion* refers to any Completion Record with a [[Type]] value of return.
- *throw completion* refers to any Completion Record with a [[Type]] value of throw.
- *abrupt completion* refers to any Completion Record with a [[Type]] value other than normal.
- *a normal completion containing some type of value* refers to a normal completion that has a value of that type in its [[Value]] field.

Callable objects that are defined in this specification only return a normal completion or a throw completion. Returning any other kind of Completion Record is considered an editorial error.

Implementation-defined callable objects must return either a normal completion or a throw completion.

6.2.3.1 Await

Algorithm steps that say

1. Let *completion* be *Await*(value).

mean the same thing as:

1. Let *asyncContext* be the running execution context.
2. Let promise be ? PromiseResolve(%Promise%, value).

3. Let fulfilledClosure be a new Abstract Closure with parameters (value) that captures asyncContext and performs the following steps when called:
   a. Let prevContext be the running execution context.
   b. Suspend prevContext.
   c. Push asyncContext onto the execution context stack; asyncContext is now the running execution context.
   d. Resume the suspended evaluation of asyncContext using NormalCompletion(value) as the result of the operation that suspended it.
   e. Assert: When we reach this step, asyncContext has already been removed from the execution context stack and prevContext is the currently running execution context.
   f. Return undefined.

4. Let onFulfilled be CreateBuiltinFunction(fulfilledClosure, 1, "", « »).

5. Let rejectedClosure be a new Abstract Closure with parameters (reason) that captures asyncContext and performs the following steps when called:
   a. Let prevContext be the running execution context.
   b. Suspend prevContext.
   c. Push asyncContext onto the execution context stack; asyncContext is now the running execution context.
   d. Resume the suspended evaluation of asyncContext using ThrowCompletion(reason) as the result of the operation that suspended it.
   e. Assert: When we reach this step, asyncContext has already been removed from the execution context stack and prevContext is the currently running execution context.
   f. Return undefined.

6. Let onRejected be CreateBuiltinFunction(rejectedClosure, 1, "", « »).

7. Perform PerformPromiseThen(promise, onFulfilled, onRejected).

8. Remove asyncContext from the execution context stack and restore the execution context that is at the top of the execution context stack as the running execution context.

9. Set the code evaluation state of asyncContext such that when evaluation is resumed with a Completion Record completion, the following steps of the algorithm that invoked Await will be performed, with completion available.

10. Return NormalCompletion(unused).

11. NOTE: This returns to the evaluation of the operation that had most previously resumed evaluation of asyncContext.

where all aliases in the above steps, with the exception of completion, are ephemeral and visible only in the steps pertaining to Await.

NOTE Await can be combined with the ? and ! prefixes, so that for example

1. Let result be ? Await(value).

means the same thing as:

1. Let result be Await(value).
2. ReturnIfAbrupt(result).

6.2.3.2 NormalCompletion ( value )

The abstract operation NormalCompletion takes argument value and returns a normal completion. It performs the following steps when called:
1. Return Completion Record \{ [[Type]]: normal, [[Value]]: value, [[Target]]: empty \}.

### 6.2.3.3 ThrowCompletion (value)

The abstract operation ThrowCompletion takes argument value (an ECMAScript language value) and returns a throw completion. It performs the following steps when called:

1. Return Completion Record \{ [[Type]]: throw, [[Value]]: value, [[Target]]: empty \}.

### 6.2.3.4 UpdateEmpty (completionRecord, value)

The abstract operation UpdateEmpty takes arguments completionRecord (a Completion Record) and value and returns a Completion Record. It performs the following steps when called:

1. Assert: If completionRecord.\([[[Type]]]\) is either return or throw, then completionRecord.\([[[Value]]]\) is not empty.
2. If completionRecord.\([[[Value]]]\) is not empty, return ? completionRecord.
3. Return Completion Record \{ [[Type]]: completionRecord.\([[[Type]]]\), [[Value]]: value, [[Target]]: completionRecord.\([[[Target]]]\) \}.

### 6.2.4 The Reference Record Specification Type

The Reference Record type is used to explain the behaviour of such operators as delete, typeof, the assignment operators, the super keyword and other language features. For example, the left-hand operand of an assignment is expected to produce a Reference Record.

A Reference Record is a resolved name or property binding; its fields are defined by Table 8.

<table>
<thead>
<tr>
<th>Field Name</th>
<th>Value</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>([[[Base]]])</td>
<td>an ECMAScript language value, an Environment Record, or unresolvable</td>
<td>The value or Environment Record which holds the binding. A ([[[Base]]]) of unresolvable indicates that the binding could not be resolved.</td>
</tr>
<tr>
<td>([[[ReferencedName]]])</td>
<td>a String, a Symbol, or a Private Name</td>
<td>The name of the binding. Always a String if ([[[Base]]]) value is an Environment Record.</td>
</tr>
<tr>
<td>([[[Strict]]])</td>
<td>a Boolean</td>
<td>true if the Reference Record originated in strict mode code, false otherwise.</td>
</tr>
<tr>
<td>([[[ThisValue]]])</td>
<td>an ECMAScript language value or empty</td>
<td>If not empty, the Reference Record represents a property binding that was expressed using the super keyword; it is called a Super Reference Record and its ([[[Base]]]) value will never be an Environment Record. In that case, the ([[[ThisValue]]]) field holds the this value at the time the Reference Record was created.</td>
</tr>
</tbody>
</table>

The following abstract operations are used in this specification to operate upon Reference Records:
6.2.4.1 IsPropertyReference (V)

The abstract operation IsPropertyReference takes argument V (a Reference Record) and returns a Boolean. It performs the following steps when called:

1. If V.[[Base]] is unresolvable, return false.
2. If V.[[Base]] is an Environment Record, return false; otherwise return true.

6.2.4.2 IsUnresolvableReference (V)

The abstract operation IsUnresolvableReference takes argument V (a Reference Record) and returns a Boolean. It performs the following steps when called:

1. If V.[[Base]] is unresolvable, return true; otherwise return false.

6.2.4.3 IsSuperReference (V)

The abstract operation IsSuperReference takes argument V (a Reference Record) and returns a Boolean. It performs the following steps when called:

1. If V.[[ThisValue]] is not empty, return true; otherwise return false.

6.2.4.4 IsPrivateReference (V)

The abstract operation IsPrivateReference takes argument V (a Reference Record) and returns a Boolean. It performs the following steps when called:

1. If V.[[ReferencedName]] is a Private Name, return true; otherwise return false.

6.2.4.5 GetValue (V)

The abstract operation GetValue takes argument V and returns either a normal completion containing an ECMAScript language value or an abrupt completion. It performs the following steps when called:

1. ReturnIfAbrupt(V).
2. If V is not a Reference Record, return V.
3. If IsUnresolvableReference(V) is true, throw a ReferenceError exception.
4. If IsPropertyReference(V) is true, then
   a. Let baseObj be ?ToObject(V.[[Base]]).
   b. If IsPrivateReference(V) is true, then
      i. Return ?PrivateGet(baseObj, V.[[ReferencedName]]).
   c. Return ?baseObj. [[Get]](V. [[ReferencedName]], GetThisValue(V)).
5. Else,
   a. Let base be V. [[Base]].
   b. Assert: base is an Environment Record.
   c. Return ? base. GetBindingValue(V. [[ReferencedName]], V. [[Strict]]) (see 9.1).

NOTE The object that may be created in step 4.a is not accessible outside of the above abstract operation and the ordinary object [[Get]] internal method. An implementation might choose to avoid the actual creation of the object.
6.2.4.6 PutValue (V, W)

The abstract operation PutValue takes arguments V and W and returns either a normal completion containing unused or an abrupt completion. It performs the following steps when called:

1. ReturnIfAbrupt(V).
2. ReturnIfAbrupt(W).
3. If V is not a Reference Record, throw a ReferenceError exception.
4. If IsUnresolvableReference(V) is true, then
   a. If V.[[Strict]] is true, throw a ReferenceError exception.
   b. Let globalObj be GetGlobalObject().
   c. Perform Set(globalObj, V.[[ReferencedName]], W, false).
   d. Return unused.
5. If IsPropertyReference(V) is true, then
   a. Let baseObj be ?ToObject(V.[[Base]]).
   b. If IsPrivateReference(V) is true, then
      i. Return ?PrivateSet(baseObj, V.[[ReferencedName]], W).
   c. Let succeeded be ?baseObj.[[Set]](V.[[ReferencedName]], W, GetThisValue(V)).
   d. If succeeded is false and V.[[Strict]] is true, throw a TypeError exception.
   e. Return unused.
6. Else,
   a. Let base be V.[[Base]].
   b. Assert: base is an Environment Record.
   c. Return ?base.SetMutableBinding(V.[[ReferencedName]], W, V.[[Strict]]) (see 9.1).

NOTE The object that may be created in step 5.a is not accessible outside of the above abstract operation and the ordinary object [[Set]] internal method. An implementation might choose to avoid the actual creation of that object.

6.2.4.7 GetThisValue (V)

The abstract operation GetThisValue takes argument V and returns an ECMAScript language value. It performs the following steps when called:

1. Assert: IsPropertyReference(V) is true.
2. If IsSuperReference(V) is true, return V.[[ThisValue]]; otherwise return V.[[Base]].

6.2.4.8 InitializeReferencedBinding (V, W)

The abstract operation InitializeReferencedBinding takes arguments V and W and returns either a normal completion containing unused or an abrupt completion. It performs the following steps when called:

1. ReturnIfAbrupt(V).
2. ReturnIfAbrupt(W).
3. Assert: V is a Reference Record.
4. Assert: IsUnresolvableReference(V) is false.
5. Let base be V.[[Base]].
6. Assert: base is an Environment Record.

6.2.4.9 MakePrivateReference ( baseValue, privateldentifier )

The abstract operation MakePrivateReference takes arguments baseValue (an ECMAScript language value) and privateldentifier (a String) and returns a Reference Record. It performs the following steps when called:

1. Let privEnv be the running execution context's PrivateEnvironment.
2. Assert: privEnv is not null.
3. Let privateName be ResolvePrivateIdentifier(privEnv, privateldentifier).
4. Return the Reference Record { [[Base]]: baseValue, [[ReferencedName]]: privateName, [[Strict]]: true, [[ThisValue]]: empty }.

6.2.5 The Property Descriptor Specification Type

The Property Descriptor type is used to explain the manipulation and reification of Object property attributes. A Property Descriptor is a Record with zero or more fields, where each field's name is an attribute name and its value is a corresponding attribute value as specified in 6.1.7.1. The schema name used within this specification to tag literal descriptions of Property Descriptor records is “PropertyDescriptor”.

Property Descriptor values may be further classified as data Property Descriptors and accessor Property Descriptors based upon the existence or use of certain fields. A data Property Descriptor is one that includes any fields named either [[Value]] or [[Writable]]. An accessor Property Descriptor is one that includes any fields named either [[Get]] or [[Set]]. Any Property Descriptor may have fields named [[Enumerable]] and [[Configurable]]. A Property Descriptor value may not be both a data Property Descriptor and an accessor Property Descriptor; however, it may be neither (in which case it is a generic Property Descriptor). A fully populated Property Descriptor is one that is either an accessor Property Descriptor or a data Property Descriptor and that has all of the corresponding fields defined in Table 3.

The following abstract operations are used in this specification to operate upon Property Descriptor values:

6.2.5.1 IsAccessorDescriptor ( Desc )

The abstract operation IsAccessorDescriptor takes argument Desc (a Property Descriptor or undefined) and returns a Boolean. It performs the following steps when called:

1. If Desc is undefined, return false.
2. If Desc has a [[Get]] field, return true.
3. If Desc has a [[Set]] field, return true.
4. Return false.

6.2.5.2 IsDataDescriptor ( Desc )

The abstract operation IsDataDescriptor takes argument Desc (a Property Descriptor or undefined) and returns a Boolean. It performs the following steps when called:

1. If Desc is undefined, return false.
2. If Desc has a [[Value]] field, return true.
3. If Desc has a [[Writable]] field, return true.
4. Return false.
6.2.5.3 IsGenericDescriptor (Desc)

The abstract operation IsGenericDescriptor takes argument Desc (a Property Descriptor or undefined) and returns a Boolean. It performs the following steps when called:

1. If Desc is undefined, return false.
2. If IsAccessorDescriptor(Desc) is true, return false.
3. If IsDataDescriptor(Desc) is true, return false.
4. Return true.

6.2.5.4 FromPropertyDescriptor (Desc)

The abstract operation FromPropertyDescriptor takes argument Desc (a Property Descriptor or undefined) and returns an Object or undefined. It performs the following steps when called:

1. If Desc is undefined, return undefined.
2. Let obj be OrdinaryObjectCreate(%Object.prototype%).
3. Assert: obj is an extensible ordinary object with no own properties.
4. If Desc has a [[Value]] field, then
   a. Perform ! CreateDataPropertyOrThrow(obj, "value", Desc.[[Value]]).
5. If Desc has a [[Writable]] field, then
   a. Perform ! CreateDataPropertyOrThrow(obj, "writable", Desc.[[Writable]]).
6. If Desc has a [[Get]] field, then
   a. Perform ! CreateDataPropertyOrThrow(obj, "get", Desc.[[Get]]).
7. If Desc has a [[Set]] field, then
   a. Perform ! CreateDataPropertyOrThrow(obj, "set", Desc.[[Set]]).
8. If Desc has an [[Enumerable]] field, then
   a. Perform ! CreateDataPropertyOrThrow(obj, "enumerable", Desc.[[Enumerable]]).
9. If Desc has a [[Configurable]] field, then
   a. Perform ! CreateDataPropertyOrThrow(obj, "configurable", Desc.[[Configurable]]).
10. Return obj.

6.2.5.5 ToPropertyDescriptor (Obj)

The abstract operation ToPropertyDescriptor takes argument Obj and returns either a normal completion containing a Property Descriptor or an abrupt completion. It performs the following steps when called:

1. If Type(Obj) is not Object, throw a TypeError exception.
2. Let desc be a new Property Descriptor that initially has no fields.
3. Let hasEnumerable be ? HasProperty(Obj, "enumerable").
4. If hasEnumerable is true, then
   a. Let enumerable be ToBoolean(? Get(Obj, "enumerable")).
   b. Set desc.[[Enumerable]] to enumerable.
5. Let hasConfigurable be ? HasProperty(Obj, "configurable").
6. If hasConfigurable is true, then
   a. Let configurable be ToBoolean(? Get(Obj, "configurable")).
   b. Set desc.[[Configurable]] to configurable.
7. Let hasValue be ? HasProperty(Obj, "value").
8. If hasValue is true, then
Let \( \text{value} \) be \( \text{Get}(\text{Obj}, "\text{value}") \).

b. Set \( \text{desc}.[[\text{Value}]] \) to \( \text{value} \).

9. Let \( \text{hasWritable} \) be \( \text{HasProperty}(\text{Obj}, "\text{writable}") \).

10. If \( \text{hasWritable} \) is true, then
    a. Let \( \text{writable} \) be \( \text{ToBoolean}(\text{Get}(\text{Obj}, "\text{writable}")) \).
    b. Set \( \text{desc}.[[\text{Writable}]] \) to \( \text{writable} \).

11. Let \( \text{hasGet} \) be \( \text{HasProperty}(\text{Obj}, "\text{get}") \).

12. If \( \text{hasGet} \) is true, then
    a. Let \( \text{getter} \) be \( \text{Get}(\text{Obj}, "\text{get}") \).
    b. If \( \text{IsCallable}(\text{getter}) \) is false and \( \text{getter} \) is not undefined, throw a \text{TypeError} exception.
    c. Set \( \text{desc}.[[\text{Get}]] \) to \( \text{getter} \).

13. Let \( \text{hasSet} \) be \( \text{HasProperty}(\text{Obj}, "\text{set}") \).

14. If \( \text{hasSet} \) is true, then
    a. Let \( \text{setter} \) be \( \text{Get}(\text{Obj}, "\text{set}") \).
    b. If \( \text{IsCallable}(\text{setter}) \) is false and \( \text{setter} \) is not undefined, throw a \text{TypeError} exception.
    c. Set \( \text{desc}.[[\text{Set}]] \) to \( \text{setter} \).

15. If \( \text{desc} \) has a \([\text{Get}]\) field or \( \text{desc} \) has a \([\text{Set}]\) field, then
    a. If \( \text{desc} \) has a \([\text{Value}]\) field or \( \text{desc} \) has a \([\text{Writable}]\) field, throw a \text{TypeError} exception.

16. Return \( \text{desc} \).

### 6.2.5.6 CompletePropertyDescriptor (\text{Desc})

The abstract operation \text{CompletePropertyDescriptor} takes argument \text{Desc} (a Property Descriptor) and returns unused. It performs the following steps when called:

1. Let \( \text{like} \) be the \text{Record} \{ [[\text{Value}]]: \text{undefined}, [[\text{Writable}]]: \text{false}, [[\text{Get}]]: \text{undefined}, [[\text{Set}]]: \text{undefined}, [[\text{Enumerable}]]: \text{false}, [[\text{Configurable}]]: \text{false} \}.

2. If \( \text{IsGenericDescriptor}(\text{Desc}) \) is true or \( \text{IsDataDescriptor}(\text{Desc}) \) is true, then
   a. If \( \text{Desc} \) does not have a \([\text{Value}]\) field, set \( \text{Desc}.[[\text{Value}]] \) to \( \text{like}.[[\text{Value}]] \).
   b. If \( \text{Desc} \) does not have a \([\text{Writable}]\) field, set \( \text{Desc}.[[\text{Writable}]] \) to \( \text{like}.[[\text{Writable}]] \).

3. Else,
   a. If \( \text{Desc} \) does not have a \([\text{Get}]\) field, set \( \text{Desc}.[[\text{Get}]] \) to \( \text{like}.[[\text{Get}]] \).
   b. If \( \text{Desc} \) does not have a \([\text{Set}]\) field, set \( \text{Desc}.[[\text{Set}]] \) to \( \text{like}.[[\text{Set}]] \).

4. If \( \text{Desc} \) does not have an \([\text{Enumerable}]\) field, set \( \text{Desc}.[[\text{Enumerable}]] \) to \( \text{like}.[[\text{Enumerable}]] \).

5. If \( \text{Desc} \) does not have a \([\text{Configurable}]\) field, set \( \text{Desc}.[[\text{Configurable}]] \) to \( \text{like}.[[\text{Configurable}]] \).

6. Return unused.

### 6.2.6 The Environment Record Specification Type

The \text{Environment Record} type is used to explain the behaviour of name resolution in nested functions and blocks. This type and the operations upon it are defined in 9.1.

### 6.2.7 The Abstract Closure Specification Type

The \text{Abstract Closure} specification type is used to refer to algorithm steps together with a collection of values. Abstract Closures are meta-values and are invoked using function application style such as \text{closure}(\text{arg1}, \text{arg2}). Like abstract operations, invocations perform the algorithm steps described by the Abstract Closure.
In algorithm steps that create an Abstract Closure, values are captured with the verb "capture" followed by a list of aliases. When an Abstract Closure is created, it captures the value that is associated with each alias at that time. In steps that specify the algorithm to be performed when an Abstract Closure is called, each captured value is referred to by the alias that was used to capture the value.

If an Abstract Closure returns a Completion Record, that Completion Record's [[Type]] must be either normal or throw.

Abstract Closures are created inline as part of other algorithms, shown in the following example.

1. Let \( \text{addend} \) be 41.
2. Let \( \text{closure} \) be a new Abstract Closure with parameters \( (x) \) that captures \( \text{addend} \) and performs the following steps when called:
   a. Return \( x + \text{addend} \).
3. Let \( \text{val} \) be \( \text{closure}(1) \).
4. Assert: \( \text{val} \) is 42.

### 6.2.8 Data Blocks

The Data Block specification type is used to describe a distinct and mutable sequence of byte-sized (8 bit) numeric values. A byte value is an integer value in the range 0 through 255, inclusive. A Data Block value is created with a fixed number of bytes that each have the initial value 0.

For notational convenience within this specification, an array-like syntax can be used to access the individual bytes of a Data Block value. This notation presents a Data Block value as a 0-origined integer-indexed sequence of bytes. For example, if \( \text{db} \) is a 5 byte Data Block value then \( \text{db}[2] \) can be used to access its 3rd byte.

A data block that resides in memory that can be referenced from multiple agents concurrently is designated a Shared Data Block. A Shared Data Block has an identity (for the purposes of equality testing Shared Data Block values) that is address-free: it is tied not to the virtual addresses the block is mapped to in any process, but to the set of locations in memory that the block represents. Two data blocks are equal only if the sets of the locations they contain are equal; otherwise, they are not equal and the intersection of the sets of locations they contain is empty. Finally, Shared Data Blocks can be distinguished from Data Blocks.

The semantics of Shared Data Blocks is defined using Shared Data Block events by the memory model. Abstract operations below introduce Shared Data Block events and act as the interface between evaluation semantics and the event semantics of the memory model. The events form a candidate execution, on which the memory model acts as a filter. Please consult the memory model for full semantics.

Shared Data Block events are modeled by Records, defined in the memory model.

The following abstract operations are used in this specification to operate upon Data Block values:

### 6.2.8.1 CreateByteDataBlock (size)

The abstract operation CreateByteDataBlock takes argument \( \text{size} \) (a non-negative integer) and returns either a normal completion containing a Data Block or an abrupt completion. It performs the following steps when called:

1. Let \( \text{db} \) be a new Data Block value consisting of \( \text{size} \) bytes. If it is impossible to create such a Data Block, throw a RangeError exception.
2. Set all of the bytes of \( \text{db} \) to 0.
3. Return \( \text{db} \).
6.2.8.2 CreateSharedByteDataBlock (size)

The abstract operation CreateSharedByteDataBlock takes argument size (a non-negative integer) and returns either a normal completion containing a Shared Data Block or an abrupt completion. It performs the following steps when called:

1. Let \(db\) be a new Shared Data Block value consisting of \(size\) bytes. If it is impossible to create such a Shared Data Block, throw a RangeError exception.
2. Let \(execution\) be the [[CandidateExecution]] field of the surrounding agent's Agent Record.
3. Let \(eventList\) be the [[EventList]] field of the element in \(execution.\)[[EventsRecords]] whose [[AgentSignifier]] is AgentSignifier().
4. Let \(zero\) be « 0 ».
5. For each index \(i\) of \(db\), do
   a. Append WriteSharedMemory \{ [[Order]]: Init, [[NoTear]]: true, [[Block]]: \(db\), [[ByteIndex]]: \(i\), [[ElementSize]]: 1, [[Payload]]: \(zero\) \} to \(eventList\).
6. Return \(db\).

6.2.8.3 CopyDataBlockBytes (toBlock, toIndex, fromBlock, fromIndex, count)

The abstract operation CopyDataBlockBytes takes arguments toBlock (a Data Block or a Shared Data Block), toIndex (a non-negative integer), fromBlock (a Data Block or a Shared Data Block), fromIndex (a non-negative integer), and count (a non-negative integer) and returns unused. It performs the following steps when called:

1. Assert: fromBlock and toBlock are distinct values.
2. Let fromSize be the number of bytes in fromBlock.
3. Assert: fromIndex + count ≤ fromSize.
4. Let toSize be the number of bytes in toBlock.
5. Assert: toIndex + count ≤ toSize.
6. Repeat, while count > 0,
   a. If fromBlock is a Shared Data Block, then
      i. Let \(execution\) be the [[CandidateExecution]] field of the surrounding agent's Agent Record.
      ii. Let \(eventList\) be the [[EventList]] field of the element in \(execution.\)[[EventsRecords]] whose [[AgentSignifier]] is AgentSignifier().
      iii. Let \(bytes\) be a List whose sole element is a nondeterministically chosen byte value.
      iv. NOTE: In implementations, \(bytes\) is the result of a non-atomic read instruction on the underlying hardware. The nondeterminism is a semantic prescription of the memory model to describe observable behaviour of hardware with weak consistency.
      v. Let \(readEvent\) be ReadSharedMemory \{ [[Order]]: Unordered, [[NoTear]]: true, [[Block]]: fromBlock, [[ByteIndex]]: fromIndex, [[ElementSize]]: 1 \}.
      vi. Append \(readEvent\) to \(eventList\).
      vii. Append Chosen Value Record \{ [[Event]]: readEvent, [[ChosenValue]]: bytes \} to \(execution.\)[[ChosenValues]].
      viii. If toBlock is a Shared Data Block, then
         1. Append WriteSharedMemory \{ [[Order]]: Unordered, [[NoTear]]: true, [[Block]]: toBlock, [[ByteIndex]]: toIndex, [[ElementSize]]: 1, [[Payload]]: bytes \} to \(eventList\).
      ix. Else,
         1. Set toBlock[toIndex] to bytes[0].
   b. Else,
      i. Assert: toBlock is not a Shared Data Block.
ii. Set `toBlock[toIndex]` to `fromBlock[fromIndex]`.

c. Set `tolIndex` to `tolIndex + 1`.

d. Set `fromIndex` to `fromIndex + 1`.

e. Set `count` to `count - 1`.

7. Return unused.

6.2.9 The PrivateElement Specification Type

The PrivateElement type is a Record used in the specification of private class fields, methods, and accessors. Although Property Descriptors are not used for private elements, private fields behave similarly to non-configurable, non-enumerable, writable data properties, private methods behave similarly to non-configurable, non-enumerable, non-writable data properties, and private accessors behave similarly to non-configurable, non-enumerable accessor properties.

Values of the PrivateElement type are Record values whose fields are defined by Table 9. Such values are referred to as PrivateElements.

<table>
<thead>
<tr>
<th>Field Name</th>
<th>Values of the [[Kind]] field for which it is present</th>
<th>Value</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>[[Key]]</td>
<td>All</td>
<td>a Private Name</td>
<td>The name of the field, method, or accessor.</td>
</tr>
<tr>
<td>[[Kind]]</td>
<td>All</td>
<td>field, method, or accessor</td>
<td>The kind of the element.</td>
</tr>
<tr>
<td>[[Value]]</td>
<td>field and method</td>
<td>an ECMAScript language value</td>
<td>The value of the field.</td>
</tr>
<tr>
<td>[[Get]]</td>
<td>accessor</td>
<td>a function object or undefined</td>
<td>The getter for a private accessor.</td>
</tr>
<tr>
<td>[[Set]]</td>
<td>accessor</td>
<td>a function object or undefined</td>
<td>The setter for a private accessor.</td>
</tr>
</tbody>
</table>

6.2.10 The ClassFieldDefinition Record Specification Type

The ClassFieldDefinition type is a Record used in the specification of class fields.

Values of the ClassFieldDefinition type are Record values whose fields are defined by Table 10. Such values are referred to as ClassFieldDefinition Records.

<table>
<thead>
<tr>
<th>Field Name</th>
<th>Value</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>[[Name]]</td>
<td>a Private Name, a String, or a Symbol</td>
<td>The name of the field.</td>
</tr>
<tr>
<td>[[Initializer]]</td>
<td>a function object or empty</td>
<td>The initializer of the field, if any.</td>
</tr>
</tbody>
</table>

6.2.11 Private Names

The Private Name specification type is used to describe a globally unique value (one which differs from any other Private Name, even if they are otherwise indistinguishable) which represents the key of a private class element (field, method, or accessor). Each Private Name has an associated immutable [[Description]] which
is a String value. A Private Name may be installed on any ECMAScript object with `PrivateFieldAdd` or `PrivateMethodOr_accessorAdd`, and then read or written using `PrivateGet` and `PrivateSet`.

6.2.12 The ClassStaticBlockDefinition Record Specification Type

A `ClassStaticBlockDefinition Record` is a `Record` value used to encapsulate the executable code for a class static initialization block.

ClassStaticBlockDefinition Records have the fields listed in Table 11.

<table>
<thead>
<tr>
<th>Field Name</th>
<th>Value</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>[[BodyFunction]]</code></td>
<td>a function object</td>
<td>The function object to be called during static initialization of a class.</td>
</tr>
</tbody>
</table>

7 Abstract Operations

These operations are not a part of the ECMAScript language; they are defined here solely to aid the specification of the semantics of the ECMAScript language. Other, more specialized abstract operations are defined throughout this specification.

7.1 Type Conversion

The ECMAScript language implicitly performs automatic type conversion as needed. To clarify the semantics of certain constructs it is useful to define a set of conversion abstract operations. The conversion abstract operations are polymorphic; they can accept a value of any ECMAScript language type. But no other specification types are used with these operations.

The BigInt type has no implicit conversions in the ECMAScript language; programmers must call BigInt explicitly to convert values from other types.

7.1.1 ToPrimitive (`input [ , preferredType ]`)

The abstract operation `ToPrimitive` takes argument `input` (an ECMAScript language value) and optional argument `preferredType` (string or number) and returns either a normal completion containing an ECMAScript language value or an abrupt completion. It converts its `input` argument to a non-Object type. If an object is capable of converting to more than one primitive type, it may use the optional hint `preferredType` to favour that type. It performs the following steps when called:

1. If `Type(input)` is Object, then
   a. Let `exoticToPrim` be `? GetMethod(input, @@toPrimitive)`. 
   b. If `exoticToPrim` is not `undefined`, then
      i. If `preferredType` is not present, let `hint` be "default".
      ii. Else if `preferredType` is string, let `hint` be "string".
      iii. Else,
         1. Assert: `preferredType` is number.
         2. Let `hint` be "number".
      iv. Let `result` be `? Call(exoticToPrim, input, « hint »)`.
      v. If `Type(result)` is not Object, return `result`.
      vi. Throw a `TypeError` exception.
c. If `preferredType` is not present, let `preferredType` be `number`.

d. Return `? OrdinaryToPrimitive(input, preferredType)`.

2. Return `input`.

**NOTE**
When ToPrimitive is called without a hint, then it generally behaves as if the hint were `number`. However, objects may over-ride this behaviour by defining a `@@toPrimitive` method. Of the objects defined in this specification only Dates (see 21.4.4.45) and Symbol objects (see 20.4.3.5) over-ride the default ToPrimitive behaviour. Dates treat the absence of a hint as if the hint were `string`.

### 7.1.1.1 `OrdinaryToPrimitive (O, hint)`

The abstract operation `OrdinaryToPrimitive` takes arguments `O` (an Object) and `hint` (string or number) and returns either a normal completion containing an ECMAScript language value or an abrupt completion. It performs the following steps when called:

1. If `hint` is string, then
   a. Let `methodNames` be « "toString", "valueOf" ».

2. Else,
   a. Let `methodNames` be « "valueOf", "toString" ».

3. For each element `name` of `methodNames`, do
   a. Let `method` be `? Get(O, name)`.
   b. If `IsCallable(method)` is `true`, then
      i. Let `result` be `? Call(method, O)`.
      ii. If `Type(result)` is not `Object`, return `result`.

4. Throw a `TypeError` exception.

### 7.1.2 `ToBoolean (argument)`

The abstract operation `ToBoolean` takes argument `argument` and returns a Boolean. It converts `argument` to a value of type Boolean according to Table 12:

<table>
<thead>
<tr>
<th>Argument Type</th>
<th>Result</th>
</tr>
</thead>
<tbody>
<tr>
<td>Undefined</td>
<td>Return <code>false</code>.</td>
</tr>
<tr>
<td>Null</td>
<td>Return <code>false</code>.</td>
</tr>
<tr>
<td>Boolean</td>
<td>Return <code>argument</code>.</td>
</tr>
<tr>
<td>Number</td>
<td>If <code>argument</code> is <code>+0_F</code>, <code>-0_F</code>, or <code>NaN</code>, return <code>false</code>; otherwise return <code>true</code>.</td>
</tr>
<tr>
<td>String</td>
<td>If <code>argument</code> is the empty String (its length is 0), return <code>false</code>; otherwise return <code>true</code>.</td>
</tr>
<tr>
<td>Symbol</td>
<td>Return <code>true</code>.</td>
</tr>
<tr>
<td>BigInt</td>
<td>If <code>argument</code> is <code>0_Z</code>, return <code>false</code>; otherwise return <code>true</code>.</td>
</tr>
<tr>
<td>Object</td>
<td>Return <code>true</code>.</td>
</tr>
</tbody>
</table>

**NOTE** An alternate algorithm related to the `[[IsHTMLDDA]]` internal slot is mandated in section B.3.6.1.
7.1.3 ToNumeric (value)

The abstract operation ToNumeric takes argument value and returns either a normal completion containing either a Number or a BigInt, or an abrupt completion. It returns value converted to a Number or a BigInt. It performs the following steps when called:

1. Let primValue be ? ToPrimitive(value, number).
2. If Type(primValue) is BigInt, return primValue.
3. Return ? ToNumber(primValue).

7.1.4 ToNumber (argument)

The abstract operation ToNumber takes argument argument and returns either a normal completion containing a Number or an abrupt completion. It converts argument to a value of type Number according to Table 13:

Table 13: ToNumber Conversions

<table>
<thead>
<tr>
<th>Argument Type</th>
<th>Result</th>
</tr>
</thead>
<tbody>
<tr>
<td>Undefined</td>
<td>Return NaN.</td>
</tr>
<tr>
<td>Null</td>
<td>Return +0𝔽.</td>
</tr>
<tr>
<td>Boolean</td>
<td>If argument is true, return 1𝔽. If argument is false, return +0𝔽.</td>
</tr>
<tr>
<td>Number</td>
<td>Return argument (no conversion).</td>
</tr>
<tr>
<td>String</td>
<td>Return ! StringToNumber(argument).</td>
</tr>
<tr>
<td>Symbol</td>
<td>Throw a TypeError exception.</td>
</tr>
<tr>
<td>BigInt</td>
<td>Throw a TypeError exception.</td>
</tr>
<tr>
<td>Object</td>
<td>Apply the following steps:</td>
</tr>
<tr>
<td></td>
<td>1. Let primValue be ? ToPrimitive(argument, number).</td>
</tr>
<tr>
<td></td>
<td>2. Return ? ToNumber(primValue).</td>
</tr>
</tbody>
</table>

7.1.4.1 ToNumber Applied to the String Type

The abstract operation StringToNumber specifies how to convert a String value to a Number value, using the following grammar.

Syntax

```
StringNumericLiteral :::
  StrWhiteSpace_opt
StrWhiteSpace_opt StrNumericLiteral StrWhiteSpace_opt
```

```
StrWhiteSpace :::
  StrWhiteSpaceChar StrWhiteSpace_opt
```

```
StrWhiteSpaceChar :::
  WhiteSpace
  LineTerminator
```

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StrNumericLiteral ::= StrDecimalLiteral NonDecimalIntegerLiteral [-Sep]

StrDecimalLiteral ::= StrUnsignedDecimalLiteral + StrUnsignedDecimalLiteral - StrUnsignedDecimalLiteral

StrUnsignedDecimalLiteral ::= Infinity DecimalDigits [-Sep] . DecimalDigits [-Sep] opt ExponentPart [-Sep] opt
                      . DecimalDigits [-Sep] ExponentPart [-Sep] opt
                      DecimalDigits [-Sep] ExponentPart [-Sep] opt

All grammar symbols not explicitly defined above have the definitions used in the Lexical Grammar for numeric literals (12.8.3)

NOTE Some differences should be noted between the syntax of a StringNumericLiteral and a NumericLiteral:

- A StringNumericLiteral may include leading and/or trailing white space and/or line terminators.
- A StringNumericLiteral that is decimal may have any number of leading 0 digits.
- A StringNumericLiteral that is decimal may include a + or - to indicate its sign.
- A StringNumericLiteral that is empty or contains only white space is converted to +0𝔽.
- Infinity and -Infinity are recognized as a StringNumericLiteral but not as a NumericLiteral.
- A StringNumericLiteral cannot include a BigIntLiteralSuffix.

7.1.4.1.1 StringToNumber (str)

The abstract operation StringToNumber takes argument str (a String) and returns a Number. It performs the following steps when called:

1. Let text be StringToCodePoints(str).
2. Let literal be ParseText(text, StringNumericLiteral).
3. If literal is a List of errors, return NaN.
4. Return StringNumericValue of literal.

7.1.4.1.2 Runtime Semantics: StringNumericValue

The syntax-directed operation StringNumericValue takes no arguments and returns a Number.

NOTE The conversion of a StringNumericLiteral to a Number value is similar overall to the determination of the NumericValue of a NumericLiteral (see 12.8.3), but some of the details are different.

It is defined piecewise over the following productions:

StringNumericLiteral ::= StrWhiteSpaceopt

1. Return +0𝔽.
StringNumericLiteral ::: StrWhiteSpace opt StrNumericLiteral StrWhiteSpace opt
1. Return StringNumericValue of StrNumericLiteral.

StrNumericLiteral ::: NonDecimalIntegerLiteral
1. Return \( \mathbb{F} \)MV of NonDecimalIntegerLiteral).

StrDecimalLiteral ::: – StrUnsignedDecimalLiteral
1. Let \( a \) be StringNumericValue of StrUnsignedDecimalLiteral.
2. If \( a \) is \(+0_{\mathbb{F}}\), return \(-0_{\mathbb{F}}\).
3. Return \(-a\).

StrUnsignedDecimalLiteral ::: Infinity
1. Return \(+\infty_{\mathbb{F}}\).

StrUnsignedDecimalLiteral ::: DecimalDigits . DecimalDigits opt ExponentPart opt
1. Let \( a \) be MV of the first DecimalDigits.
2. If the second DecimalDigits is present, then
   a. Let \( b \) be MV of the second DecimalDigits.
   b. Let \( n \) be the number of code points in the second DecimalDigits.
3. Else,
   a. Let \( b \) be 0.
   b. Let \( n \) be 0.
4. If ExponentPart is present, let \( e \) be MV of ExponentPart. Otherwise, let \( e \) be 0.
5. Return RoundMVResult((\( a + (b \times 10^{-n})\) \times 10^e)).

StrUnsignedDecimalLiteral ::: . DecimalDigits ExponentPart opt
1. Let \( b \) be MV of DecimalDigits.
2. If ExponentPart is present, let \( e \) be MV of ExponentPart. Otherwise, let \( e \) be 0.
3. Let \( n \) be the number of code points in DecimalDigits.
4. Return RoundMVResult(\( b \times 10^{e-n} \)).

StrUnsignedDecimalLiteral ::: DecimalDigits ExponentPart opt
1. Let \( a \) be MV of DecimalDigits.
2. If ExponentPart is present, let \( e \) be MV of ExponentPart. Otherwise, let \( e \) be 0.
3. Return RoundMVResult(\( a \times 10^e \)).

7.1.4.1.3 RoundMVResult(\( n \))

The abstract operation RoundMVResult takes argument \( n \) (a mathematical value) and returns a Number. It converts \( n \) to a Number in an implementation-defined manner. For the purposes of this abstract operation, a digit is significant if it is not zero or there is a non-zero digit to its left and there is a non-zero digit to its right. For the purposes of this abstract operation, "the mathematical value denoted by" a representation of a mathematical value is the inverse of "the decimal representation of" a mathematical value. It performs the following steps when called:

1. If the decimal representation of \( n \) has 20 or fewer significant digits, return \( \mathbb{I}(n) \).
2. Let \textit{option1} be the \textit{mathematical value} denoted by the result of replacing each significant digit in the decimal representation of \(n\) after the 20th with a 0 digit.

3. Let \textit{option2} be the \textit{mathematical value} denoted by the result of replacing each significant digit in the decimal representation of \(n\) after the 20th with a 0 digit and then incrementing it at the 20th position (with carrying as necessary).

4. Let \textit{chosen} be an \textit{implementation-defined} choice of either \textit{option1} or \textit{option2}.

5. Return \(𝔽(\textit{chosen})\).

7.1.5 \textbf{ToIntegerOrInfinity ( \textit{argument} )}

The abstract operation \textit{ToIntegerOrInfinity} takes argument \textit{argument} (an ECMAScript language value) and returns either a \textit{normal completion} containing either an integer, \(+\infty\), or \(-\infty\), or an \textit{abrupt completion}. It converts \textit{argument} to an \textit{integer} representing its \textit{Number value} with fractional part truncated, or to \(+\infty\) or \(-\infty\) when that \textit{Number value} is infinite. It performs the following steps when called:

1. Let \textit{number} be \(\textit{ToNumber(\textit{argument})}\).
2. If \textit{number} is \(\mathrm{NaN}, +0𝔽, \text{ or } -0𝔽\), return 0.
3. If \textit{number} is \(+∞𝔽\), return \(+∞\).
4. If \textit{number} is \(-∞𝔽\), return \(-∞\).
5. Let \textit{integer} be floor(\(ℝ(\textit{number})\)).
6. If \textit{number} < \(-0𝔽\), set \textit{integer} to \(-\textit{integer}\).
7. Return \textit{integer}.

7.1.6 \textbf{ToInt32 ( \textit{argument} )}

The abstract operation \textit{ToInt32} takes argument \textit{argument} and returns either a \textit{normal completion} containing an \textit{integral Number} or an \textit{abrupt completion}. It converts \textit{argument} to one of \(2^{32}\) \textit{integral Number} values in the range \(𝔽(-2^{31})\) through \(𝔽(2^{31} - 1)\), inclusive. It performs the following steps when called:

1. Let \textit{number} be \(\textit{ToNumber(\textit{argument})}\).
2. If \textit{number} is \(\mathrm{NaN}, +0𝔽, \text{ or } -0𝔽\), return 0.
3. Let \textit{int} be the \textit{mathematical value} whose sign is the sign of \textit{number} and whose magnitude is floor(\(ℝ(\textit{number})\)).
4. Let \textit{int32bit} be \textit{int} modulo \(2^{32}\).
5. If \textit{int32bit} ≥ \(2^{31}\), return \(𝔽(\textit{int32bit} - 2^{32})\); otherwise return \(𝔽(\textit{int32bit})\).

\textbf{NOTE}

Given the above definition of \textit{ToInt32}:

- The ToInt32 abstract operation is idempotent: if applied to a result that it produced, the second application leaves that value unchanged.
- \textit{ToInt32(ToUint32(x))} is the same value as \textit{ToInt32(x)} for all values of \(x\). (It is to preserve this latter property that \(+∞𝔽\) and \(-∞𝔽\) are mapped to \(+0𝔽\).)
- \textit{ToInt32} maps \(-0𝔽\) to \(+0𝔽\).

7.1.7 \textbf{ToUint32 ( \textit{argument} )}

The abstract operation \textit{ToUint32} takes argument \textit{argument} and returns either a \textit{normal completion} containing an \textit{integral Number} or an \textit{abrupt completion}. It converts \textit{argument} to one of \(2^{32}\) \textit{integral Number} values in the range \(+0𝔽\) through \(𝔽(2^{32} - 1)\), inclusive. It performs the following steps when called:
1. Let \( \text{number} \) be \( \text{ToNumber}(\text{argument}) \).
2. If \( \text{number} \) is \( \text{NaN}, +0_F, -0_F, +\infty_F, \text{ or } -\infty_F \), return \( +0_F \).
3. Let \( \text{int} \) be the mathematical value whose sign is the sign of \( \text{number} \) and whose magnitude is \( \text{floor}(\text{abs}(\mathbb{R}(\text{number}))) \).
4. Let \( \text{int32bit} \) be \( \text{int} \) modulo \( 2^{32} \).
5. Return \( \mathbb{F}(\text{int32bit}) \).

**NOTE**

Given the above definition of \text{ToUint32}:

- Step 5 is the only difference between \text{ToUint32} and \text{ToInt32}.
- The \text{ToUint32} abstract operation is idempotent: if applied to a result that it produced, the second application leaves that value unchanged.
- \text{ToUint32}(\text{ToInt32}(x)) is the same value as \text{ToUint32}(x) for all values of \( x \). (It is to preserve this latter property that \( +\infty_F \) and \( -\infty_F \) are mapped to \( +0_F \).)
- \text{ToUint32} maps \( -0_F \) to \( +0_F \).

### 7.1.8 \text{ToInt16} (\text{argument})

The abstract operation \text{ToInt16} takes argument \text{argument} and returns either a normal completion containing an integral Number or an abrupt completion. It converts \text{argument} to one of \( 2^{16} \) integral Number values in the range \( \mathbb{F}(-2^{15}) \) through \( \mathbb{F}(2^{15} - 1) \), inclusive. It performs the following steps when called:

1. Let \( \text{number} \) be \( \text{ToNumber}(\text{argument}) \).
2. If \( \text{number} \) is \( \text{NaN}, +0_F, -0_F, +\infty_F, \text{ or } -\infty_F \), return \( +0_F \).
3. Let \( \text{int} \) be the mathematical value whose sign is the sign of \( \text{number} \) and whose magnitude is \( \text{floor}(\text{abs}(\mathbb{R}(\text{number}))) \).
4. Let \( \text{int16bit} \) be \( \text{int} \) modulo \( 2^{16} \).
5. If \( \text{int16bit} \geq 2^{15} \), return \( \mathbb{F}(\text{int16bit} - 2^{16}) \); otherwise return \( \mathbb{F}(\text{int16bit}) \).

### 7.1.9 \text{ToUint16} (\text{argument})

The abstract operation \text{ToUint16} takes argument \text{argument} and returns either a normal completion containing an integral Number or an abrupt completion. It converts \text{argument} to one of \( 2^{16} \) integral Number values in the range \( +0_F \) through \( \mathbb{F}(2^{16} - 1) \), inclusive. It performs the following steps when called:

1. Let \( \text{number} \) be \( \text{ToNumber}(\text{argument}) \).
2. If \( \text{number} \) is \( \text{NaN}, +0_F, -0_F, +\infty_F, \text{ or } -\infty_F \), return \( +0_F \).
3. Let \( \text{int} \) be the mathematical value whose sign is the sign of \( \text{number} \) and whose magnitude is \( \text{floor}(\text{abs}(\mathbb{R}(\text{number}))) \).
4. Let \( \text{int16bit} \) be \( \text{int} \) modulo \( 2^{16} \).
5. Return \( \mathbb{F}(\text{int16bit}) \).

**NOTE**

Given the above definition of \text{ToUint16}:

- The substitution of \( 2^{16} \) for \( 2^{32} \) in step 4 is the only difference between \text{ToUint32} and \text{ToUint16}.
- \text{ToUint16} maps \( -0_F \) to \( +0_F \).
The abstract operation `ToInt8` takes argument `argument` and returns either a normal completion containing an integral Number or an abrupt completion. It converts `argument` to one of $2^8$ integral Number values in the range $-128_{\text{𝔽}}$ through $127_{\text{𝔽}}$, inclusive. It performs the following steps when called:

1. Let `number` be ? `ToNumber(argument)`.
2. If `number` is `NaN`, $+0_{\text{𝔽}}$, $-0_{\text{𝔽}}$, $+\infty_{\text{𝔽}}$, or $-\infty_{\text{𝔽}}$, return $+0_{\text{𝔽}}$.
3. Let `int` be the mathematical value whose sign is the sign of `number` and whose magnitude is `floor(abs(ℝ(number)))`.
4. Let `int8bit` be `int` modulo $2^8$.
5. If `int8bit` ≥ $2^7$, return $𝔽(int8bit - 2^8)$; otherwise return $𝔽(int8bit)$.

The abstract operation `ToUint8` takes argument `argument` and returns either a normal completion containing an integral Number or an abrupt completion. It converts `argument` to one of $2^8$ integral Number values in the range $+0_{\text{𝔽}}$ through $255_{\text{𝔽}}$, inclusive. It performs the following steps when called:

1. Let `number` be ? `ToNumber(argument)`.
2. If `number` is `NaN`, $+0_{\text{𝔽}}$, $-0_{\text{𝔽}}$, $+\infty_{\text{𝔽}}$, or $-\infty_{\text{𝔽}}$, return $+0_{\text{𝔽}}$.
3. Let `int` be the mathematical value whose sign is the sign of `number` and whose magnitude is `floor(abs(ℝ(number)))`.
4. Let `int8bit` be `int` modulo $2^8$.
5. Return $𝔽(int8bit)$.

The abstract operation `To Uint8Clamp` takes argument `argument` and returns either a normal completion containing an integral Number or an abrupt completion. It converts `argument` to one of $2^8$ integral Number values in the range $+0_{\text{𝔽}}$ through $255_{\text{𝔽}}$, inclusive. It performs the following steps when called:

1. Let `number` be ? `ToNumber(argument)`.
2. If `number` is `NaN`, return $+0_{\text{𝔽}}$.
3. If $ℝ(number) ≤ 0$, return $+0_{\text{𝔽}}$.
4. If $ℝ(number) ≥ 255$, return $255_{\text{𝔽}}$.
5. Let `f` be `floor(ℝ(number))`.
6. If $f + 0.5 < ℝ(number)$, return $𝔽(f + 1)$.
7. If $ℝ(number) < f + 0.5$, return $𝔽(f)$.
8. If `f` is odd, return $𝔽(f + 1)$.
9. Return $𝔽(f)$.

**NOTE** Unlike the other ECMAScript integer conversion abstract operation, `To Uint8Clamp` rounds rather than truncates non-integral values and does not convert $+\infty_{\text{𝔽}}$ to $+0_{\text{𝔽}}$. `To Uint8Clamp` does “round half to even” tie-breaking. This differs from `Math.round` which does “round half up” tie-breaking.
### 7.1.13 ToBigInt (argument)

The abstract operation ToBigInt takes argument `argument` and returns either a normal completion containing a BigInt or an abrupt completion. It converts `argument` to a BigInt value, or throws if an implicit conversion from Number would be required. It performs the following steps when called:

1. Let `prim` be ? ToPrimitive(`argument`, number).
2. Return the value that `prim` corresponds to in Table 14.

<table>
<thead>
<tr>
<th>Argument Type</th>
<th>Result</th>
</tr>
</thead>
<tbody>
<tr>
<td>Undefined</td>
<td>Throw a <code>TypeError</code> exception.</td>
</tr>
<tr>
<td>Null</td>
<td>Throw a <code>TypeError</code> exception.</td>
</tr>
<tr>
<td>Boolean</td>
<td>Return <code>1n</code> if <code>prim</code> is <code>true</code> and <code>0n</code> if <code>prim</code> is <code>false</code>.</td>
</tr>
<tr>
<td>BigInt</td>
<td>Return <code>prim</code>.</td>
</tr>
<tr>
<td>Number</td>
<td>Throw a <code>TypeError</code> exception.</td>
</tr>
<tr>
<td>String</td>
<td>1. Let <code>n</code> be <code>StringToBigInt(prim)</code>.</td>
</tr>
<tr>
<td></td>
<td>2. If <code>n</code> is <code>undefined</code>, throw a <code>SyntaxError</code> exception.</td>
</tr>
<tr>
<td></td>
<td>3. Return <code>n</code>.</td>
</tr>
<tr>
<td>Symbol</td>
<td>Throw a <code>TypeError</code> exception.</td>
</tr>
</tbody>
</table>

### 7.1.14 StringToBigInt (str)

The abstract operation StringToBigInt takes argument `str` (a String) and returns a BigInt or `undefined`. It performs the following steps when called:

1. Let `text` be `StringToCodePoints(str)`.
2. Let `literal` be `ParseText(text, StringIntegerLiteral)`.
3. If `literal` is a List of errors, return `undefined`.
4. Let `mv` be the MV of `literal`.
5. Assert: `mv` is an integer.
6. Return $\mathbb{Z}(mv)$.

#### 7.1.14.1 StringIntegerLiteral Grammar

StringToBigInt uses the following grammar.

**Syntax**

```
StringIntegerLiteral ::=
  StrWhiteSpace opt
  StrIntegerLiteral StrWhiteSpace opt

StrIntegerLiteral ::=
  SignedInteger [-Sep]
  NonDecimalIntegerLiteral [-Sep]
```
7.1.14.2 Runtime Semantics: MV

- The MV of `StringIntegerLiteral ::: StrWhiteSpace_opt` is 0.
- The MV of `StringIntegerLiteral ::: StrWhiteSpace_opt StrIntegerLiteral StrWhiteSpace_opt` is the MV of `StrIntegerLiteral`.

7.1.15 `ToBigInt64` (argument)

The abstract operation `ToBigInt64` takes argument `argument` and returns either a normal completion containing a BigInt or an abrupt completion. It converts `argument` to one of $2^{64}$ BigInt values in the range $\mathbb{Z}(-2^{63})$ through $\mathbb{Z}(2^{63}-1)$, inclusive. It performs the following steps when called:

1. Let $n$ be ? `ToBigInt(argument)`.  
2. Let `int64bit` be $\mathbb{R}(n)$ modulo $2^{64}$.  
3. If `int64bit` $\geq 2^{63}$, return $\mathbb{Z}(\text{int64bit} - 2^{64})$; otherwise return $\mathbb{Z}($int64bit$)$.

7.1.16 `ToBigUint64` (argument)

The abstract operation `ToBigUint64` takes argument `argument` and returns either a normal completion containing a BigInt or an abrupt completion. It converts `argument` to one of $2^{64}$ BigInt values in the range $0_\mathbb{Z}$ through the BigInt value for $\mathbb{Z}(2^{64}-1)$, inclusive. It performs the following steps when called:

1. Let $n$ be ? `ToBigInt(argument)`.  
2. Let `int64bit` be $\mathbb{R}(n)$ modulo $2^{64}$.  
3. Return $\mathbb{Z}($int64bit$)$.

7.1.17 `ToString` (argument)

The abstract operation `ToString` takes argument `argument` and returns either a normal completion containing a String or an abrupt completion. It converts `argument` to a value of type String according to Table 15:

<table>
<thead>
<tr>
<th>Argument Type</th>
<th>Result</th>
</tr>
</thead>
<tbody>
<tr>
<td>Undefined</td>
<td>Return &quot;undefined&quot;.</td>
</tr>
<tr>
<td>Null</td>
<td>Return &quot;null&quot;.</td>
</tr>
</tbody>
</table>
| Boolean       | If `argument` is true, return "true".  
                | If `argument` is false, return "false". |
| Number        | Return `Number::toString(argument)` |
| String        | Return `argument`. |
| Symbol        | Throw a `TypeError` exception. |
| BigInt        | Return ! `BigInt::toString(argument)` |
| Object        | Apply the following steps:  
                | 1. Let `primValue` be ? `ToPrimitive(argument, string)`.  
                | 2. Return ? `ToString(primValue)` |

Table 15: `ToString` Conversions
7.1.18 ToObject (argument)

The abstract operation ToObject takes argument argument and returns either a normal completion containing an Object or an abrupt completion. It converts argument to a value of type Object according to Table 16:

<table>
<thead>
<tr>
<th>Argument Type</th>
<th>Result</th>
</tr>
</thead>
<tbody>
<tr>
<td>Undefined</td>
<td>Throw a TypeError exception.</td>
</tr>
<tr>
<td>Null</td>
<td>Throw a TypeError exception.</td>
</tr>
<tr>
<td>Boolean</td>
<td>Return a new Boolean object whose [[BooleanData]] internal slot is set to argument. See 20.3 for a description of Boolean objects.</td>
</tr>
<tr>
<td>Number</td>
<td>Return a new Number object whose [[NumberData]] internal slot is set to argument. See 21.1 for a description of Number objects.</td>
</tr>
<tr>
<td>String</td>
<td>Return a new String object whose [[StringData]] internal slot is set to argument. See 22.1 for a description of String objects.</td>
</tr>
<tr>
<td>Symbol</td>
<td>Return a new Symbol object whose [[SymbolData]] internal slot is set to argument. See 20.4 for a description of Symbol objects.</td>
</tr>
<tr>
<td>BigInt</td>
<td>Return a new BigInt object whose [[BigIntData]] internal slot is set to argument. See 21.2 for a description of BigInt objects.</td>
</tr>
<tr>
<td>Object</td>
<td>Return argument.</td>
</tr>
</tbody>
</table>

7.1.19 ToPropertyKey (argument)

The abstract operation ToPropertyKey takes argument argument and returns either a normal completion containing a property key or an abrupt completion. It converts argument to a value that can be used as a property key. It performs the following steps when called:

1. Let key be ? ToPrimitive(argument, string).
2. If Type(key) is Symbol, then
   a. Return key.
3. Return ! ToString(key).

7.1.20 ToLength (argument)

The abstract operation ToLength takes argument argument (an ECMAScript language value) and returns either a normal completion containing an integral Number or an abrupt completion. It clamps argument to an integral Number suitable for use as the length of an array-like object. It performs the following steps when called:

1. Let len be ? ToIntegerOrInfinity(argument).
2. If len ≤ 0, return +0𝔽.
3. Return ⌊min(len, 2^{53} - 1)⌋.
7.1.21 CanonicalNumericIndexString (argument)

The abstract operation CanonicalNumericIndexString takes argument argument (a String) and returns a Number or undefined. It returns argument converted to a Number value if it is a String representation of a Number that would be produced by ToString, or the string "-0". Otherwise, it returns undefined. It performs the following steps when called:

1. If argument is "-0", return -0𝔽.
2. Let n be !ToNumber(argument).
3. If SameValue(!ToString(n), argument) is false, return undefined.
4. Return n.

A canonical numeric string is any String value for which the CanonicalNumericIndexString abstract operation does not return undefined.

7.1.22 ToIndex (value)

The abstract operation ToIndex takes argument value (an ECMAScript language value) and returns either a normal completion containing a non-negative integer or an abrupt completion. It converts value to a non-negative integer if the corresponding decimal representation, as a String, is an integer index. It performs the following steps when called:

1. If value is undefined, then
   a. Return 0.
2. Else,
   a. Let integer be ?ToIntegerOrInfinity(value).
   b. Let clamped be !ToLength(𝔽(integer)).
   c. If SameValue(𝔽(integer), clamped) is false, throw a RangeError exception.
   d. Assert: 0 ≤ integer ≤ 2^53 - 1.
   e. Return integer.

7.2 Testing and Comparison Operations

7.2.1 RequireObjectCoercible (argument)

The abstract operation RequireObjectCoercible takes argument argument and returns either a normal completion containing an ECMAScript language value or an abrupt completion. It throws an error if argument is a value that cannot be converted to an Object using ToObject. It is defined by Table 17:
Table 17: RequireObjectCoercible Results

<table>
<thead>
<tr>
<th>Argument Type</th>
<th>Result</th>
</tr>
</thead>
<tbody>
<tr>
<td>Undefined</td>
<td>Throw a TypeError exception.</td>
</tr>
<tr>
<td>Null</td>
<td>Throw a TypeError exception.</td>
</tr>
<tr>
<td>Boolean</td>
<td>Return argument.</td>
</tr>
<tr>
<td>Number</td>
<td>Return argument.</td>
</tr>
<tr>
<td>String</td>
<td>Return argument.</td>
</tr>
<tr>
<td>Symbol</td>
<td>Return argument.</td>
</tr>
<tr>
<td>BigInt</td>
<td>Return argument.</td>
</tr>
<tr>
<td>Object</td>
<td>Return argument.</td>
</tr>
</tbody>
</table>

7.2.2 IsArray (argument)

The abstract operation IsArray takes argument argument and returns either a normal completion containing a Boolean or an abrupt completion. It performs the following steps when called:

1. If Type(argument) is not Object, return false.
2. If argument is an Array exotic object, return true.
3. If argument is a Proxy exotic object, then
   a. If argument.[[ProxyHandler]] is null, throw a TypeError exception.
   b. Let target be argument.[[ProxyTarget]].
4. Return false.

7.2.3 IsCallable (argument)

The abstract operation IsCallable takes argument argument (an ECMAScript language value) and returns a Boolean. It determines if argument is a callable function with a [[Call]] internal method. It performs the following steps when called:

1. If Type(argument) is not Object, return false.
2. If argument has a [[Call]] internal method, return true.
3. Return false.

7.2.4 IsConstructor (argument)

The abstract operation IsConstructor takes argument argument (an ECMAScript language value) and returns a Boolean. It determines if argument is a function object with a [[Construct]] internal method. It performs the following steps when called:

1. If Type(argument) is not Object, return false.
2. If argument has a [[Construct]] internal method, return true.
3. Return false.
7.2.5 IsExtensible (O)

The abstract operation IsExtensible takes argument O (an Object) and returns either a normal completion containing a Boolean or an abrupt completion. It is used to determine whether additional properties can be added to O. It performs the following steps when called:

1. Return ? O.[[IsExtensible]]().

7.2.6 IsIntegralNumber (argument)

The abstract operation IsIntegralNumber takes argument argument and returns a Boolean. It determines if argument is a finite integral Number value. It performs the following steps when called:

1. If Type(argument) is not Number, return false.
2. If argument is NaN, +∞𝔽, or -∞𝔽, return false.
3. If floor(abs(R(argument))) ≠ abs(R(argument)), return false.
4. Return true.

7.2.7 IsPropertyKey (argument)

The abstract operation IsPropertyKey takes argument argument (an ECMAScript language value) and returns a Boolean. It determines if argument is a value that may be used as a property key. It performs the following steps when called:

1. If Type(argument) is String, return true.
2. If Type(argument) is Symbol, return true.
3. Return false.

7.2.8 IsRegExp (argument)

The abstract operation IsRegExp takes argument argument and returns either a normal completion containing a Boolean or an abrupt completion. It performs the following steps when called:

1. If Type(argument) is not Object, return false.
2. Let matcher be ? Get(argument, @@match).
3. If matcher is not undefined, return ToBoolean(matcher).
4. If argument has a [[RegExpMatcher]] internal slot, return true.
5. Return false.

7.2.9 IsStringPrefix (p, q)

The abstract operation IsStringPrefix takes arguments p (a String) and q (a String) and returns a Boolean. It determines if p is a prefix of q. It performs the following steps when called:

1. If StringIndexOf(q, p, 0) is 0, return true.
2. Else, return false.

NOTE Any String is a prefix of itself.
7.2.10  Static Semantics: IsStringWellFormedUnicode (string)

The abstract operation IsStringWellFormedUnicode takes argument string (a String) and returns a Boolean. It interprets string as a sequence of UTF-16 encoded code points, as described in 6.1.4, and determines whether it is a well formed UTF-16 sequence. It performs the following steps when called:

1. Let strLen be the number of code units in string.
2. Let k be 0.
3. Repeat, while k ≠ strLen,
   a. Let cp be CodePointAt(string, k).
   b. If cp.[[IsUnpairedSurrogate]] is true, return false.
   c. Set k to k + cp.[[CodeUnitCount]].
4. Return true.

7.2.11  SameValue (x, y)

The abstract operation SameValue takes arguments x (an ECMAScript language value) and y (an ECMAScript language value) and returns a Boolean. It determines whether or not the two arguments are the same value. It performs the following steps when called:

1. If Type(x) is different from Type(y), return false.
2. If Type(x) is Number, then
   a. Return Number::sameValue(x, y).
3. If Type(x) is BigInt, then
   a. Return BigInt::sameValue(x, y).
4. Return SameValueNonNumeric(x, y).

NOTE This algorithm differs from the IsStrictEqual Algorithm by treating all NaN values as equivalent and by differentiating +0𝔽 from -0𝔽.

7.2.12  SameValueZero (x, y)

The abstract operation SameValueZero takes arguments x (an ECMAScript language value) and y (an ECMAScript language value) and returns a Boolean. It determines whether or not the two arguments are the same value (ignoring the difference between +0𝔽 and -0𝔽). It performs the following steps when called:

1. If Type(x) is different from Type(y), return false.
2. If Type(x) is Number, then
   a. Return Number::sameValueZero(x, y).
3. If Type(x) is BigInt, then
   a. Return BigInt::sameValueZero(x, y).
4. Return SameValueNonNumeric(x, y).

NOTE SameValueZero differs from SameValue only in that it treats +0𝔽 and -0𝔽 as equivalent.
7.2.13 SameValueNonNumeric (x, y)

The abstract operation SameValueNonNumeric takes arguments x (an ECMAScript language value, but not a Number or a BigInt) and y (an ECMAScript language value, but not a Number or a BigInt) and returns a Boolean. It performs the following steps when called:

1. Assert: Type(x) is the same as Type(y).
2. If Type(x) is Undefined, return true.
3. If Type(x) is Null, return true.
4. If Type(x) is String, then
   a. If x and y are exactly the same sequence of code units (same length and same code units at corresponding indices), return true; otherwise, return false.
5. If Type(x) is Boolean, then
   a. If x and y are both true or both false, return true; otherwise, return false.
6. If Type(x) is Symbol, then
   a. If x and y are both the same Symbol value, return true; otherwise, return false.
7. If x and y are the same Object value, return true. Otherwise, return false.

7.2.14 IsLessThan (x, y, LeftFirst)

The abstract operation IsLessThan takes arguments x (an ECMAScript language value), y (an ECMAScript language value), and LeftFirst (a Boolean) and returns either a normal completion containing either a Boolean or undefined, or an abrupt completion. It provides the semantics for the comparison x < y, returning true, false, or undefined (which indicates that at least one operand is NaN). The LeftFirst flag is used to control the order in which operations with potentially visible side-effects are performed upon x and y. It is necessary because ECMAScript specifies left to right evaluation of expressions. If LeftFirst is true, the x parameter corresponds to an expression that occurs to the left of the y parameter's corresponding expression. If LeftFirst is false, the reverse is the case and operations must be performed upon y before x. It performs the following steps when called:

1. If the LeftFirst flag is true, then
   a. Let px be ? ToPrimitive(x, number).
   b. Let py be ? ToPrimitive(y, number).
2. Else,
   a. NOTE: The order of evaluation needs to be reversed to preserve left to right evaluation.
   b. Let py be ? ToPrimitive(y, number).
   c. Let px be ? ToPrimitive(x, number).
3. If Type(px) is String and Type(py) is String, then
   a. If IsStringPrefix(py, px) is true, return false.
   b. If IsStringPrefix(px, py) is true, return true.
   c. Let k be the smallest non-negative integer such that the code unit at index k within px is different from the code unit at index k within py. (There must be such a k, for neither String is a prefix of the other.)
   d. Let m be the integer that is the numeric value of the code unit at index k within px.
   e. Let n be the integer that is the numeric value of the code unit at index k within py.
   f. If m < n, return true. Otherwise, return false.
4. Else,
   a. If Type(px) is BigInt and Type(py) is String, then
      i. Let ny be StringToBigInt(py).
      ii. If ny is undefined, return undefined.
      iii. Return BigInt::lessThan(px, ny).
If $\text{Type}(px)$ is String and $\text{Type}(py)$ is BigInt, then
  i. Let $nx$ be $\text{StringToBigInt}(px)$.
  ii. If $nx$ is $\text{undefined}$, return $\text{undefined}$.
  iii. Return $\text{BigInt}::\text{lessThan}(nx, py)$.

c. NOTE: Because $px$ and $py$ are primitive values, evaluation order is not important.

d. Let $nx$ be $\text{ToNumeric}(px)$.

e. Let $ny$ be $\text{ToNumeric}(py)$.

f. If $\text{Type}(nx)$ is the same as $\text{Type}(ny)$, then
   i. If $\text{Type}(nx)$ is Number, then
      1. Return $\text{Number}::\text{lessThan}(nx, ny)$.
   ii. Else,
      1. Assert: $\text{Type}(nx)$ is BigInt.
      2. Return $\text{BigInt}::\text{lessThan}(nx, ny)$.

g. Assert: $\text{Type}(nx)$ is BigInt and $\text{Type}(ny)$ is Number, or $\text{Type}(nx)$ is Number and $\text{Type}(ny)$ is BigInt.

h. If $nx$ or $ny$ is $\text{NaN}$, return $\text{undefined}$.
   i. If $nx$ is $-\infty_F$ or $ny$ is $+\infty_F$, return $\text{true}$.
   j. If $nx$ is $+\infty_F$ or $ny$ is $-\infty_F$, return $\text{false}$.
   k. If $\mathbb{R}(nx) < \mathbb{R}(ny)$, return $\text{true}$; otherwise return $\text{false}$.

NOTE 1  Step 3 differs from step 1.c in the algorithm that handles the addition operator $+$ (13.15.3) by using the logical-and operation instead of the logical-or operation.

NOTE 2  The comparison of Strings uses a simple lexicographic ordering on sequences of code unit values. There is no attempt to use the more complex, semantically oriented definitions of character or string equality and collating order defined in the Unicode specification. Therefore String values that are canonically equal according to the Unicode Standard could test as unequal. In effect this algorithm assumes that both Strings are already in normalized form. Also, note that for strings containing supplementary characters, lexicographic ordering on sequences of UTF-16 code unit values differs from that on sequences of code point values.

7.2.15 $\text{IsLooselyEqual}(x, y)$

The abstract operation $\text{IsLooselyEqual}$ takes arguments $x$ (an ECMAScript language value) and $y$ (an ECMAScript language value) and returns either a normal completion containing a Boolean or an abrupt completion. It provides the semantics for the comparison $x == y$. It performs the following steps when called:

1. If $\text{Type}(x)$ is the same as $\text{Type}(y)$, then
   a. Return $\text{IsStrictlyEqual}(x, y)$.
2. If $x$ is $\text{null}$ and $y$ is $\text{undefined}$, return $\text{true}$.
3. If $x$ is $\text{undefined}$ and $y$ is $\text{null}$, return $\text{true}$.
4. NOTE: This step is replaced in section B.3.6.2.
5. If $\text{Type}(x)$ is Number and $\text{Type}(y)$ is String, return $\text{! IsLooselyEqual}(x, \text{! ToNumber}(y))$.
6. If $\text{Type}(x)$ is String and $\text{Type}(y)$ is Number, return $\text{! IsLooselyEqual}(\text{! ToNumber}(x), y)$.
7. If $\text{Type}(x)$ is BigInt and $\text{Type}(y)$ is String, then
   a. Let $n$ be $\text{StringToBigInt}(y)$.
   b. If $n$ is $\text{undefined}$, return $\text{false}$.
   c. Return $\text{! IsLooselyEqual}(x, n)$.
8. If $\text{Type}(x)$ is String and $\text{Type}(y)$ is BigInt, return $\text{! IsLooselyEqual}(y, x)$.
9. If \( \text{Type}(x) \) is Boolean, return \(! \text{IsLooselyEqual}(! \text{ToNumber}(x), y)\).
10. If \( \text{Type}(y) \) is Boolean, return \(! \text{IsLooselyEqual}(x, ! \text{ToNumber}(y))\).
11. If \( \text{Type}(x) \) is either String, Number, BigInt, or Symbol and \( \text{Type}(y) \) is Object, return \(! \text{IsLooselyEqual}(x, ? \text{ToPrimitive}(y))\).
12. If \( \text{Type}(x) \) is Object and \( \text{Type}(y) \) is either String, Number, BigInt, or Symbol, return \(! \text{IsLooselyEqual}(? \text{ToPrimitive}(x), y)\).
13. If \( \text{Type}(x) \) is BigInt and \( \text{Type}(y) \) is Number, or if \( \text{Type}(x) \) is Number and \( \text{Type}(y) \) is BigInt, then
   a. If \( x \) or \( y \) are any of \( \text{NaN}, +\infty, \text{ or } -\infty \), return \( \text{false} \).
   b. If \( \mathbb{R}(x) = \mathbb{R}(y) \), return \( \text{true} \); otherwise return \( \text{false} \).
14. Return \( \text{false} \).

7.2.16 \text{IsStrictlyEqual} ( x, y )

The abstract operation \text{IsStrictlyEqual} takes arguments \( x \) (an ECMAScript language value) and \( y \) (an ECMAScript language value) and returns a Boolean. It provides the semantics for the comparison \( x === y \). It performs the following steps when called:

1. If \( \text{Type}(x) \) is different from \( \text{Type}(y) \), return \( \text{false} \).
2. If \( \text{Type}(x) \) is Number, then
   a. Return \( \text{Number::equal}(x, y) \).
3. If \( \text{Type}(x) \) is BigInt, then
   a. Return \( \text{BigInt::equal}(x, y) \).
4. Return \( \text{SameValueNonNumeric}(x, y) \).

\textbf{NOTE}  This algorithm differs from the \text{SameValue} Algorithm in its treatment of signed zeroes and NaNs.

7.3 Operations on Objects

7.3.1 \text{MakeBasicObject} ( \text{internalSlotsList} )

The abstract operation \text{MakeBasicObject} takes argument \text{internalSlotsList} (a List of internal slot names) and returns an Object. It is the source of all ECMAScript objects that are created algorithmically, including both ordinary objects and exotic objects. It factors out common steps used in creating all objects, and centralizes object creation. It performs the following steps when called:

1. Let \( \text{obj} \) be a newly created object with an internal slot for each name in \text{internalSlotsList}.
2. Set \( \text{obj}'s \) essential internal methods to the default ordinary object definitions specified in 10.1.
3. \textbf{Assert}: If the caller will not be overriding both \( \text{obj}'s \) [[GetPrototypeOf]] and [[SetPrototypeOf]] essential internal methods, then \text{internalSlotsList} contains [[Prototype]].
4. \textbf{Assert}: If the caller will not be overriding all of \( \text{obj}'s \) [[SetPrototypeOf]], [[IsExtensible]], and [[PreventExtensions]] essential internal methods, then \text{internalSlotsList} contains [[Extensible]].
5. If \text{internalSlotsList} contains [[Extensible]], set \( \text{obj}.[[\text{Extensible}]] \) to \text{true}.
6. Return \( \text{obj} \).
NOTE Within this specification, exotic objects are created in abstract operations such as ArrayCreate and BoundFunctionCreate by first calling MakeBasicObject to obtain a basic, foundational object, and then overriding some or all of that object's internal methods. In order to encapsulate exotic object creation, the object's essential internal methods are never modified outside those operations.

7.3.2 Get (O, P)

The abstract operation Get takes arguments O (an Object) and P (a property key) and returns either a normal completion containing an ECMAScript language value or an abrupt completion. It is used to retrieve the value of a specific property of an object. It performs the following steps when called:


7.3.3 GetV (V, P)

The abstract operation GetV takes arguments V (an ECMAScript language value) and P (a property key) and returns either a normal completion containing an ECMAScript language value or an abrupt completion. It is used to retrieve the value of a specific property of an ECMAScript language value. If the value is not an object, the property lookup is performed using a wrapper object appropriate for the type of the value. It performs the following steps when called:

1. Let O be ?ToObject(V).

7.3.4 Set (O, P, V, Throw)

The abstract operation Set takes arguments O (an Object), P (a property key), V (an ECMAScript language value), and Throw (a Boolean) and returns either a normal completion containing unused or an abrupt completion. It is used to set the value of a specific property of an object. V is the new value for the property. It performs the following steps when called:

2. If success is false and Throw is true, throw a TypeError exception.
3. Return unused.

7.3.5 CreateDataProperty (O, P, V)

The abstract operation CreateDataProperty takes arguments O (an Object), P (a property key), and V (an ECMAScript language value) and returns either a normal completion containing a Boolean or an abrupt completion. It is used to create a new own property of an object. It performs the following steps when called:

1. Let newDesc be thePropertyDescriptor { [[Value]]: V, [[Writable]]: true, [[Enumerable]]: true, [[Configurable]]: true }.

NOTE This abstract operation creates a property whose attributes are set to the same defaults used for properties created by the ECMAScript language assignment operator. Normally, the property will not already exist. If it does exist and is not configurable or if O is not extensible, @@DefineOwnProperty@@ will return false.
7.3.6 CreateMethodProperty (O, P, V)

The abstract operation CreateMethodProperty takes arguments O (an Object), P (a property key), and V (an ECMAScript language value) and returns unused. It is used to create a new own property of an ordinary object. It performs the following steps when called:

1. Assert: O is an ordinary, extensible object with no non-configurable properties.
2. Let newDesc be the PropertyDescriptor {[[Value]]: V, [[Writable]]: true, [[Enumerable]]: false, [[Configurable]]: true}.
4. Return unused.

NOTE This abstract operation creates a property whose attributes are set to the same defaults used for built-in methods and methods defined using class declaration syntax. Normally, the property will not already exist. If it does exist and is not configurable or if O is not extensible, [[DefineOwnProperty]] will return false.

7.3.7 CreateDataPropertyOrThrow (O, P, V)

The abstract operation CreateDataPropertyOrThrow takes arguments O (an Object), P (a property key), and V (an ECMAScript language value) and returns either a normal completion containing a Boolean or an abrupt completion. It is used to create a new own property of an object. It throws a TypeError exception if the requested property update cannot be performed. It performs the following steps when called:

2. If success is false, throw a TypeError exception.

NOTE This abstract operation creates a property whose attributes are set to the same defaults used for properties created by the ECMAScript language assignment operator. Normally, the property will not already exist. If it does exist and is not configurable or if O is not extensible, [[DefineOwnProperty]] will return false causing this operation to throw a TypeError exception.

7.3.8 CreateNonEnumerableDataPropertyOrThrow (O, P, V)

The abstract operation CreateNonEnumerableDataPropertyOrThrow takes arguments O (an Object), P (a property key), and V (an ECMAScript language value) and returns unused. It is used to create a new non-enumerable own property of an ordinary object. It performs the following steps when called:

1. Assert: O is an ordinary, extensible object with no non-configurable properties.
2. Let newDesc be the PropertyDescriptor {[[Value]]: V, [[Writable]]: true, [[Enumerable]]: false, [[Configurable]]: true}.
4. Return unused.

NOTE This abstract operation creates a property whose attributes are set to the same defaults used for properties created by the ECMAScript language assignment operator except it is not enumerable. Normally, the property will not already exist. If it does exist and is not configurable or if O is not extensible, [[DefineOwnProperty]] will return false causing this operation to throw a TypeError exception.
7.3.9 DefinePropertyOrThrow (O, P, desc)

The abstract operation DefinePropertyOrThrow takes arguments O (an Object), P (a property key), and desc (a Property Descriptor) and returns either a normal completion containing unused or an abrupt completion. It is used to call the [[DefineOwnProperty]] internal method of an object in a manner that will throw a TypeError exception if the requested property update cannot be performed. It performs the following steps when called:

2. If success is false, throw a TypeError exception.
3. Return unused.

7.3.10 DeletePropertyOrThrow (O, P)

The abstract operation DeletePropertyOrThrow takes arguments O (an Object) and P (a property key) and returns either a normal completion containing unused or an abrupt completion. It is used to remove a specific own property of an object. It throws an exception if the property is not configurable. It performs the following steps when called:

2. If success is false, throw a TypeError exception.
3. Return unused.

7.3.11 GetMethod (V, P)

The abstract operation GetMethod takes arguments V (an ECMAScript language value) and P (a property key) and returns either a normal completion containing either a function object or undefined, or an abrupt completion. It is used to get the value of a specific property of an ECMAScript language value when the value of the property is expected to be a function. It performs the following steps when called:

1. Let func be ? GetV(V, P).
2. If func is either undefined or null, return undefined.
3. If IsCallable(func) is false, throw a TypeError exception.
4. Return func.

7.3.12 HasProperty (O, P)

The abstract operation HasProperty takes arguments O (an Object) and P (a property key) and returns either a normal completion containing a Boolean or an abrupt completion. It is used to determine whether an object has a property with the specified property key. The property may be either own or inherited. It performs the following steps when called:


7.3.13 HasOwnProperty (O, P)

The abstract operation HasOwnProperty takes arguments O (an Object) and P (a property key) and returns either a normal completion containing a Boolean or an abrupt completion. It is used to determine whether an object has an own property with the specified property key. It performs the following steps when called:

2. If \(\text{desc}\) is \text{undefined}, return \text{false}.

3. Return \text{true}.

### 7.3.14 Call (\(F, V, [argumentsList]\))

The abstract operation Call takes arguments \(F\) (an ECMAScript language value) and \(V\) (an ECMAScript language value) and optional argument \(argumentsList\) (a List of ECMAScript language values) and returns either a normal completion containing an ECMAScript language value or an abrupt completion. It is used to call the \([[\text{Call}]]\) internal method of a function object. \(F\) is the function object, \(V\) is an ECMAScript language value that is the this value of the \([[\text{Call}]]\), and \(argumentsList\) is the value passed to the corresponding argument of the internal method. If \(argumentsList\) is not present, a new empty \text{List} is used as its value. It performs the following steps when called:

1. If \(argumentsList\) is not present, set \(argumentsList\) to a new empty \text{List}.
2. If \(\text{IsCallable}(F)\) is \text{false}, throw a \text{TypeError} exception.
3. Return \(F.\[[\text{Call}]\](V, argumentsList)\).

### 7.3.15 Construct (\(F, [argumentsList], [newTarget]\))

The abstract operation Construct takes argument \(F\) (a constructor) and optional arguments \(argumentsList\) and \(newTarget\) (a constructor) and returns either a normal completion containing an Object or an abrupt completion. It is used to call the \([[\text{Construct}]]\) internal method of a function object. \(argumentsList\) and \(newTarget\) are the values to be passed as the corresponding arguments of the internal method. If \(argumentsList\) is not present, a new empty \text{List} is used as its value. If \(newTarget\) is not present, \(F\) is used as its value. It performs the following steps when called:

1. If \(newTarget\) is not present, set \(newTarget\) to \(F\).
2. If \(argumentsList\) is not present, set \(argumentsList\) to a new empty \text{List}.
3. Return \(F.\[[\text{Construct}]\](argumentsList, newTarget)\).

**NOTE** If \(newTarget\) is not present, this operation is equivalent to: \(\text{new } F(\ldots\text{argumentsList})\)

### 7.3.16 SetIntegrityLevel (\(O, level\))

The abstract operation SetIntegrityLevel takes arguments \(O\) (an Object) and \(level\) (sealed or frozen) and returns either a normal completion containing a Boolean or an abrupt completion. It is used to fix the set of own properties of an object. It performs the following steps when called:

1. Let \(status\) be \(O.\[[\text{PreventExtensions}]\]().
2. If \(status\) is \text{false}, return \text{false}.
3. Let \(keys\) be \(O.\[[\text{OwnPropertyKeys}]\]().
4. If \(level\) is sealed, then
   a. For each element \(k\) of \(keys\), do
      i. Perform \(\text{DefinePropertyOrThrow}(O, k, \text{PropertyDescriptor} \{ [[\text{Configurable}]]: \text{false} \})\).

5. Else,
   a. \text{Assert:} \(level\) is frozen.
   b. For each element \(k\) of \(keys\), do
      i. Let \(currentDesc\) be \(O.\[[\text{GetProperty}]\](k).
      ii. If \(currentDesc\) is not \text{undefined}, then
         1. If \(\text{IsAccessorDescriptor}(currentDesc)\) is \text{true}, then
            a. Let \(desc\) be the \text{PropertyDescriptor} \{ \[[\text{Configurable}]]: \text{false} \}. 
   
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Else,

- Let desc be the PropertyDescriptor { [[Configurable]]: false, [[Writable]]: false }.

3. Perform ? DefinePropertyOrThrow(\(O, k, \text{desc}\)).

6. Return true.

### 7.3.17 TestIntegrityLevel ( \(O, \text{level}\) )

The abstract operation TestIntegrityLevel takes arguments \(O\) (an Object) and \(\text{level}\) (sealed or frozen) and returns either a normal completion containing a Boolean or an abrupt completion. It is used to determine if the set of own properties of an object are fixed. It performs the following steps when called:

1. Let extensible be ? IsExtensible(\(O\)).
2. If extensible is true, return false.
3. NOTE: If the object is extensible, none of its properties are examined.
4. Let keys be \(O.\text{[[OwnPropertyKeys]]}\)().
5. For each element \(k\) of keys, do
   - Let currentDesc be \(O.\text{[[GetOwnProperty]]}(k)\).
   - If currentDesc is not undefined, then
     - i. If currentDesc.\text{[[Configurable]]} is true, return false.
     - ii. If level is frozen and IsDataDescriptor(currentDesc) is true, then
       1. If currentDesc.\text{[[Writable]]} is true, return false.
6. Return true.

### 7.3.18 CreateArrayFromList ( \(\text{elements}\) )

The abstract operation CreateArrayFromList takes argument \(\text{elements}\) (a List of ECMAScript language values) and returns an Array. It is used to create an Array whose elements are provided by \(\text{elements}\). It performs the following steps when called:

1. Let array be ! ArrayCreate(0).
2. Let n be 0.
3. For each element \(e\) of \(\text{elements}\), do
   - a. Perform ! CreateDataPropertyOrThrow(array, \(\text{ToString}(\(\mathbb{F}(n)\)), e\)).
   - Set n to \(n + 1\).
4. Return array.

### 7.3.19 LengthOfArrayLike ( \(\text{obj}\) )

The abstract operation LengthOfArrayLike takes argument \(\text{obj}\) (an Object) and returns either a normal completion containing a non-negative integer or an abrupt completion. It returns the value of the "length" property of an array-like object. It performs the following steps when called:

1. Return \(\mathbb{R}(? \text{ToLength}(? \text{Get}(\text{obj}, "length")))\).

An array-like object is any object for which this operation returns a normal completion.

**NOTE 1** Typically, an array-like object would also have some properties with integer index names. However, that is not a requirement of this definition.
NOTE 2  Arrays and String objects are examples of array-like objects.

7.3.20  CreateListFromArrayLike ( \( \text{obj} \), \( \text{elementTypes} \) )

The abstract operation CreateListFromArrayLike takes argument \( \text{obj} \) and optional argument \( \text{elementTypes} \) (a List of names of ECMAScript Language Types) and returns either a normal completion containing a List or an abrupt completion. It is used to create a List whose elements are provided by the indexed properties of \( \text{obj} \). \( \text{elementTypes} \) contains the names of ECMAScript Language Types that are allowed for element values of the List that is created. It performs the following steps when called:

1. If \( \text{elementTypes} \) is not present, set \( \text{elementTypes} \) to « Undefined, Null, Boolean, String, Symbol, Number, BigInt, Object ».
2. If Type(\( \text{obj} \)) is not Object, throw a TypeError exception.
3. Let \( \text{len} \) be LengthOfArrayLike(\( \text{obj} \)).
4. Let \( \text{list} \) be a new empty List.
5. Let \( \text{index} \) be 0.
6. Repeat, while \( \text{index} < \text{len} \),
   a. Let \( \text{indexName} \) be ! ToString(𝔽(\( \text{index} \))).
   b. Let \( \text{next} \) be ? Get(\( \text{obj} \), \( \text{indexName} \)).
   c. If Type(\( \text{next} \)) is not an element of \( \text{elementTypes} \), throw a TypeError exception.
   d. Append \( \text{next} \) as the last element of \( \text{list} \).
   e. Set \( \text{index} \) to \( \text{index} + 1 \).
7. Return \( \text{list} \).

7.3.21  Invoke ( \( \text{V} \), \( \text{P} \), \( \text{argumentsList} \) )

The abstract operation Invoke takes arguments \( \text{V} \) (an ECMAScript language value) and \( \text{P} \) (a property key) and optional argument \( \text{argumentsList} \) (a List of ECMAScript language values) and returns either a normal completion containing an ECMAScript language value or an abrupt completion. It is used to call a method property of an ECMAScript language value. \( \text{V} \) serves as both the lookup point for the property and the this value of the call. \( \text{argumentsList} \) is the list of arguments values passed to the method. If \( \text{argumentsList} \) is not present, a new empty List is used as its value. It performs the following steps when called:

1. If \( \text{argumentsList} \) is not present, set \( \text{argumentsList} \) to a new empty List.
2. Let \( \text{func} \) be ? GetV(\( \text{V} \), \( \text{P} \)).
3. Return ? Call(\( \text{func} \), \( \text{V} \), \( \text{argumentsList} \)).

7.3.22  OrdinaryHasInstance ( \( \text{C} \), \( \text{O} \) )

The abstract operation OrdinaryHasInstance takes arguments \( \text{C} \) (an ECMAScript language value) and \( \text{O} \) and returns either a normal completion containing a Boolean or an abrupt completion. It implements the default algorithm for determining if \( \text{O} \) inherits from the instance object inheritance path provided by \( \text{C} \). It performs the following steps when called:

1. If IsCallable(\( \text{C} \)) is false, return false.
2. If \( \text{C} \) has a [[BoundTargetFunction]] internal slot, then
   a. Let \( \text{BC} \) be \( \text{C}.[[\text{BoundTargetFunction}]] \).
   b. Return ? InstanceofOperator(\( \text{O} \), \( \text{BC} \)).
3. If Type(\( \text{O} \)) is not Object, return false.
4. Let \( \text{P} \) be ? Get(\( \text{C} \), "prototype").
5. If $\text{Type}(P)$ is not Object, throw a `TypeError` exception.

6. Repeat,
   a. Set $O$ to $O.\text{[[GetPrototypeOf]]}()$.
   b. If $O$ is null, return `false`.
   c. If `SameValue(P, O)` is `true`, return `true`.

### 7.3.23 SpeciesConstructor ($O$, `defaultConstructor`)  

The abstract operation `SpeciesConstructor` takes arguments $O$ (an Object) and `defaultConstructor` (a constructor) and returns either a normal completion containing a constructor or an abrupt completion. It is used to retrieve the constructor that should be used to create new objects that are derived from $O$. `defaultConstructor` is the constructor to use if a constructor `@@species` property cannot be found starting from $O$. It performs the following steps when called:

1. Let $C$ be $\text{Get}(O, \text{"constructor"})$.
2. If $C$ is `undefined`, return `defaultConstructor`.
3. If $\text{Type}(C)$ is not Object, throw a `TypeError` exception.
4. Let $S$ be $\text{Get}(C, \text{@@species})$.
5. If $S$ is either `undefined` or null, return `defaultConstructor`.
6. If `IsConstructor(S)` is `true`, return $S$.
7. Throw a `TypeError` exception.

### 7.3.24 EnumerableOwnPropertyNames ($O$, `kind`)  

The abstract operation `EnumerableOwnPropertyNames` takes arguments $O$ (an Object) and `kind` (key, value, or key+value) and returns either a normal completion containing a List or an abrupt completion. It performs the following steps when called:

1. Let `ownKeys` be $O.\text{[[OwnPropertyKeys]]}()$.
2. Let `properties` be a new empty List.
3. For each element `key` of `ownKeys`, do
   a. If $\text{Type(key)}$ is String, then
      i. Let `desc` be $O.\text{[[GetOwnProperty]]}(key)$.
      ii. If `desc` is not `undefined` and `desc.\text{[[Enumerable]]}` is `true`, then
         1. If `kind` is key, append `key` to `properties`.
         2. Else,
            a. Let `value` be $\text{Get}(O, key)$.
            b. If `kind` is value, append `value` to `properties`.
            c. Else,
               i. Assert: `kind` is key+value.
               ii. Let `entry` be $\text{CreateArrayFromList(«key, value»)}$.
               iii. Append `entry` to `properties`.
   4. Return `properties`.

### 7.3.25 GetFunctionRealm ($obj$)  

The abstract operation `GetFunctionRealm` takes argument $obj$ (a function object) and returns either a normal completion containing a Realm Record or an abrupt completion. It performs the following steps when called:
a. Return `obj.\[\[\text{Realm}\]\]`.

2. If `obj` is a bound function exotic object, then
   a. Let `target` be `obj.\[\[\text{BoundTargetFunction}\]\]`.

3. If `obj` is a Proxy exotic object, then
   a. If `obj.\[\[\text{ProxyHandler}\]\]` is `null`, throw a `TypeError` exception.
   b. Let `proxyTarget` be `obj.\[\[\text{ProxyTarget}\]\]`.

4. Return the current Realm Record.

**NOTE**
Step 4 will only be reached if `obj` is a non-standard function exotic object that does not have a \[\[\text{Realm}\]\] internal slot.

### 7.3.26 CopyDataProperties ( `target`, `source`, `excludedItems` )

The abstract operation CopyDataProperties takes arguments `target` (an Object), `source` (an ECMAScript language value), and `excludedItems` (a List of property keys) and returns either a normal completion containing unused or an abrupt completion. It performs the following steps when called:

1. If `source` is `undefined` or `null`, return unused.
2. Let `from` be ! ToObject(`source`).
3. Let `keys` be ? `from.\[\[OwnPropertyKeys\]\]`().
4. For each element `nextKey` of `keys`, do
   a. Let `excluded` be `false`.
   b. For each element `e` of `excludedItems`, do
      i. If SameValue(`e`, `nextKey`) is `true`, then
         1. Set `excluded` to `true`.
   c. If `excluded` is `false`, then
      i. Let `desc` be ? `from.\[\[\text{GetOwnProperty}\]\](nextKey)`.
      ii. If `desc` is not `undefined` and `desc.\[\[\text{Enumerable}\]\]` is `true`, then
         1. Let `propValue` be ? Get(`from`, `nextKey`).
         2. Perform ! CreateDataPropertyOrThrow(`target`, `nextKey`, `propValue`).

5. Return unused.

**NOTE**
The target passed in here is always a newly created object which is not directly accessible in case of an error being thrown.

### 7.3.27 PrivateElementFind ( `O`, `P` )

The abstract operation PrivateElementFind takes arguments `O` (an Object) and `P` (a Private Name) and returns a PrivateElement or empty. It performs the following steps when called:

1. If `O.\[\[\text{PrivateElements}\]\]` contains a PrivateElement whose \[\[\text{Key}\]\] is `P`, then
   a. Let `entry` be that PrivateElement.
   b. Return `entry`.

2. Return empty.
7.3.28 PrivateFieldAdd ( \( O, P, value \) )

The abstract operation PrivateFieldAdd takes arguments \( O \) (an Object), \( P \) (a Private Name), and \( value \) (an ECMAScript language value) and returns either a normal completion containing unused or an abrupt completion. It performs the following steps when called:

1. Let \( entry \) be PrivateElementFind\((O, P)\).
2. If \( entry \) is not empty, throw a TypeError exception.
3. Append PrivateElement\(((\text{Key}): P, (\text{Kind}): field, (\text{Value}): value\)\) to \( O.([\text{PrivateElements}])\).
4. Return unused.

7.3.29 PrivateMethodOrAccessorAdd ( \( O, method \) )

The abstract operation PrivateMethodOrAccessorAdd takes arguments \( O \) (an Object) and \( method \) (a PrivateElement) and returns either a normal completion containing unused or an abrupt completion. It performs the following steps when called:

1. Assert: \( method.([\text{Kind}]) \) is either method or accessor.
2. Let \( entry \) be PrivateElementFind\((O, method.([\text{Key}])\).
3. If \( entry \) is not empty, throw a TypeError exception.
4. Append \( method \) to \( O.([\text{PrivateElements}])\).
5. Return unused.

**NOTE**

The values for private methods and accessors are shared across instances. This operation does not create a new copy of the method or accessor.

7.3.30 PrivateGet ( \( O, P \) )

The abstract operation PrivateGet takes arguments \( O \) (an Object) and \( P \) (a Private Name) and returns either a normal completion containing an ECMAScript language value or an abrupt completion. It performs the following steps when called:

1. Let \( entry \) be PrivateElementFind\((O, P)\).
2. If \( entry \) is empty, throw a TypeError exception.
3. If \( entry.([\text{Kind}]) \) is field or method, then
   a. Return \( entry.([\text{Value}]) \).
4. Assert: \( entry.([\text{Kind}]) \) is accessor.
5. If \( entry.([\text{Get}]) \) is undefined, throw a TypeError exception.
6. Let \( getter \) be \( entry.([\text{Get}]) \).
7. Return ? Call\((getter, O)\).

7.3.31 PrivateSet ( \( O, P, value \) )

The abstract operation PrivateSet takes arguments \( O \) (an Object), \( P \) (a Private Name), and \( value \) (an ECMAScript language value) and returns either a normal completion containing unused or an abrupt completion. It performs the following steps when called:

1. Let \( entry \) be PrivateElementFind\((O, P)\).
2. If \( entry \) is empty, throw a TypeError exception.
If `entry.\\[Kind\\]` is field, then
   a. Set `entry.\\[Value\\]` to `value`.
4. Else if `entry.\\[Kind\\]` is method, then
   a. Throw a `TypeError` exception.
5. Else,
   a. Assert: `entry.\\[Kind\\]` is accessor.
   b. If `entry.\\[Set\\]` is `undefined`, throw a `TypeError` exception.
   c. Let `setter` be `entry.\\[Set\\]`.
6. Return `unused`.

7.3.32 `DefineField (receiver, fieldRecord)`

The abstract operation `DefineField` takes arguments `receiver` (an Object) and `fieldRecord` (a `ClassFieldDefinition Record`) and returns either a normal completion containing `unused` or an abrupt completion. It performs the following steps when called:

1. Let `fieldName` be `fieldRecord.\\[Name\\]`.
2. Let `initializer` be `fieldRecord.\\[Initializer\\]`.
3. If `initializer` is not empty, then
   a. Let `initValue` be ? `Call(initializer, receiver)`.
4. Else, let `initValue` be `undefined`.
5. If `fieldName` is a Private Name, then
   a. Perform ? `PrivateFieldAdd(receiver, fieldName, initValue)`.
6. Else,
   a. Assert: `IsPropertyKey(fieldName)` is `true`.
   b. Perform ? `CreateDataPropertyOrThrow(receiver, fieldName, initValue)`.
7. Return `unused`.

7.3.33 `InitializeInstanceElements (O, constructor)`

The abstract operation `InitializeInstanceElements` takes arguments `O` (an Object) and `constructor` (an ECMAScript function object) and returns either a normal completion containing `unused` or an abrupt completion. It performs the following steps when called:

1. Let `methods` be the value of `constructor.\\[PrivateMethods\\]`.
2. For each `PrivateElement method` of `methods`, do
3. Let `fields` be the value of `constructor.\\[Fields\\]`.
4. For each element `fieldRecord` of `fields`, do
   a. Perform ? `DefineField(O, fieldRecord)`.
5. Return `unused`.

7.4 Operations on Iterator Objects

See Common Iteration Interfaces (27.1).
7.4.1 Iterator Records

An Iterator Record is a Record value used to encapsulate an Iterator or AsyncIterator along with the next method.

Iterator Records have the fields listed in Table 18.

Table 18: Iterator Record Fields

<table>
<thead>
<tr>
<th>Field Name</th>
<th>Value</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>![Iterator]</td>
<td>an Object</td>
<td>An object that conforms to the Iterator or AsyncIterator interface.</td>
</tr>
<tr>
<td>![NextMethod]</td>
<td>a function object</td>
<td>The next method of the ![Iterator] object.</td>
</tr>
<tr>
<td>![Done]</td>
<td>a Boolean</td>
<td>Whether the iterator has been closed.</td>
</tr>
</tbody>
</table>

7.4.2 GetIterator ( obj [, hint [, method ] ] )

The abstract operation GetIterator takes argument obj (an ECMAScript language value) and optional arguments hint (sync or async) and method (a function object) and returns either a normal completion containing an Iterator Record or an abrupt completion. It performs the following steps when called:

1. If hint is not present, set hint to sync.
2. If method is not present, then
   a. If hint is async, then
      i. Set method to ? GetMethod(obj, @@asyncIterator).
      ii. If method is undefined, then
         1. Let syncMethod be ? GetMethod(obj, @@iterator).
         2. Let syncIteratorRecord be ? GetIterator(obj, sync, syncMethod).
         3. Return CreateAsyncFromSyncIterator(syncIteratorRecord).
   b. Otherwise, set method to ? GetMethod(obj, @@iterator).
3. Let iterator be ? Call(method, obj).
4. If Type(iterator) is not Object, throw a TypeError exception.
5. Let nextMethod be ? GetV(iterator, "next").
6. Let iteratorRecord be the Iterator Record { ![Iterator]: iterator, ![NextMethod]: nextMethod, ![Done]: false }.
7. Return iteratorRecord.

7.4.3 IteratorNext ( iteratorRecord [, value ] )

The abstract operation IteratorNext takes argument iteratorRecord (an Iterator Record) and optional argument value (an ECMAScript language value) and returns either a normal completion containing an Object or an abrupt completion. It performs the following steps when called:

1. If value is not present, then
   a. Let result be ? Call(iteratorRecord.![NextMethod], iteratorRecord.![Iterator]).
2. Else,
   a. Let result be ? Call(iteratorRecord.![NextMethod], iteratorRecord.![Iterator], « value »).
3. If Type(result) is not Object, throw a TypeError exception.
4. Return result.
7.4.4 IteratorComplete (iterResult)

The abstract operation IteratorComplete takes argument iterResult (an Object) and returns either a normal completion containing a Boolean or an abrupt completion. It performs the following steps when called:

1. Return ToBoolean(? Get(iterResult, "done").

7.4.5 IteratorValue (iterResult)

The abstract operation IteratorValue takes argument iterResult (an Object) and returns either a normal completion containing an ECMAScript language value or an abrupt completion. It performs the following steps when called:

1. Return ? Get(iterResult, "value").

7.4.6 IteratorStep (iteratorRecord)

The abstract operation IteratorStep takes argument iteratorRecord (an Iterator Record) and returns either a normal completion containing either an Object or false, or an abrupt completion. It requests the next value from iteratorRecord.[[Iterator]] by calling iteratorRecord.[[NextMethod]] and returns either false indicating that the iterator has reached its end or the IteratorResult object if a next value is available. It performs the following steps when called:

1. Let result be ? IteratorNext(iteratorRecord).
2. Let done be ? IteratorComplete(result).
3. If done is true, return false.
4. Return result.

7.4.7 IteratorClose (iteratorRecord, completion)

The abstract operation IteratorClose takes arguments iteratorRecord (an Iterator Record) and completion (a Completion Record) and returns a Completion Record. It is used to notify an iterator that it should perform any actions it would normally perform when it has reached its completed state. It performs the following steps when called:

1. Assert: Type(iteratorRecord.[[Iterator]]) is Object.
2. Let iterator be iteratorRecord.[[Iterator]].
3. Let innerResult be Completion(GetMethod(iterator, "return")).
4. If innerResult.[[Type]] is normal, then
   a. Let return be innerResult.[[Value]].
   b. If return is undefined, return ? completion.
   c. Set innerResult to Completion(Call(return, iterator)).
5. If completion.[[Type]] is throw, return ? completion.
6. If innerResult.[[Type]] is throw, return ? innerResult.
7. If Type(innerResult.[[Value]]) is not Object, throw a TypeError exception.
7.4.8 IfAbruptCloseIterator ( value, iteratorRecord )

IfAbruptCloseIterator is a shorthand for a sequence of algorithm steps that use an Iterator Record. An algorithm step of the form:

1. IfAbruptCloseIterator(value, iteratorRecord).

means the same thing as:

1. If value is an abrupt completion, return ? IteratorClose(iteratorRecord, value).
2. Else if value is a Completion Record, set value to value.[[Value]].

7.4.9 AsyncIteratorClose ( iteratorRecord, completion )

The abstract operation AsyncIteratorClose takes arguments iteratorRecord (an Iterator Record) and completion (a Completion Record) and returns a Completion Record. It is used to notify an async iterator that it should perform any actions it would normally perform when it has reached its completed state. It performs the following steps when called:

1. Assert: Type(iteratorRecord.[[Iterator]]) is Object.
2. Let iterator be iteratorRecord.[[Iterator]].
3. Let innerResult be Completion(GetMethod(iterator, "return")).
4. If innerResult.[[Type]] is normal, then
   a. Let return be innerResult.[[Value]].
   b. If return is undefined, return ? completion.
   c. Set innerResult to Completion(Call(return, iterator)).
   d. If innerResult.[[Type]] is normal, set innerResult to Completion(Await(innerResult.[[Value]])).
5. If completion.[[Type]] is throw, return ? completion.
6. If innerResult.[[Type]] is throw, return ? innerResult.
7. If Type(innerResult.[[Value]]) is not Object, throw a TypeError exception.

7.4.10 CreateIterResultObject ( value, done )

The abstract operation CreateIterResultObject takes arguments value (an ECMAScript language value) and done (a Boolean) and returns an Object that conforms to the IteratorResult interface. It creates an object that conforms to the IteratorResult interface. It performs the following steps when called:

1. Let obj be OrdinaryObjectCreate(%Object.prototype%).
2. Perform ! CreateDataPropertyOrThrow(obj, "value", value).
3. Perform ! CreateDataPropertyOrThrow(obj, "done", done).
4. Return obj.

7.4.11 CreateListIteratorRecord ( list )

The abstract operation CreateListIteratorRecord takes argument list (a List) and returns an Iterator Record. It creates an Iterator (27.1.1.2) object record whose next method returns the successive elements of list. It performs the following steps when called:

1. Let closure be a new Abstract Closure with no parameters that captures list and performs the following steps when called:
For each element $E$ of $list$, do

i. Perform $\text{GeneratorYield(CreateIterResultObject}(E, \text{false}))$.

b. Return $\text{undefined}$.

2. Let $\text{iterator}$ be $\text{CreateIteratorFromClosure}(\text{closure}, \text{empty}, \%\text{IteratorPrototype}\%)$.

3. Return the $\text{Iterator Record}$ ([$[\text{Iterator}]}$: $\text{iterator}$, [[NextMethod]]: $\%\text{GeneratorFunction.prototype.prototype.next}\%$, [[Done]]: $\text{false}$).

NOTE

The list iterator object is never directly accessible to ECMAScript code.

7.4.12 $\text{IterableToList} (\ items [\ , \text{method }])$

The abstract operation $\text{IterableToList}$ takes argument $\text{items}$ (an ECMAScript language value) and optional argument $\text{method}$ (a function object) and returns either a normal completion containing a List or an abrupt completion. It performs the following steps when called:

1. If $\text{method}$ is present, then
   a. Let $\text{iteratorRecord}$ be $\text{? GetIterator}(\text{items}, \text{sync}, \text{method})$.
2. Else,
   a. Let $\text{iteratorRecord}$ be $\text{? GetIterator}(\text{items}, \text{sync})$.
3. Let $\text{values}$ be a new empty List.
4. Let $\text{next}$ be $\text{true}$.
5. Repeat, while $\text{next}$ is not $\text{false}$,
   a. Set $\text{next}$ to $\text{? IteratorStep}(\text{iteratorRecord})$.
   b. If $\text{next}$ is not $\text{false}$, then
      i. Let $\text{nextValue}$ be $\text{? IteratorValue}(\text{next})$.
      ii. Append $\text{nextValue}$ to the end of the List $\text{values}$.
6. Return $\text{values}$.

8 Syntax-Directed Operations

In addition to those defined in this section, specialized syntax-directed operations are defined throughout this specification.

8.1 Scope Analysis

8.1.1 Static Semantics: BoundNames

The syntax-directed operation $\text{BoundNames}$ takes no arguments and returns a List of Strings.

NOTE

"*default*" is used within this specification as a synthetic name for a module's default export when it does not have another name. An entry in the module's [[Environment]] is created with that name and holds the corresponding value, and resolving the export named "default" by calling $\text{ResolveExport (exportName [ , resolveSet ])}$ for the module will return a $\text{ResolvedBinding Record}$ whose [[BindingName]] is "*default*", which will then resolve in the module's [[Environment]] to the above-mentioned value. This is done only for ease of specification, so that anonymous default exports can be resolved like any other export. The string "*default*" is never accessible to user code or to the module linking algorithm.
It is defined piecewise over the following productions:

* **BindingIdentifier**: `Identifier`
  1. Return a List whose sole element is the `StringValue` of `Identifier`.

* **BindingIdentifier**: `yield`
  1. Return « "yield" ».

* **BindingIdentifier**: `await`
  1. Return « "await" ».

* **LexicalDeclaration**: `LetOrConst` `BindingList` `;`
  1. Return the BoundNames of `BindingList`.

* **BindingList**: `BindingList`, `LexicalBinding`
  1. Let `names1` be the BoundNames of `BindingList`.
  2. Let `names2` be the BoundNames of `LexicalBinding`.
  3. Return the list-concatenation of `names1` and `names2`.

* **LexicalBinding**: `BindingIdentifier` `Initializer` `opt`
  1. Return the BoundNames of `BindingIdentifier`.

* **LexicalBinding**: `BindingPattern` `Initializer`
  1. Return the BoundNames of `BindingPattern`.

* **VariableDeclarationList**: `VariableDeclarationList`, `VariableDeclaration`
  1. Let `names1` be BoundNames of `VariableDeclarationList`.
  2. Let `names2` be BoundNames of `VariableDeclaration`.
  3. Return the list-concatenation of `names1` and `names2`.

* **VariableDeclaration**: `BindingIdentifier` `Initializer` `opt`
  1. Return the BoundNames of `BindingIdentifier`.

* **VariableDeclaration**: `BindingPattern` `Initializer`
  1. Return the BoundNames of `BindingPattern`.

* **ObjectBindingPattern**: `{ }`
  1. Return a new empty List.

* **ObjectBindingPattern**: `{ `BindingPropertyList`, `BindingRestProperty` }`
  1. Let `names1` be BoundNames of `BindingPropertyList`.
  2. Let `names2` be BoundNames of `BindingRestProperty`.
  3. Return the list-concatenation of `names1` and `names2`.

* **ArrayBindingPattern**: `[ Elision` `opt` ]
  1.
1. Return a new empty List.

ArrayBindingPattern : [ Elision<sub>opt</sub> BindingRestElement ]

1. Return the BoundNames of BindingRestElement.

ArrayBindingPattern : [ BindingElementList, Elision<sub>opt</sub> ]

1. Return the BoundNames of BindingElementList.

ArrayBindingPattern : [ BindingElementList, Elision<sub>opt</sub> BindingRestElement ]

1. Let names<sub>1</sub> be BoundNames of BindingElementList.
2. Let names<sub>2</sub> be BoundNames of BindingRestElement.
3. Return the list-concatenation of names<sub>1</sub> and names<sub>2</sub>.

BindingPropertyList : BindingPropertyList , BindingProperty

1. Let names<sub>1</sub> be BoundNames of BindingPropertyList.
2. Let names<sub>2</sub> be BoundNames of BindingProperty.
3. Return the list-concatenation of names<sub>1</sub> and names<sub>2</sub>.

BindingElementList : BindingElementList , BindingElisionElement

1. Let names<sub>1</sub> be BoundNames of BindingElementList.
2. Let names<sub>2</sub> be BoundNames of BindingElisionElement.
3. Return the list-concatenation of names<sub>1</sub> and names<sub>2</sub>.

BindingElisionElement : Elision<sub>opt</sub> BindingElement

1. Return BoundNames of BindingElement.

BindingProperty : PropertyName : BindingElement

1. Return the BoundNames of BindingElement.

SingleNameBinding : BindingIdentifier Initializer<sub>opt</sub>

1. Return the BoundNames of BindingIdentifier.

BindingElement : BindingPattern Initializer<sub>opt</sub>

1. Return the BoundNames of BindingPattern.

ForDeclaration : LetOrConst ForBinding

1. Return the BoundNames of ForBinding.

FunctionDeclaration : function BindingIdentifier ( FormalParameters ) { FunctionBody }

1. Return the BoundNames of BindingIdentifier.

FunctionDeclaration : function ( FormalParameters ) { FunctionBody }

1. Return « "*default*" ».

FormalParameters : [empty]
1. Return a new empty List.

**FormalParameters** : **FormalParameterList**, **FunctionRestParameter**

1. Let names1 be BoundNames of FormalParameterList.
2. Let names2 be BoundNames of FunctionRestParameter.
3. Return the list-concatenation of names1 and names2.

**FormalParameterList** : **FormalParameterList**, **FormalParameter**

1. Let names1 be BoundNames of FormalParameterList.
2. Let names2 be BoundNames of FormalParameter.
3. Return the list-concatenation of names1 and names2.

**ArrowParameters** : **CoverParenthesizedExpressionAndArrowParameterList**

1. Let formals be the ArrowFormalParameters that is covered by **CoverParenthesizedExpressionAndArrowParameterList**.
2. Return the BoundNames of formals.

**GeneratorDeclaration** : `function * BindingIdentifier ( FormalParameters ) { GeneratorBody }`

1. Return the BoundNames of BindingIdentifier.

**GeneratorDeclaration** : `function * ( FormalParameters ) { GeneratorBody }`

1. Return «"*default*"».

**AsyncGeneratorDeclaration** : `async function * BindingIdentifier ( FormalParameters ) { AsyncGeneratorBody }`

1. Return the BoundNames of BindingIdentifier.

**AsyncGeneratorDeclaration** : `async function * ( FormalParameters ) { AsyncGeneratorBody }`

1. Return «"*default*"».

**ClassDeclaration** : `class BindingIdentifier ClassTail`

1. Return the BoundNames of BindingIdentifier.

**ClassDeclaration** : `class ClassTail`

1. Return «"*default*"».

**AsyncFunctionDeclaration** : `async function BindingIdentifier ( FormalParameters ) { AsyncFunctionBody }`

1. Return the BoundNames of BindingIdentifier.

**AsyncFunctionDeclaration** : `async function ( FormalParameters ) { AsyncFunctionBody }`

1. Return «"*default*"».

**CoverCallExpressionAndAsyncArrowHead** : **MemberExpression** Arguments

1. Let head be the AsyncArrowHead that is covered by **CoverCallExpressionAndAsyncArrowHead**.
2. Return the BoundNames of head.
ImportDeclaration: `import` ImportClause FromClause;

1. Return the BoundNames of ImportClause.

ImportDeclaration: `import` ModuleSpecifier;

1. Return a new empty List.

ImportClause: ImportedDefaultBinding, NameSpaceImport

1. Let names₁ be the BoundNames of ImportedDefaultBinding.
2. Let names₂ be the BoundNames of NameSpaceImport.
3. Return the list-concatenation of names₁ and names₂.

ImportClause: ImportedDefaultBinding, NamedImports

1. Let names₁ be the BoundNames of ImportedDefaultBinding.
2. Let names₂ be the BoundNames of NamedImports.
3. Return the list-concatenation of names₁ and names₂.

NamedImports: `{ }`

1. Return a new empty List.

ImportsList: ImportsList, ImportSpecifier

1. Let names₁ be the BoundNames of ImportsList.
2. Let names₂ be the BoundNames of ImportSpecifier.
3. Return the list-concatenation of names₁ and names₂.

ImportSpecifier: ModuleExportName as ImportedBinding

1. Return the BoundNames of ImportedBinding.

ExportDeclaration:

```javascript
export ExportFromClause FromClause;
export NamedExports;
```

1. Return a new empty List.

ExportDeclaration: `export` VariableStatement

1. Return the BoundNames of VariableStatement.

ExportDeclaration: `export` Declaration

1. Return the BoundNames of Declaration.

ExportDeclaration: `export` default HoistableDeclaration

1. Let declarationNames be the BoundNames of HoistableDeclaration.
2. If declarationNames does not include the element "default", append "default" to declarationNames.
3. Return declarationNames.

ExportDeclaration: `export` default ClassDeclaration

1. Let declarationNames be the BoundNames of ClassDeclaration.
2. If `declarationNames` does not include the element "*default*", append "*default*" to `declarationNames`.
3. Return `declarationNames`.

```
ExportDeclaration : export default AssignmentExpression ;
```

1. Return « "*default*" ».

### 8.1.2 Static Semantics: DeclarationPart

The syntax-directed operation `DeclarationPart` takes no arguments and returns a Parse Node. It is defined piecewise over the following productions:

- **HoistableDeclaration**: `FunctionDeclaration`
  1. Return `FunctionDeclaration`.
- **HoistableDeclaration**: `GeneratorDeclaration`
  1. Return `GeneratorDeclaration`.
- **HoistableDeclaration**: `AsyncFunctionDeclaration`
  1. Return `AsyncFunctionDeclaration`.
- **HoistableDeclaration**: `AsyncGeneratorDeclaration`
  1. Return `AsyncGeneratorDeclaration`.
- **Declaration**: `ClassDeclaration`
  1. Return `ClassDeclaration`.
- **Declaration**: `LexicalDeclaration`
  1. Return `LexicalDeclaration`.

### 8.1.3 Static Semantics: IsConstantDeclaration

The syntax-directed operation `IsConstantDeclaration` takes no arguments and returns a Boolean. It is defined piecewise over the following productions:

- **LexicalDeclaration**: `LetOrConst BindingList ;`
  1. Return `IsConstantDeclaration` of `LetOrConst`.
- **LetOrConst**: `let`
  1. Return `false`.
- **LetOrConst**: `const`
  1. Return `true`.
FunctionDeclaration:
  function BindingIdentifier ( FormalParameters ) { FunctionBody }
  function ( FormalParameters ) { FunctionBody }

GeneratorDeclaration:
  function * BindingIdentifier ( FormalParameters ) { GeneratorBody }
  function * ( FormalParameters ) { GeneratorBody }

AsyncGeneratorDeclaration:
  async function * BindingIdentifier ( FormalParameters ) { AsyncGeneratorBody }
  async function * ( FormalParameters ) { AsyncGeneratorBody }

AsyncFunctionDeclaration:
  async function BindingIdentifier ( FormalParameters ) { AsyncFunctionBody }
  async function ( FormalParameters ) { AsyncFunctionBody }

1. Return false.

ClassDeclaration:
  class BindingIdentifier ClassTail
  class ClassTail

1. Return false.

ExportDeclaration:
  export ExportFromClause FromClause ;
  export NamedExports ;
  export default AssignmentExpression ;

1. Return false.

NOTE It is not necessary to treat export default AssignmentExpression as a constant declaration because there is no syntax that permits assignment to the internal bound name used to reference a module’s default object.

8.1.4 Static Semantics: LexicallyDeclaredNames

The syntax-directed operation LexicallyDeclaredNames takes no arguments and returns a List of Strings. It is defined piecewise over the following productions:

Block : { }
  1. Return a new empty List.

StatementList : StatementList StatementListItem
  1. Let names1 be LexicallyDeclaredNames of StatementList.
  2. Let names2 be LexicallyDeclaredNames of StatementListItem.
  3. Return the list-concatenation of names1 and names2.

StatementListItem : Statement
  1. If Statement is Statement : LabelledStatement , return LexicallyDeclaredNames of LabelledStatement.
  2. Return a new empty List.

StatementListItem : Declaration
  1. Return the BoundNames of Declaration.
CaseBlock : { }

1. Return a new empty List.

CaseBlock : { CaseClauses\_opt \hspace{1em} DefaultClause CaseClauses\_opt \hspace{1em} }

1. If the first CaseClauses is present, let names\_1 be the LexicallyDeclaredNames of the first CaseClauses.
2. Else, let names\_1 be a new empty List.
3. Let names\_2 be LexicallyDeclaredNames of DefaultClause.
4. If the second CaseClauses is present, let names\_3 be the LexicallyDeclaredNames of the second CaseClauses.
5. Else, let names\_3 be a new empty List.
6. Return the list-concatenation of names\_1, names\_2, and names\_3.

CaseClauses : CaseClauses CaseClause

1. Let names\_1 be LexicallyDeclaredNames of CaseClauses.
2. Let names\_2 be LexicallyDeclaredNames of CaseClause.
3. Return the list-concatenation of names\_1 and names\_2.

CaseClause : case \hspace{1em} Expression \hspace{1em} : \hspace{1em} StatementList\_opt

1. If the StatementList is present, return the LexicallyDeclaredNames of StatementList.
2. Return a new empty List.

DefaultClause : default \hspace{1em} : \hspace{1em} StatementList\_opt

1. If the StatementList is present, return the LexicallyDeclaredNames of StatementList.
2. Return a new empty List.

LabelledStatement : LabelIdentifier \hspace{1em} : \hspace{1em} LabelledItem

1. Return the LexicallyDeclaredNames of LabelledItem.

LabelledItem : Statement

1. Return a new empty List.

LabelledItem : FunctionDeclaration

1. Return BoundNames of FunctionDeclaration.

FunctionStatementList : [empty]

1. Return a new empty List.

FunctionStatementList : StatementList

1. Return TopLevelLexicallyDeclaredNames of StatementList.

ClassStaticBlockStatementList : [empty]

1. Return a new empty List.

ClassStaticBlockStatementList : StatementList

1. Return the TopLevelLexicallyDeclaredNames of StatementList.
ConciseBody : ExpressionBody
  1. Return a new empty List.

AsyncConciseBody : ExpressionBody
  1. Return a new empty List.

Script : [empty]
  1. Return a new empty List.

ScriptBody : StatementList
  1. Return TopLevelLexicallyDeclaredNames of StatementList.

NOTE 1 At the top level of a Script, function declarations are treated like var declarations rather than like lexical declarations.

NOTE 2 The LexicallyDeclaredNames of a Module includes the names of all of its imported bindings.

ModuleItemList : ModuleItemList ModuleItem
  1. Let names1 be LexicallyDeclaredNames of ModuleItemList.
  2. Let names2 be LexicallyDeclaredNames of ModuleItem.
  3. Return the list-concatenation of names1 and names2.

ModuleItem : ImportDeclaration
  1. Return the BoundNames of ImportDeclaration.

ModuleItem : ExportDeclaration
  1. If ExportDeclaration is export VariableStatement, return a new empty List.
  2. Return the BoundNames of ExportDeclaration.

ModuleItem : StatementListItem
  1. Return LexicallyDeclaredNames of StatementListItem.

NOTE 3 At the top level of a Module, function declarations are treated like lexical declarations rather than like var declarations.

8.1.5 Static Semantics: LexicallyScopedDeclarations

The syntax-directed operation LexicallyScopedDeclarations takes no arguments and returns a List of Parse Nodes. It is defined piecewise over the following productions:

StatementList : StatementList StatementListItem
  1. Let declarations1 be LexicallyScopedDeclarations of StatementList.
  2. Let declarations2 be LexicallyScopedDeclarations of StatementListItem.
  3. Return the list-concatenation of declarations1 and declarations2.

StatementListItem : Statement
1. If `Statement` is `Statement : LabelledStatement`, return `LexicallyScopedDeclarations` of `LabelledStatement`.
2. Return a new empty List.

`StatementListItem : Declaration`

1. Return a List whose sole element is `DeclarationPart` of `Declaration`.

`CaseBlock : { }`

1. Return a new empty List.

`CaseBlock : { CaseClauses_opt DefaultClause CaseClauses_opt }`

1. If the first `CaseClauses` is present, let `declarations1` be the `LexicallyScopedDeclarations` of the first `CaseClauses`.
2. Else, let `declarations1` be a new empty List.
3. Let `declarations2` be `LexicallyScopedDeclarations` of `DefaultClause`.
4. If the second `CaseClauses` is present, let `declarations3` be the `LexicallyScopedDeclarations` of the second `CaseClauses`.
5. Else, let `declarations3` be a new empty List.
6. Return the list-concatenation of `declarations1`, `declarations2`, and `declarations3`.

`CaseClauses : CaseClauses CaseClause`

1. Let `declarations1` be `LexicallyScopedDeclarations` of `CaseClauses`.
2. Let `declarations2` be `LexicallyScopedDeclarations` of `CaseClause`.
3. Return the list-concatenation of `declarations1` and `declarations2`.

`CaseClause : case Expression : StatementList_opt`

1. If the `StatementList` is present, return the `LexicallyScopedDeclarations` of `StatementList`.
2. Return a new empty List.

`DefaultClause : default : StatementList_opt`

1. If the `StatementList` is present, return the `LexicallyScopedDeclarations` of `StatementList`.
2. Return a new empty List.

`LabelledStatement : LabelIdentifier : LabelledItem`

1. Return the `LexicallyScopedDeclarations` of `LabelledItem`.

`LabelledItem : Statement`

1. Return a new empty List.

`LabelledItem : FunctionDeclaration`

1. Return « `FunctionDeclaration` ».

`FunctionStatementList : [empty]`

1. Return a new empty List.

`FunctionStatementList : StatementList`
1. Return the TopLevelLexicallyScopedDeclarations of StatementList.

ClassStaticBlockStatementList : [empty]
1. Return a new empty List.

ClassStaticBlockStatementList : StatementList
1. Return the TopLevelLexicallyScopedDeclarations of StatementList.

ConciseBody : ExpressionBody
1. Return a new empty List.

AsyncConciseBody : ExpressionBody
1. Return a new empty List.

Script : [empty]
1. Return a new empty List.

ScriptBody : StatementList
1. Return TopLevelLexicallyScopedDeclarations of StatementList.

Module : [empty]
1. Return a new empty List.

ModuleItemList : ModuleItemList ModuleItem
1. Let declarations1 be LexicallyScopedDeclarations of ModuleItemList.
2. Let declarations2 be LexicallyScopedDeclarations of ModuleItem.
3. Return the list-concatenation of declarations1 and declarations2.

ModuleItem : ImportDeclaration
1. Return a new empty List.

ExportDeclaration :
  export ExportFromClause FromClause ;
  export NamedExports ;
  export VariableStatement
1. Return a new empty List.

ExportDeclaration : export Declaration
1. Return a List whose sole element is DeclarationPart of Declaration.

ExportDeclaration : export default HoistableDeclaration
1. Return a List whose sole element is DeclarationPart of HoistableDeclaration.

ExportDeclaration : export default ClassDeclaration
1. Return a List whose sole element is ClassDeclaration.

ExportDeclaration : export default AssignmentExpression ;
1. Return a List whose sole element is this ExportDeclaration.

8.1.6 Static Semantics: VarDeclaredNames

The syntax-directed operation VarDeclaredNames takes no arguments and returns a List of Strings. It is defined piecewise over the following productions:

Statement:
  EmptyStatement
  ExpressionStatement
  ContinueStatement
  BreakStatement
  ReturnStatement
  ThrowStatement
  DebuggerStatement

  1. Return a new empty List.

Block: { }

  1. Return a new empty List.

StatementList: StatementList StatementListItem

  1. Let names1 be VarDeclaredNames of StatementList.
  2. Let names2 be VarDeclaredNames of StatementListItem.
  3. Return the list-concatenation of names1 and names2.

StatementListItem: Declaration

  1. Return a new empty List.

VariableStatement: var VariableDeclarationList ;

  1. Return BoundNames of VariableDeclarationList.

IfStatement: if ( Expression ) Statement else Statement

  1. Let names1 be VarDeclaredNames of the first Statement.
  2. Let names2 be VarDeclaredNames of the second Statement.
  3. Return the list-concatenation of names1 and names2.

IfStatement: if ( Expression ) Statement

  1. Return the VarDeclaredNames of Statement.

DoWhileStatement: do Statement while ( Expression ) ;

  1. Return the VarDeclaredNames of Statement.

WhileStatement: while ( Expression ) Statement

  1. Return the VarDeclaredNames of Statement.

ForStatement: for ( Expressionopt ; Expressionopt ; Expressionopt ) Statement

  1. Return the VarDeclaredNames of Statement.
ForStatement: \( \text{for ( var VariableDeclarationList ; Expression}_{\text{opt}} ; \text{Expression}_{\text{opt}} ) \text{ Statement} \)

1. Let \( \text{names}_1 \) be BoundNames of \( \text{VariableDeclarationList} \).
2. Let \( \text{names}_2 \) be VarDeclaredNames of \( \text{Statement} \).
3. Return the list-concatenation of \( \text{names}_1 \) and \( \text{names}_2 \).

ForStatement: \( \text{for ( LexicalDeclaration Expression}_{\text{opt}} ; \text{Expression}_{\text{opt}} ) \text{ Statement} \)

1. Return the VarDeclaredNames of \( \text{Statement} \).

ForInOfStatement:
\[ \text{for ( LeftHandSideExpression in Expression ) Statement} \]
\[ \text{for ( ForDeclaration in Expression ) Statement} \]
\[ \text{for ( LeftHandSideExpression of AssignmentExpression ) Statement} \]
\[ \text{for ( ForDeclaration of AssignmentExpression ) Statement} \]
\[ \text{for await ( LeftHandSideExpression of AssignmentExpression ) Statement} \]
\[ \text{for await ( ForDeclaration of AssignmentExpression ) Statement} \]

1. Return the VarDeclaredNames of \( \text{Statement} \).

ForInOfStatement:
\[ \text{for ( var ForBinding in Expression ) Statement} \]
\[ \text{for ( var ForBinding of AssignmentExpression ) Statement} \]
\[ \text{for await ( var ForBinding of AssignmentExpression ) Statement} \]

1. Let \( \text{names}_1 \) be the BoundNames of \( \text{ForBinding} \).
2. Let \( \text{names}_2 \) be the VarDeclaredNames of \( \text{Statement} \).
3. Return the list-concatenation of \( \text{names}_1 \) and \( \text{names}_2 \).

NOTE This section is extended by Annex B.3.5.

WithStatement: \( \text{with ( Expression ) Statement} \)

1. Return the VarDeclaredNames of \( \text{Statement} \).

SwitchStatement: \( \text{switch ( Expression ) CaseBlock} \)

1. Return the VarDeclaredNames of \( \text{CaseBlock} \).

CaseBlock: \( \{ \} \)

1. Return a new empty \( \text{List} \).

CaseBlock: \( \{ \text{CaseClauses}_{\text{opt}} \text{ DefaultClause CaseClauses}_{\text{opt}} \} \)

1. If the first \( \text{CaseClauses} \) is present, let \( \text{names}_1 \) be the VarDeclaredNames of the first \( \text{CaseClauses} \).
2. Else, let \( \text{names}_1 \) be a new empty \( \text{List} \).
3. Let \( \text{names}_2 \) be VarDeclaredNames of \( \text{DefaultClause} \).
4. If the second \( \text{CaseClauses} \) is present, let \( \text{names}_3 \) be the VarDeclaredNames of the second \( \text{CaseClauses} \).
5. Else, let \( \text{names}_3 \) be a new empty \( \text{List} \).
6. Return the list-concatenation of \( \text{names}_1, \text{names}_2, \) and \( \text{names}_3 \).

CaseClauses: \( \text{CaseClauses CaseClause} \)

1. Let \( \text{names}_1 \) be VarDeclaredNames of \( \text{CaseClauses} \).
2. Let \textit{names2} be \texttt{VarDeclaredNames} of \textit{CaseClause}.
3. Return the list-concatenation of \textit{names1} and \textit{names2}.

\textbf{CaseClause} : \texttt{case} \textit{Expression} : \texttt{StatementList\textsubscript{opt}}

1. If the \textit{StatementList} is present, return the \texttt{VarDeclaredNames} of \textit{StatementList}.
2. Return a new empty \texttt{List}.

\textbf{DefaultClause} : \texttt{default} : \texttt{StatementList\textsubscript{opt}}

1. If the \textit{StatementList} is present, return the \texttt{VarDeclaredNames} of \textit{StatementList}.
2. Return a new empty \texttt{List}.

\textbf{LabelledStatement} : \texttt{LabelIdentifier} : \texttt{LabelledItem}

1. Return the \texttt{VarDeclaredNames} of \textit{LabelledItem}.

\textbf{LabelledItem} : \texttt{FunctionDeclaration}

1. Return a new empty \texttt{List}.

\textbf{TryStatement} : \texttt{try} \textit{Block} \textit{Catch}

1. Let \textit{names1} be \texttt{VarDeclaredNames} of \textit{Block}.
2. Let \textit{names2} be \texttt{VarDeclaredNames} of \textit{Catch}.
3. Return the list-concatenation of \textit{names1} and \textit{names2}.

\textbf{TryStatement} : \texttt{try} \textit{Block} \textit{Finally}

1. Let \textit{names1} be \texttt{VarDeclaredNames} of \textit{Block}.
2. Let \textit{names2} be \texttt{VarDeclaredNames} of \textit{Finally}.
3. Return the list-concatenation of \textit{names1} and \textit{names2}.

\textbf{TryStatement} : \texttt{try} \textit{Block} \textit{Catch} \textit{Finally}

1. Let \textit{names1} be \texttt{VarDeclaredNames} of \textit{Block}.
2. Let \textit{names2} be \texttt{VarDeclaredNames} of \textit{Catch}.
3. Let \textit{names3} be \texttt{VarDeclaredNames} of \textit{Finally}.
4. Return the list-concatenation of \textit{names1}, \textit{names2}, and \textit{names3}.

\textbf{Catch} : \texttt{catch} (\texttt{CatchParameter}) \textit{Block}

1. Return the \texttt{VarDeclaredNames} of \textit{Block}.

\textbf{FunctionStatementList} : [empty]

1. Return a new empty \texttt{List}.

\textbf{FunctionStatementList} : \texttt{StatementList}

1. Return \texttt{TopLevelVarDeclaredNames} of \textit{StatementList}.

\textbf{ClassStaticBlockStatementList} : [empty]

1. Return a new empty \texttt{List}.

\textbf{ClassStaticBlockStatementList} : \texttt{StatementList}
1. Return the `TopLevelVarDeclaredNames` of `StatementList`.

**ConciseBody : ExpressionBody**
1. Return a new empty `List`.

**AsyncConciseBody : ExpressionBody**
1. Return a new empty `List`.

**Script : [empty]**
1. Return a new empty `List`.

**ScriptBody : StatementList**
1. Return `TopLevelVarDeclaredNames` of `StatementList`.

**ModuleItemList : ModuleItemList ModuleItem**
1. Let `names1` be `VarDeclaredNames` of `ModuleItemList`.
2. Let `names2` be `VarDeclaredNames` of `ModuleItem`.
3. Return the list-concatenation of `names1` and `names2`.

**ModuleItem : ImportDeclaration**
1. Return a new empty `List`.

**ModuleItem : ExportDeclaration**
1. If `ExportDeclaration` is `export` `VariableStatement`, return `BoundNames` of `ExportDeclaration`.
2. Return a new empty `List`.

### 8.1.7 Static Semantics: VarScopedDeclarations

The syntax-directed operation `VarScopedDeclarations` takes no arguments and returns a `List` of `Parse Nodes`. It is defined piecewise over the following productions:

**Statement :**
- `EmptyStatement`
- `ExpressionStatement`
- `ContinueStatement`
- `BreakStatement`
- `ReturnStatement`
- `ThrowStatement`
- `DebuggerStatement`

1. Return a new empty `List`.

**Block :** `{ }`
1. Return a new empty `List`.

**StatementList : StatementList StatementListItem**
1. Let `declarations1` be `VarScopedDeclarations` of `StatementList`.
2. Let `declarations2` be `VarScopedDeclarations` of `StatementListItem`.
3. Return the list-concatenation of \textit{declarations1} and \textit{declarations2}.

\textbf{StatementList} : Declaration

1. Return a new empty List.

\textbf{VariableDeclarationList} : VariableDeclaration

1. Return \texttt{« VariableDeclaration »}.

\textbf{VariableDeclarationList} : VariableDeclarationList , VariableDeclaration

1. Let \textit{declarations1} be \texttt{VarScopedDeclarations} of \textit{VariableDeclarationList}.
2. Return the list-concatenation of \textit{declarations1} and \texttt{« VariableDeclaration »}.

\textbf{IfStatement} : \texttt{if ( Expression ) Statement else Statement}

1. Let \textit{declarations1} be \texttt{VarScopedDeclarations} of the first \textit{Statement}.
2. Let \textit{declarations2} be \texttt{VarScopedDeclarations} of the second \textit{Statement}.
3. Return the list-concatenation of \textit{declarations1} and \textit{declarations2}.

\textbf{IfStatement} : \texttt{if ( Expression ) Statement}

1. Return the \texttt{VarScopedDeclarations} of \textit{Statement}.

\textbf{DoWhileStatement} : \texttt{do Statement while ( Expression ) ;}

1. Return the \texttt{VarScopedDeclarations} of \textit{Statement}.

\textbf{WhileStatement} : \texttt{while ( Expression ) Statement}

1. Return the \texttt{VarScopedDeclarations} of \textit{Statement}.

\textbf{ForStatement} : \texttt{for ( Expression \_opt ; Expression \_opt ; Expression \_opt ) Statement}

1. Return the \texttt{VarScopedDeclarations} of \textit{Statement}.

\textbf{ForStatement} : \texttt{for ( var VariableDeclarationList ; Expression \_opt ; Expression \_opt ) Statement}

1. Let \textit{declarations1} be \texttt{VarScopedDeclarations} of \textit{VariableDeclarationList}.
2. Let \textit{declarations2} be \texttt{VarScopedDeclarations} of \textit{Statement}.
3. Return the list-concatenation of \textit{declarations1} and \textit{declarations2}.

\textbf{ForStatement} : \texttt{for ( LexicalDeclaration Expression \_opt ; Expression \_opt ) Statement}

1. Return the \texttt{VarScopedDeclarations} of \textit{Statement}.

\textbf{ForInOfStatement} : \texttt{for ( LeftHandSideExpression in Expression ) Statement}
\texttt{for ( ForDeclaration in Expression ) Statement}
\texttt{for ( LeftHandSideExpression of AssignmentExpression ) Statement}
\texttt{for ( ForDeclaration of AssignmentExpression ) Statement}
\texttt{for await ( LeftHandSideExpression of AssignmentExpression ) Statement}
\texttt{for await ( ForDeclaration of AssignmentExpression ) Statement}

1. Return the \texttt{VarScopedDeclarations} of \textit{Statement}.
ForInOfStatement:
  \[
  \text{for ( var } \text{ ForBinding in Expression }) \text{ Statement}
  \]
  \[
  \text{for ( var } \text{ ForBinding of AssignmentExpression }) \text{ Statement}
  \]
  \[
  \text{for await ( var } \text{ ForBinding of AssignmentExpression }) \text{ Statement}
  \]
  1. Let \textit{declarations1} be « \textit{ForBinding} ».
  2. Let \textit{declarations2} be \textit{VarScopedDeclarations} of \textit{Statement}.
  3. Return the list-concatenation of \textit{declarations1} and \textit{declarations2}.

\textbf{NOTE} This section is extended by Annex B.3.5.

WithStatement:
  \[
  \text{with ( Expression }) \text{ Statement}
  \]
  1. Return the \textit{VarScopedDeclarations} of \textit{Statement}.

SwitchStatement:
  \[
  \text{switch ( Expression }) \text{ CaseBlock}
  \]
  1. Return the \textit{VarScopedDeclarations} of \textit{CaseBlock}.

CaseBlock:
  \[
  \{ \}
  \]
  1. Return a new empty \textit{List}.

CaseBlock:
  \[
  \{ \textit{CaseClauses}_{\text{opt}} \textit{DefaultClause} \textit{CaseClauses}_{\text{opt}} \}
  \]
  1. If the first \textit{CaseClauses} is present, let \textit{declarations1} be the \textit{VarScopedDeclarations} of the first \textit{CaseClauses}.
  2. Else, let \textit{declarations1} be a new empty \textit{List}.
  3. Let \textit{declarations2} be \textit{VarScopedDeclarations} of \textit{DefaultClause}.
  4. If the second \textit{CaseClauses} is present, let \textit{declarations3} be the \textit{VarScopedDeclarations} of the second \textit{CaseClauses}.
  5. Else, let \textit{declarations3} be a new empty \textit{List}.
  6. Return the list-concatenation of \textit{declarations1}, \textit{declarations2}, and \textit{declarations3}.

CaseClauses:
  \[
  \textit{CaseClauses} \textit{CaseClause}
  \]
  1. Let \textit{declarations1} be \textit{VarScopedDeclarations} of \textit{CaseClauses}.
  2. Let \textit{declarations2} be \textit{VarScopedDeclarations} of \textit{CaseClause}.
  3. Return the list-concatenation of \textit{declarations1} and \textit{declarations2}.

CaseClause:
  \[
  \text{case} \text{ Expression : StatementList}_{\text{opt}}
  \]
  1. If the \textit{StatementList} is present, return the \textit{VarScopedDeclarations} of \textit{StatementList}.
  2. Return a new empty \textit{List}.

DefaultClause:
  \[
  \text{default : StatementList}_{\text{opt}}
  \]
  1. If the \textit{StatementList} is present, return the \textit{VarScopedDeclarations} of \textit{StatementList}.
  2. Return a new empty \textit{List}.

LabelledStatement:
  \[
  \textit{LabelledIdentifier : LabelledItem}
  \]
  1. Return the \textit{VarScopedDeclarations} of \textit{LabelledItem}.

LabelledItem:
  \[
  \textit{FunctionDeclaration}
  \]
1. Return a new empty $\text{List}$. 

TryStatement: $\text{try}$ $\text{Block}$ $\text{Catch}$

1. Let $\text{declarations}^1$ be VarScopedDeclarations of $\text{Block}$. 
2. Let $\text{declarations}^2$ be VarScopedDeclarations of $\text{Catch}$. 
3. Return the list-concatenation of $\text{declarations}^1$ and $\text{declarations}^2$.

TryStatement: $\text{try}$ $\text{Block}$ $\text{Finally}$

1. Let $\text{declarations}^1$ be VarScopedDeclarations of $\text{Block}$. 
2. Let $\text{declarations}^2$ be VarScopedDeclarations of $\text{Finally}$. 
3. Return the list-concatenation of $\text{declarations}^1$ and $\text{declarations}^2$.

TryStatement: $\text{try}$ $\text{Block}$ $\text{Catch}$ $\text{Finally}$

1. Let $\text{declarations}^1$ be VarScopedDeclarations of $\text{Block}$. 
2. Let $\text{declarations}^2$ be VarScopedDeclarations of $\text{Catch}$. 
3. Let $\text{declarations}^3$ be VarScopedDeclarations of $\text{Finally}$. 
4. Return the list-concatenation of $\text{declarations}^1$, $\text{declarations}^2$, and $\text{declarations}^3$.

Catch: $\text{catch}$ ($\text{CatchParameter}$) $\text{Block}$

1. Return the VarScopedDeclarations of $\text{Block}$.

FunctionStatementList: [empty]

1. Return a new empty List.

FunctionStatementList: StatementList

1. Return the TopLevelVarScopedDeclarations of $\text{StatementList}$.

ClassStaticBlockStatementList: [empty]

1. Return a new empty List.

ClassStaticBlockStatementList: StatementList

1. Return the TopLevelVarScopedDeclarations of $\text{StatementList}$.

ConciseBody: ExpressionBody

1. Return a new empty List.

AsyncConciseBody: ExpressionBody

1. Return a new empty List.

Script: [empty]

1. Return a new empty List.

ScriptBody: StatementList

1. Return TopLevelVarScopedDeclarations of $\text{StatementList}$.

Module: [empty]
1. Return a new empty List.

ModuleItemList : ModuleItemList ModuleItem

1. Let declarations1 be VarScopedDeclarations of ModuleItemList.
2. Let declarations2 be VarScopedDeclarations of ModuleItem.
3. Return the list-concatenation of declarations1 and declarations2.

ModuleItem : ImportDeclaration

1. Return a new empty List.

ModuleItem : ExportDeclaration

1. If ExportDeclaration is export VariableStatement, return VarScopedDeclarations of VariableStatement.
2. Return a new empty List.

8.1.8 Static Semantics: TopLevelLexicallyDeclaredNames

The syntax-directed operation TopLevelLexicallyDeclaredNames takes no arguments and returns a List of Strings. It is defined piecewise over the following productions:

StatementList : StatementList StatementListItem

1. Let names1 be TopLevelLexicallyDeclaredNames of StatementList.
2. Let names2 be TopLevelLexicallyDeclaredNames of StatementListItem.
3. Return the list-concatenation of names1 and names2.

StatementListItem : Statement

1. Return a new empty List.

StatementListItem : Declaration

1. If Declaration is Declaration : HoistableDeclaration, then
   a. Return a new empty List.
2. Return the BoundNames of Declaration.

NOTE At the top level of a function, or script, function declarations are treated like var declarations rather than like lexical declarations.

8.1.9 Static Semantics: TopLevelLexicallyScopedDeclarations

The syntax-directed operation TopLevelLexicallyScopedDeclarations takes no arguments and returns a List of Parse Nodes. It is defined piecewise over the following productions:

StatementList : StatementList StatementListItem

1. Let declarations1 be TopLevelLexicallyScopedDeclarations of StatementList.
2. Let declarations2 be TopLevelLexicallyScopedDeclarations of StatementListItem.
3. Return the list-concatenation of declarations1 and declarations2.

StatementListItem : Statement
1. Return a new empty List.

StatementListItem : Declaration

1. If Declaration is Declaration : HoistableDeclaration, then
   a. Return a new empty List.
2. Return « Declaration ».

### 8.1.10 Static Semantics: TopLevelVarDeclaredNames

The syntax-directed operation TopLevelVarDeclaredNames takes no arguments and returns a List of Strings. It is defined piecewise over the following productions:

StatementList : StatementList StatementListItem

1. Let names1 be TopLevelVarDeclaredNames of StatementList.
2. Let names2 be TopLevelVarDeclaredNames of StatementListItem.
3. Return the list-concatenation of names1 and names2.

StatementListItem : Statement

1. If Statement is Statement : LabelledStatement, return TopLevelVarDeclaredNames of Statement.
2. Return VarDeclaredNames of Statement.

**NOTE** At the top level of a function or script, inner function declarations are treated like var declarations.

LabelledStatement : LabelIdentifier : LabelledItem

1. Return the TopLevelVarDeclaredNames of LabelledItem.

LabelledItem : Statement

1. If Statement is Statement : LabelledStatement, return TopLevelVarDeclaredNames of Statement.
2. Return VarDeclaredNames of Statement.

LabelledItem : FunctionDeclaration

1. Return BoundNames of FunctionDeclaration.

### 8.1.11 Static Semantics: TopLevelVarScopedDeclarations

The syntax-directed operation TopLevelVarScopedDeclarations takes no arguments and returns a List of Parse Nodes. It is defined piecewise over the following productions:

StatementList : StatementList StatementListItem

1. Let declarations1 be TopLevelVarScopedDeclarations of StatementList.
2. Let $declarations_2$ be TopLevelVarScopedDeclarations of $StatementListItem$.
3. Return the list-concatenation of $declarations_1$ and $declarations_2$.

$StatementListItem : Statement$
1. If $Statement$ is $Statement : LabelledStatement$, return TopLevelVarScopedDeclarations of $Statement$.
2. Return VarScopedDeclarations of $Statement$.

$StatementListItem : Declaration$
1. If $Declaration$ is $Declaration : HoistableDeclaration$, then
   a. Let $declaration$ be DeclarationPart of $HoistableDeclaration$.
   b. Return « $declaration$ ».
2. Return a new empty List.

$LabelledStatement : LabelIdentifier : LabelledItem$
1. Return the TopLevelVarScopedDeclarations of $LabelledItem$.

$LabelledItem : Statement$
1. If $Statement$ is $Statement : LabelledStatement$, return TopLevelVarScopedDeclarations of $Statement$.
2. Return VarScopedDeclarations of $Statement$.

$LabelledItem : FunctionDeclaration$
1. Return « $FunctionDeclaration$ ».

8.2 Labels

8.2.1 Static Semantics: ContainsDuplicateLabels
The syntax-directed operation ContainsDuplicateLabels takes argument $labelSet$ and returns a Boolean. It is
defined piecewise over the following productions:

$Statement :$
   VariableStatement
   EmptyStatement
   ExpressionStatement
   ContinueStatement
   BreakStatement
   ReturnStatement
   ThrowStatement
   DebuggerStatement

$Block :$
   {  }

$StatementListItem : Declaration$
1. Return false.

$StatementList : StatementList StatementListItem$
1. Let `hasDuplicates` be `ContainsDuplicateLabels` of `StatementList` with argument `labelSet`.
2. If `hasDuplicates` is `true`, return `true`.
3. Return `ContainsDuplicateLabels` of `StatementListItem` with argument `labelSet`.

`IfStatement`: `if` ( `Expression` ) `Statement` `else` `Statement`

1. Let `hasDuplicate` be `ContainsDuplicateLabels` of the first `Statement` with argument `labelSet`.
2. If `hasDuplicate` is `true`, return `true`.
3. Return `ContainsDuplicateLabels` of the second `Statement` with argument `labelSet`.

`IfStatement`: `if` ( `Expression` ) `Statement`

1. Return `ContainsDuplicateLabels` of `Statement` with argument `labelSet`.

`DoWhileStatement`: `do` `Statement` `while` ( `Expression` ) `;`

1. Return `ContainsDuplicateLabels` of `Statement` with argument `labelSet`.

`WhileStatement`: `while` ( `Expression` ) `Statement`

1. Return `ContainsDuplicateLabels` of `Statement` with argument `labelSet`.

`ForStatement`:
   `for` ( `Expression_opt` ; `Expression_opt` ; `Expression_opt` ) `Statement`
   `for` ( `var` `VariableDeclarationList` ; `Expression_opt` ; `Expression_opt` ) `Statement`
   `for` ( `LexicalDeclaration` `Expression_opt` ; `Expression_opt` ) `Statement`

1. Return `ContainsDuplicateLabels` of `Statement` with argument `labelSet`.

`ForInOfStatement`:
   `for` ( `LeftHandSideExpression in` `Expression` ) `Statement`
   `for` ( `var` `ForBinding in` `Expression` ) `Statement`
   `for` ( `ForDeclaration in` `Expression` ) `Statement`
   `for` ( `LeftHandSideExpression of` `AssignmentExpression` ) `Statement`
   `for` ( `var` `ForBinding of` `AssignmentExpression` ) `Statement`
   `for` ( `ForDeclaration of` `AssignmentExpression` ) `Statement`
   `for` await ( `LeftHandSideExpression of` `AssignmentExpression` ) `Statement`
   `for` await ( `var` `ForBinding of` `AssignmentExpression` ) `Statement`
   `for` await ( `ForDeclaration of` `AssignmentExpression` ) `Statement`

1. Return `ContainsDuplicateLabels` of `Statement` with argument `labelSet`.

`WithStatement`: `with` ( `Expression` ) `Statement`

1. Return `ContainsDuplicateLabels` of `Statement` with argument `labelSet`.

`SwitchStatement`: `switch` ( `Expression` ) `CaseBlock`

1. Return `ContainsDuplicateLabels` of `CaseBlock` with argument `labelSet`.

`CaseBlock`: `{ }`

1. Return `false`.

**NOTE** This section is extended by Annex B.3.5.
CaseBlock : { CaseClauses opt DefaultClause CaseClauses opt }

1. If the first CaseClauses is present, then
   a. If ContainsDuplicateLabels of the first CaseClauses with argument labelSet is true, return true.
2. If ContainsDuplicateLabels of DefaultClause with argument labelSet is true, return true.
3. If the second CaseClauses is not present, return false.
4. Return ContainsDuplicateLabels of the second CaseClauses with argument labelSet.

CaseClauses : CaseClauses CaseClause

1. Let hasDuplicates be ContainsDuplicateLabels of CaseClauses with argument labelSet.
2. If hasDuplicates is true, return true.
3. Return ContainsDuplicateLabels of CaseClause with argument labelSet.

CaseClause : case Expression : StatementList opt

1. If the StatementList is present, return ContainsDuplicateLabels of StatementList with argument labelSet.
2. Return false.

DefaultClause : default : StatementList opt

1. If the StatementList is present, return ContainsDuplicateLabels of StatementList with argument labelSet.
2. Return false.

LabelledStatement : LabelIdentifier : LabelledItem

1. Let label be the StringValue of LabelIdentifier.
2. If label is an element of labelSet, return true.
3. Let newLabelSet be the list-concatenation of labelSet and « label ».
4. Return ContainsDuplicateLabels of LabelledItem with argument newLabelSet.

LabelledItem : FunctionDeclaration

1. Return false.

TryStatement : try Block Catch

1. Let hasDuplicates be ContainsDuplicateLabels of Block with argument labelSet.
2. If hasDuplicates is true, return true.
3. Return ContainsDuplicateLabels of Catch with argument labelSet.

TryStatement : try Block Finally

1. Let hasDuplicates be ContainsDuplicateLabels of Block with argument labelSet.
2. If hasDuplicates is true, return true.
3. Return ContainsDuplicateLabels of Finally with argument labelSet.

TryStatement : try Block Catch Finally

1. If ContainsDuplicateLabels of Block with argument labelSet is true, return true.
2. If ContainsDuplicateLabels of Catch with argument labelSet is true, return true.
3. Return ContainsDuplicateLabels of Finally with argument labelSet.

Catch : catch ( CatchParameter ) Block
1. Return `ContainsDuplicateLabels` of `Block` with argument `labelSet`.

`FunctionStatementList` : [empty]

1. Return `false`.

`ClassStaticBlockStatementList` : [empty]

1. Return `false`.

`ModuleItemList` : `ModuleItemList ModuleItem`

1. Let `hasDuplicates` be `ContainsDuplicateLabels` of `ModuleItemList` with argument `labelSet`.
2. If `hasDuplicates` is `true`, return `true`.
3. Return `ContainsDuplicateLabels` of `ModuleItem` with argument `labelSet`.

`ModuleItem` :
   `ImportDeclaration`
   `ExportDeclaration`

1. Return `false`.

### 8.2.2 Static Semantics: ContainsUndefinedBreakTarget

The syntax-directed operation `ContainsUndefinedBreakTarget` takes argument `labelSet` and returns a Boolean. It is defined piecewise over the following productions:

`Statement` :
   `VariableStatement`
   `EmptyStatement`
   `ExpressionStatement`
   `ContinueStatement`
   `ReturnStatement`
   `ThrowStatement`
   `DebuggerStatement`

`Block` :
   `{ }

`StatementList<Item>` :
   `Declaration`

1. Return `false`.

`StatementList` : `StatementList StatementList<Item>`

1. Let `hasUndefinedLabels` be `ContainsUndefinedBreakTarget` of `StatementList` with argument `labelSet`.
2. If `hasUndefinedLabels` is `true`, return `true`.
3. Return `ContainsUndefinedBreakTarget` of `StatementList<Item>` with argument `labelSet`.

`IfStatement` : `if ( Expression ) Statement else Statement`

1. Let `hasUndefinedLabels` be `ContainsUndefinedBreakTarget` of the first `Statement` with argument `labelSet`.
2. If `hasUndefinedLabels` is `true`, return `true`.
3. Return `ContainsUndefinedBreakTarget` of the second `Statement` with argument `labelSet`.

`IfStatement` : `if ( Expression ) Statement`
1. Return ContainsUndefinedBreakTarget of Statement with argument labelSet.

DoWhileStatement: do Statement while ( Expression ) ;
1. Return ContainsUndefinedBreakTarget of Statement with argument labelSet.

WhileStatement: while ( Expression ) Statement
1. Return ContainsUndefinedBreakTarget of Statement with argument labelSet.

ForStatement:
  for ( Expressionopt ; Expressionopt ; Expressionopt ) Statement
  for ( var VariableDeclarationList ; Expressionopt ; Expressionopt ) Statement
  for ( LexicalDeclaration Expressionopt ; Expressionopt ) Statement
1. Return ContainsUndefinedBreakTarget of Statement with argument labelSet.

ForInOfStatement:
  for ( LeftHandSideExpression in Expression ) Statement
  for ( var ForBinding in Expression ) Statement
  for ( ForDeclaration in Expression ) Statement
  for ( LeftHandSideExpression of AssignmentExpression ) Statement
  for ( var ForBinding of AssignmentExpression ) Statement
  for ( ForDeclaration of AssignmentExpression ) Statement
  for await ( LeftHandSideExpression of AssignmentExpression ) Statement
  for await ( var ForBinding of AssignmentExpression ) Statement
  for await ( ForDeclaration of AssignmentExpression ) Statement
1. Return ContainsUndefinedBreakTarget of Statement with argument labelSet.

NOTE This section is extended by Annex B.3.5.

BreakStatement: break ;
1. Return false.

BreakStatement: break LabelIdentifier ;
1. If the StringValue of LabelIdentifier is not an element of labelSet, return true.
2. Return false.

WithStatement: with ( Expression ) Statement
1. Return ContainsUndefinedBreakTarget of Statement with argument labelSet.

SwitchStatement: switch ( Expression ) CaseBlock
1. Return ContainsUndefinedBreakTarget of CaseBlock with argument labelSet.

CaseBlock: { }
1. Return false.

CaseBlock: { CaseClausesopt DefaultClause CaseClausesopt }
1. If the first CaseClauses is present, then
CaseClauses:
1. Let hasUndefinedLabels be ContainsUndefinedBreakTarget of CaseClauses with argument labelSet.
2. If hasUndefinedLabels is true, return true.
3. Return ContainsUndefinedBreakTarget of CaseClause with argument labelSet.

CaseClause:
1. case Expression : StatementList
   1. If the StatementList is present, return ContainsUndefinedBreakTarget of StatementList with argument labelSet.
   2. Return false.

DefaultClause:
1. default : StatementList
   1. If the StatementList is present, return ContainsUndefinedBreakTarget of StatementList with argument labelSet.
   2. Return false.

LabelledStatement:
1. LabelledItem
   1. Let label be the StringValue of LabelIdentifier.
   2. Let newLabelSet be the list-concatenation of labelSet and « label ».
   3. Return ContainsUndefinedBreakTarget of LabelledItem with argument newLabelSet.

LabelledItem:
1. FunctionDeclaration
   1. Return false.

TryStatement:
1. try Block Catch
   1. Let hasUndefinedLabels be ContainsUndefinedBreakTarget of Block with argument labelSet.
   2. If hasUndefinedLabels is true, return true.
   3. Return ContainsUndefinedBreakTarget of Catch with argument labelSet.

TryStatement:
1. try Block Finally
   1. Let hasUndefinedLabels be ContainsUndefinedBreakTarget of Block with argument labelSet.
   2. If hasUndefinedLabels is true, return true.
   3. Return ContainsUndefinedBreakTarget of Finally with argument labelSet.

TryStatement:
1. try Block Catch Finally
   1. If ContainsUndefinedBreakTarget of Block with argument labelSet is true, return true.
   2. If ContainsUndefinedBreakTarget of Catch with argument labelSet is true, return true.
   3. Return ContainsUndefinedBreakTarget of Finally with argument labelSet.

Catch:
1. catch ( CatchParameter ) Block
   1. Return ContainsUndefinedBreakTarget of Block with argument labelSet.
1. Return `false`.

ClassStaticBlockStatementList : [empty]

1. Return `false`.

ModuleItemList : ModuleItemList ModuleItem

1. Let `hasUndefinedLabels` be `ContainsUndefinedBreakTarget` of `ModuleItemList` with argument `labelSet`.
2. If `hasUndefinedLabels` is `true`, return `true`.
3. Return `ContainsUndefinedBreakTarget` of `ModuleItem` with argument `labelSet`.

ModuleItem :
  ImportDeclaration
  ExportDeclaration

1. Return `false`.

8.2.3 Static Semantics: `ContainsUndefinedContinueTarget`

The syntax-directed operation `ContainsUndefinedContinueTarget` takes arguments `iterationSet` and `labelSet` and returns a Boolean. It is defined piecewise over the following productions:

Statement :
  VariableStatement
  EmptyStatement
  ExpressionStatement
  BreakStatement
  ReturnStatement
  ThrowStatement
  DebuggerStatement

Block :
  { }

StatementListItem :
  Declaration

1. Return `false`.

Statement : BlockStatement

1. Return `ContainsUndefinedContinueTarget` of `BlockStatement` with arguments `iterationSet` and « ».

BreakableStatement : IterationStatement

1. Let `newIterationSet` be the list-concatenation of `iterationSet` and `labelSet`.
2. Return `ContainsUndefinedContinueTarget` of `IterationStatement` with arguments `newIterationSet` and « ».

StatementList : StatementList StatementListItem

1. Let `hasUndefinedLabels` be `ContainsUndefinedContinueTarget` of `StatementList` with arguments `iterationSet` and « ».
2. If `hasUndefinedLabels` is `true`, return `true`.
3. Return `ContainsUndefinedContinueTarget` of `StatementListItem` with arguments `iterationSet` and « ».
IfStatement: if ( Expression ) Statement else Statement

1. Let `hasUndefinedLabels` be `ContainsUndefinedContinueTarget` of the first `Statement` with arguments `iterationSet` and « ».
2. If `hasUndefinedLabels` is `true`, return `true`.
3. Return `ContainsUndefinedContinueTarget` of the second `Statement` with arguments `iterationSet` and « ».

IfStatement: if ( Expression ) Statement

1. Return `ContainsUndefinedContinueTarget` of `Statement` with arguments `iterationSet` and « ».

DoWhileStatement: do Statement while ( Expression ) ;

1. Return `ContainsUndefinedContinueTarget` of `Statement` with arguments `iterationSet` and « ».

WhileStatement: while ( Expression ) Statement

1. Return `ContainsUndefinedContinueTarget` of `Statement` with arguments `iterationSet` and « ».

ForStatement:

```
for ( Expression_opt ; Expressionopt ; Expression_opt ) Statement
for ( var VariableDeclarationList ; Expression_opt ; Expressionopt ) Statement
for ( LexicalDeclaration Expression_opt ; Expressionopt ) Statement
```

1. Return `ContainsUndefinedContinueTarget` of `Statement` with arguments `iterationSet` and « ».

ForInOfStatement:

```
for ( LeftHandSideExpression in Expression ) Statement
for ( var ForBinding in Expression ) Statement
for ( ForDeclaration in Expression ) Statement
for ( var ForBinding of AssignmentExpression ) Statement
for ( ForDeclaration of AssignmentExpression ) Statement
for await ( LeftHandSideExpression of AssignmentExpression ) Statement
for await ( var ForBinding of AssignmentExpression ) Statement
for await ( ForDeclaration of AssignmentExpression ) Statement
```

1. Return `ContainsUndefinedContinueTarget` of `Statement` with arguments `iterationSet` and « ».

NOTE This section is extended by Annex B.3.5.

ContinueStatement: continue ;

1. Return `false`.

ContinueStatement: continue LabelIdentifier ;

1. If the `StringValue` of `LabelIdentifier` is not an element of `iterationSet`, return `true`.
2. Return `false`.

WithStatement: with ( Expression ) Statement

1. Return `ContainsUndefinedContinueTarget` of `Statement` with arguments `iterationSet` and « ».

SwitchStatement: switch ( Expression ) CaseBlock
1. Return `ContainsUndefinedContinueTarget` of `CaseBlock` with arguments `iterationSet` and « ».

`CaseBlock` : { }

1. Return `false`.

```
CaseBlock : { CaseClauses\_opt DefaultClause CaseClauses\_opt }
```

1. If the first `CaseClauses` is present, then
   a. If `ContainsUndefinedContinueTarget` of the first `CaseClauses` with arguments `iterationSet` and « » is `true`, return `true`.
2. If `ContainsUndefinedContinueTarget` of `DefaultClause` with arguments `iterationSet` and « » is `true`, return `true`.
3. If the second `CaseClauses` is not present, return `false`.
4. Return `ContainsUndefinedContinueTarget` of the second `CaseClauses` with arguments `iterationSet` and « ».

```
CaseClauses : CaseClauses CaseClause
```

1. Let `hasUndefinedLabels` be `ContainsUndefinedContinueTarget` of `CaseClauses` with arguments `iterationSet` and « ».
2. If `hasUndefinedLabels` is `true`, return `true`.
3. Return `ContainsUndefinedContinueTarget` of `CaseClause` with arguments `iterationSet` and « ».

```
CaseClause : case Expression : StatementList\_opt
```

1. If the `StatementList` is present, return `ContainsUndefinedContinueTarget` of `StatementList` with arguments `iterationSet` and « ».
2. Return `false`.

```
DefaultClause : default : StatementList\_opt
```

1. If the `StatementList` is present, return `ContainsUndefinedContinueTarget` of `StatementList` with arguments `iterationSet` and « ».
2. Return `false`.

```
LabelledStatement : LabelIdentifier : LabelledItem
```

1. Let `label` be the `StringValue` of `LabelIdentifier`.
2. Let `newLabelSet` be the list-concatenation of `labelSet` and « `label` ».
3. Return `ContainsUndefinedContinueTarget` of `LabelledItem` with arguments `iterationSet` and `newLabelSet`.

```
LabelledItem : FunctionDeclaration
```

1. Return `false`.

```
TryStatement : try Block Catch
```

1. Let `hasUndefinedLabels` be `ContainsUndefinedContinueTarget` of `Block` with arguments `iterationSet` and « ».
2. If `hasUndefinedLabels` is `true`, return `true`.
3. Return `ContainsUndefinedContinueTarget` of `Catch` with arguments `iterationSet` and « ».

```
TryStatement : try Block Finally
```

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1. Let hasUndefinedLabels be ContainsUndefinedContinueTarget of Block with arguments iterationSet and « ».
2. If hasUndefinedLabels is true, return true.
3. Return ContainsUndefinedContinueTarget of Finally with arguments iterationSet and « ».

TryStatement : try Block Catch Finally
1. If ContainsUndefinedContinueTarget of Block with arguments iterationSet and « » is true, return true.
2. If ContainsUndefinedContinueTarget of Catch with arguments iterationSet and « » is true, return true.
3. Return ContainsUndefinedContinueTarget of Finally with arguments iterationSet and « ».

Catch : catch ( CatchParameter ) Block
1. Return ContainsUndefinedContinueTarget of Block with arguments iterationSet and « ».

FunctionStatementList : [empty]
1. Return false.

ClassStaticBlockStatementList : [empty]
1. Return false.

ModuleItemList : ModuleItemList ModuleItem
1. Let hasUndefinedLabels be ContainsUndefinedContinueTarget of ModuleItemList with arguments iterationSet and « ».
2. If hasUndefinedLabels is true, return true.
3. Return ContainsUndefinedContinueTarget of ModuleItem with arguments iterationSet and « ».

ModuleItem :
  ImportDeclaration
  ExportDeclaration
1. Return false.

8.3 Function Name Inference

8.3.1 Static Semantics: HasName
The syntax-directed operation HasName takes no arguments and returns a Boolean. It is defined piecewise over the following productions:

PrimaryExpression : CoverParenthesizedExpressionAndArrowParameterList
1. Let expr be the ParenthesizedExpression that is covered by CoverParenthesizedExpressionAndArrowParameterList.
2. If IsFunctionDefinition of expr is false, return false.
3. Return HasName of expr.
FunctionExpression:
  function ( FormalParameters ) { FunctionBody }
GeneratorExpression:
  function * ( FormalParameters ) { GeneratorBody }
AsyncGeneratorExpression:
  async function * ( FormalParameters ) { AsyncGeneratorBody }
AsyncFunctionExpression:
  async function ( FormalParameters ) { AsyncFunctionBody }
ArrowFunction:
  ArrowParameters => ConciseBody
AsyncArrowFunction:
  async AsyncArrowBindingIdentifier => AsyncConciseBody
  CoverCallExpressionAndAsyncArrowHead => AsyncConciseBody
ClassExpression:
  class BindingIdentifier ClassTail
  1. Return false.

FunctionExpression:
  function BindingIdentifier ( FormalParameters ) { FunctionBody }
GeneratorExpression:
  function * BindingIdentifier ( FormalParameters ) { GeneratorBody }
AsyncGeneratorExpression:
  async function * BindingIdentifier ( FormalParameters ) { AsyncGeneratorBody }
AsyncFunctionExpression:
  async function BindingIdentifier ( FormalParameters ) { AsyncFunctionBody }
ClassExpression:
  class BindingIdentifier ClassTail
  1. Return true.

8.3.2 Static Semantics: IsFunctionDefinition
The syntax-directed operation IsFunctionDefinition takes no arguments and returns a Boolean. It is defined piecewise over the following productions:

PrimaryExpression: CoverParenthesizedExpressionAndArrowParameterList
  1. Let expr be the ParenthesizedExpression that is covered by
     CoverParenthesizedExpressionAndArrowParameterList.
     2. Return IsFunctionDefinition of expr.

PrimaryExpression:
  this
  IdentifierReference
  Literal
  ArrayLiteral
  ObjectLiteral
  RegularExpressionLiteral
  TemplateLiteral
MemberExpression:
  MemberExpression [ Expression ]
  MemberExpression . IdentifierName
  MemberExpression TemplateLiteral
  SuperProperty
  MetaProperty
new MemberExpression Arguments
   MemberExpression . PrivateIdentifier
NewExpression :
   new NewExpression
LeftHandSideExpression :
   CallExpression
   OptionalExpression
UpdateExpression :
   LeftHandSideExpression ++
   LeftHandSideExpression --
   ++ UnaryExpression
   -- UnaryExpression
UnaryExpression :
   delete UnaryExpression
   void UnaryExpression
   typeof UnaryExpression
   + UnaryExpression
   - UnaryExpression
   unary UnaryExpression
   UnaryExpression
   AwaitExpression
ExponentiationExpression :
   UpdateExpression ** ExponentiationExpression
MultiplicativeExpression :
   MultiplicativeExpression MultiplicativeOperator ExponentiationExpression
AdditiveExpression :
   AdditiveExpression + MultiplicativeExpression
   AdditiveExpression - MultiplicativeExpression
ShiftExpression :
   ShiftExpression << AdditiveExpression
   ShiftExpression >>= AdditiveExpression
   ShiftExpression >>> AdditiveExpression
RelationalExpression :
   RelationalExpression < ShiftExpression
   RelationalExpression > ShiftExpression
   RelationalExpression <= ShiftExpression
   RelationalExpression >= ShiftExpression
   RelationalExpression instanceof ShiftExpression
   RelationalExpression in ShiftExpression
   PrivateIdentifier in ShiftExpression
EqualityExpression :
   EqualityExpression == RelationalExpression
   EqualityExpression != RelationalExpression
   EqualityExpression === RelationalExpression
   EqualityExpression !== RelationalExpression
BitwiseANDExpression :
   BitwiseANDExpression & EqualityExpression
BitwiseORExpression :
   BitwiseORExpression ^ BitwiseANDExpression
BitwiseORExpression :
   BitwiseORExpression | BitwiseORExpression
LogicalANDExpression :
   LogicalANDExpression && BitwiseORExpression
LogicalORExpression :
   LogicalORExpression || LogicalANDExpression
CoalesceExpression :
CoalesceExpressionHead ?? BitwiseORExpression
ConditionalExpression :
  ShortCircuitExpression ? AssignmentExpression : AssignmentExpression
AssignmentExpression :
  YieldExpression
  LeftHandSideExpression = AssignmentExpression
  LeftHandSideExpression AssignmentOperator AssignmentExpression
  LeftHandSideExpression &&= AssignmentExpression
  LeftHandSideExpression ||= AssignmentExpression
  LeftHandSideExpression ??= AssignmentExpression
Expression :
  Expression , AssignmentExpression

1. Return false.

AssignmentExpression :
  ArrowFunction
  AsyncArrowFunction
FunctionExpression :
  function BindingIdentifier opt ( FormalParameters ) { FunctionBody }
GeneratorExpression :
  function * BindingIdentifier opt ( FormalParameters ) { GeneratorBody }
AsyncGeneratorExpression :
  async function * BindingIdentifier opt ( FormalParameters ) { AsyncGeneratorBody }
AsyncFunctionExpression :
  async function BindingIdentifier opt ( FormalParameters ) { AsyncFunctionBody }
ClassExpression :
  class BindingIdentifier opt ClassTail

1. Return true.

8.3.3 Static Semantics: IsAnonymousFunctionDefinition ( expr )

The abstract operation IsAnonymousFunctionDefinition takes argument expr (an AssignmentExpression Parse Node or an Initializer Parse Node) and returns a Boolean. It determines if its argument is a function definition that does not bind a name. It performs the following steps when called:

1. If IsFunctionDefinition of expr is false, return false.
2. Let hasName be HasName of expr.
3. If hasName is true, return false.
4. Return true.

8.3.4 Static Semantics: IsIdentifierRef

The syntax-directed operation IsIdentifierRef takes no arguments and returns a Boolean. It is defined piecewise over the following productions:

PrimaryExpression : IdentifierReference

1. Return true.

PrimaryExpression :
  this
  Literal
8.3.5 Runtime Semantics: NamedEvaluation

The syntax-directed operation NamedEvaluation takes argument `name` and returns either a normal completion containing a function object or an abrupt completion. It is defined piecewise over the following productions:

PrimaryExpression : CoverParenthesizedExpressionAndArrowParameterList

1. Let `expr` be the `ParenthesizedExpression` that is covered by `CoverParenthesizedExpressionAndArrowParameterList`.  

ParenthesizedExpression : ( Expression )

1. Assert: IsAnonymousFunctionDefinition(`Expression`) is true.  

FunctionExpression : function ( FormalParameters ) { FunctionBody }

1. Return InstantiateOrdinaryFunctionExpression of `FunctionExpression` with argument `name`.

GeneratorExpression : function * ( FormalParameters ) { GeneratorBody }

1. Return InstantiateGeneratorFunctionExpression of `GeneratorExpression` with argument `name`.

AsyncGeneratorExpression : async function * ( FormalParameters ) { AsyncGeneratorBody }

1. Return InstantiateAsyncGeneratorFunctionExpression of `AsyncGeneratorExpression` with argument `name`.

AsyncFunctionExpression : async function ( FormalParameters ) { AsyncFunctionBody }

1. Return false.
1. Return InstantiateAsyncFunctionExpression of AsyncFunctionExpression with argument name.

ArrowFunction : ArrowParameters => ConciseBody

1. Return InstantiateArrowFunctionExpression of ArrowFunction with argument name.

AsyncArrowFunction :
  async AsyncArrowBindingIdentifier => AsyncConciseBody
  CoverCallExpressionAndAsyncArrowHead => AsyncConciseBody

1. Return InstantiateAsyncArrowFunctionExpression of AsyncArrowFunction with argument name.

ClassExpression : class ClassTail

1. Let value be ? ClassDefinitionEvaluation of ClassTail with arguments undefined and name.
2. Set value.[[SourceText]] to the source text matched by ClassExpression.
3. Return value.

8.4 Contains

8.4.1 Static Semantics: Contains

The syntax-directed operation Contains takes argument symbol and returns a Boolean.

Every grammar production alternative in this specification which is not listed below implicitly has the following default definition of Contains:

1. For each child node child of this Parse Node, do
   a. If child is an instance of symbol, return true.
   b. If child is an instance of a nonterminal, then
      i. Let contained be the result of child Contains symbol.
      ii. If contained is true, return true.
2. Return false.

FunctionDeclaration :
  function BindingIdentifier ( FormalParameters ) { FunctionBody }
  function ( FormalParameters ) { FunctionBody }

FunctionExpression :
  function BindingIdentifieropt ( FormalParameters ) { FunctionBody }

GeneratorDeclaration :
  function * BindingIdentifier ( FormalParameters ) { GeneratorBody }
  function * ( FormalParameters ) { GeneratorBody }

GeneratorExpression :
  function * BindingIdentifieropt ( FormalParameters ) { GeneratorBody }

AsyncGeneratorDeclaration :
  async function * BindingIdentifier ( FormalParameters ) { AsyncGeneratorBody }
  async function * ( FormalParameters ) { AsyncGeneratorBody }

AsyncGeneratorExpression :
  async function * BindingIdentifieropt ( FormalParameters ) { AsyncGeneratorBody }

AsyncFunctionDeclaration :
  async function BindingIdentifier ( FormalParameters ) { AsyncFunctionBody }
  async function ( FormalParameters ) { AsyncFunctionBody }
AsyncFunctionExpression:

```javascript
async function BindingIdentifier_opt ( FormalParameters ) { AsyncFunctionBody }
```

1. Return `false`.

**NOTE 1**
Static semantic rules that depend upon substructure generally do not look into function definitions.

ClassTail:

```javascript
ClassHeritage_opt { ClassBody }
```

1. If `symbol` is `ClassBody`, return `true`.
2. If `symbol` is `ClassHeritage`, then
   a. If `ClassHeritage` is present, return `true`; otherwise return `false`.
3. If `ClassHeritage` is present, then
   a. If `ClassHeritage Contains symbol` is `true`, return `true`.
4. Return the result of `ComputedPropertyContains of ClassBody with argument symbol`.

**NOTE 2**
Static semantic rules that depend upon substructure generally do not look into class bodies except for `PropertyName`.

ClassStaticBlock:

```javascript
static { ClassStaticBlockBody }
```

1. Return `false`.

**NOTE 3**
Static semantic rules that depend upon substructure generally do not look into `static` initialization blocks.

ArrowFunction:

```javascript
ArrowParameters => ConciseBody
```

1. If `symbol` is not one of `NewTarget`, `SuperProperty`, `SuperCall`, `super` or `this`, return `false`.
2. If `ArrowParameters Contains symbol` is `true`, return `true`.
3. Return `ConciseBody Contains symbol`.

ArrowParameters:

```javascript
CoverParenthesizedExpressionAndArrowParameterList
```

1. Let `formals` be the `ArrowFormalParameters` that is covered by `CoverParenthesizedExpressionAndArrowParameterList`.
2. Return `formals Contains symbol`.

AsyncArrowFunction:

```javascript
async AsyncArrowBindingIdentifier => AsyncConciseBody
```

1. If `symbol` is not one of `NewTarget`, `SuperProperty`, `SuperCall`, `super`, or `this`, return `false`.
2. Return `AsyncConciseBody Contains symbol`.

AsyncArrowFunction:

```javascript
CoverCallExpressionAndAsyncArrowHead => AsyncConciseBody
```

1. If `symbol` is not one of `NewTarget`, `SuperProperty`, `SuperCall`, `super`, or `this`, return `false`.
2. Let `head` be the `AsyncArrowHead` that is covered by `CoverCallExpressionAndAsyncArrowHead`.
3. If `head Contains symbol` is `true`, return `true`.
4. Return `AsyncConciseBody Contains symbol`.

**NOTE 4**
Contains is used to detect `new.target`, `this`, and `super` usage within an `ArrowFunction` or `AsyncArrowFunction`.
PropertyDefinition : MethodDefinition

1. If symbol is MethodDefinition, return true.
2. Return the result of ComputedPropertyContains of MethodDefinition with argument symbol.

LiteralPropertyName : IdentifierName

1. Return false.

MemberExpression : MemberExpression . IdentifierName

1. If MemberExpression Contains symbol is true, return true.
2. Return false.

SuperProperty : super . IdentifierName

1. If symbol is the ReservedWord super, return true.
2. Return false.

CallExpression : CallExpression . IdentifierName

1. If CallExpression Contains symbol is true, return true.
2. Return false.

OptionalChain : ?. IdentifierName

1. Return false.

OptionalChain : OptionalChain . IdentifierName

1. If OptionalChain Contains symbol is true, return true.
2. Return false.

8.4.2 Static Semantics: ComputedPropertyContains

The syntax-directed operation ComputedPropertyContains takes argument symbol and returns a Boolean. It is defined piecewise over the following productions:

ClassElementName : PrivateIdentifier

1. Return false.

PropertyName : ComputedPropertyName

1. Return the result of ComputedPropertyName Contains symbol.

MethodDefinition : 

ClassElementName ( UniqueFormalParameters ) { FunctionBody }   
get  ClassElementName ( ) { FunctionBody }   
set  ClassElementName ( PropertySetParameterList ) { FunctionBody }   

1. Return the result of ComputedPropertyContains of ClassElementName with argument symbol.

GeneratorMethod : * ClassElementName ( UniqueFormalParameters ) { GeneratorBody }   

1. Return the result of ComputedPropertyContains of ClassElementName with argument symbol.
AsyncGeneratorMethod : async * ClassElementName ( UniqueFormalParameters ) { AsyncGeneratorBody }

1. Return the result of ComputedPropertyContains of ClassElementName with argument symbol.

ClassElementList : ClassElementList ClassElement

1. Let inList be ComputedPropertyContains of ClassElementList with argument symbol.
2. If inList is true, return true.
3. Return the result of ComputedPropertyContains of ClassElement with argument symbol.

ClassElement : ClassStaticBlock

1. Return false.

ClassElement : ;

1. Return false.

AsyncMethod : async ClassElementName ( UniqueFormalParameters ) { AsyncFunctionBody }

1. Return the result of ComputedPropertyContains of ClassElementName with argument symbol.

FieldDefinition : ClassElementName Initializer_opt

1. Return the result of ComputedPropertyContains of ClassElementName with argument symbol.

8.5 Miscellaneous

These operations are used in multiple places throughout the specification.

8.5.1 Runtime Semantics: InstantiateFunctionObject

The syntax-directed operation InstantiateFunctionObject takes arguments env and privateEnv and returns a function object. It is defined piecewise over the following productions:

FunctionDeclaration :
    function BindingIdentifier ( FormalParameters ) { FunctionBody }
    function ( FormalParameters ) { FunctionBody }

1. Return InstantiateOrdinaryFunctionObject of FunctionDeclaration with arguments env and privateEnv.

GeneratorDeclaration :
    function * BindingIdentifier ( FormalParameters ) { GeneratorBody }
    function * ( FormalParameters ) { GeneratorBody }

1. Return InstantiateGeneratorFunctionObject of GeneratorDeclaration with arguments env and privateEnv.

AsyncGeneratorDeclaration :
    async function * BindingIdentifier ( FormalParameters ) { AsyncGeneratorBody }
    async function * ( FormalParameters ) { AsyncGeneratorBody }

1. Return InstantiateAsyncGeneratorFunctionObject of AsyncGeneratorDeclaration with arguments env and privateEnv.
AsyncFunctionDeclaration:
  async function BindingIdentifier ( FormalParameters ) { AsyncFunctionBody }
  async function ( FormalParameters ) { AsyncFunctionBody }

1. Return InstantiateAsyncFunctionObject of AsyncFunctionDeclaration with arguments env and privateEnv.

8.5.2 Runtime Semantics: BindingInitialization

The syntax-directed operation BindingInitialization takes arguments value and environment and returns either a normal completion containing unused or an abrupt completion.

NOTE undefined is passed for environment to indicate that a PutValue operation should be used to assign the initialization value. This is the case for var statements and formal parameter lists of some non-strict functions (See 10.2.11). In those cases a lexical binding is hoisted and preinitialized prior to evaluation of its initializer.

It is defined piecewise over the following productions:

BindingIdentifier : Identifier
  1. Let name be StringValue of Identifier.
  2. Return ? InitializeBoundName(name, value, environment).

BindingIdentifier : yield

BindingIdentifier : await

BindingPattern : ObjectBindingPattern

BindingPattern : ArrayBindingPattern
  1. Let iteratorRecord be ? GetIterator(value).
  2. Let result be Completion(IteratorBindingInitialization of ArrayBindingPattern with arguments iteratorRecord and environment).
  3. If iteratorRecord.[[Done]] is false, return ? IteratorClose(iteratorRecord, result).
  4. Return ? result.

ObjectBindingPattern : { }
  1. Return unused.

ObjectBindingPattern :
  { BindingPropertyList }
  { BindingPropertyList , }
  1. Perform ? PropertyBindingInitialization of BindingPropertyList with arguments value and environment.
  2. Return unused.

ObjectBindingPattern : { BindingRestProperty }
1. Let `excludedNames` be a new empty List.
2. Return `? RestBindingInitialization` of `BindingRestProperty` with arguments `value`, `environment`, and `excludedNames`.

**ObjectBindingPattern** : `{ BindingPropertyList , BindingRestProperty }

1. Let `excludedNames` be `? PropertyBindingInitialization` of `BindingPropertyList` with arguments `value` and `environment`.
2. Return `? RestBindingInitialization` of `BindingRestProperty` with arguments `value`, `environment`, and `excludedNames`.

### 8.5.2.1 InitializeBoundName ( `name`, `value`, `environment` )

The abstract operation `InitializeBoundName` takes arguments `name` (a String), `value`, and `environment` and returns either a normal completion containing `unused` or an abrupt completion. It performs the following steps when called:

1. If `environment` is not `undefined`, then
   a. Perform `! environment.InitializeBinding(name, value)`.
   b. Return `unused`.
2. Else,
   a. Let `lhs` be `? ResolveBinding(name)`.
   b. Return `? PutValue(lhs, value)`.

### 8.5.3 Runtime Semantics: IteratorBindingInitialization

The syntax-directed operation `IteratorBindingInitialization` takes arguments `iteratorRecord` and `environment` and returns either a normal completion containing `unused` or an abrupt completion.

**NOTE**  
When `undefined` is passed for `environment` it indicates that a `PutValue` operation should be used to assign the initialization value. This is the case for formal parameter lists of non-strict functions. In that case the formal parameter bindings are preinitialized in order to deal with the possibility of multiple parameters with the same name.

It is defined piecewise over the following productions:

**ArrayBindingPattern** : `[ ]

1. Return `unused`.

**ArrayBindingPattern** : `[ Elision ]


**ArrayBindingPattern** : `[ Elisionopt BindingRestElement ]

1. If `Elision` is present, then
2. Return `? IteratorBindingInitialization` of `BindingRestElement` with arguments `iteratorRecord` and `environment`.

**ArrayBindingPattern** : `[ BindingElementList , Elision ]
1. Perform ? IteratorBindingInitialization of BindingElementList with arguments iteratorRecord and environment.

ArrayBindingPattern : [ BindingElementList , Elision opt BindingRestElement ]

1. Perform ? IteratorBindingInitialization of BindingElementList with arguments iteratorRecord and environment.
2. If Elision is present, then
3. Return ? IteratorBindingInitialization of BindingRestElement with arguments iteratorRecord and environment.

BindingElementList : BindingElementList , BindingElisionElement

1. Perform ? IteratorBindingInitialization of BindingElementList with arguments iteratorRecord and environment.
2. Return ? IteratorBindingInitialization of BindingElisionElement with arguments iteratorRecord and environment.

BindingElisionElement : Elision BindingElement

2. Return ? IteratorBindingInitialization of BindingElement with arguments iteratorRecord and environment.

SingleNameBinding : BindingIdentifier Initializer opt

1. Let bindingId be StringValue of BindingIdentifier.
2. Let lhs be ? ResolveBinding(bindingId, environment).
3. Let v be undefined.
4. If iteratorRecord. [[Done]] is false, then
   a. Let next be Completion(IteratorStep(iteratorRecord)).
   b. If next is an abrupt completion, set iteratorRecord. [[Done]] to true.
   c. ReturnIfAbrupt(next).
   d. If next is false, set iteratorRecord. [[Done]] to true.
   e. Else,
      i. Set v to Completion(IteratorValue(next)).
      ii. If v is an abrupt completion, set iteratorRecord. [[Done]] to true.
      iii. ReturnIfAbrupt(v).
5. If Initializer is present and v is undefined, then
   a. If IsAnonymousFunctionDefinition(Initializer) is true, then
      i. Set v to ? NamedEvaluation of Initializer with argument bindingId.
   b. Else,
      i. Let defaultValue be the result of evaluating Initializer.
      ii. Set v to ? GetValue(defaultValue).
6. If environment is undefined, return ? PutValue(lhs, v).

BindingElement : BindingPattern Initializer opt

1. Let v be undefined.
If `iteratorRecord.[[Done]]` is `false`, then

a. Let `next` be `Completion(IteratorStep(iteratorRecord))`.
b. If `next` is an abrupt completion, set `iteratorRecord.[[Done]]` to `true`.
c. ReturnIfAbrupt(`next`).
d. If `next` is `false`, set `iteratorRecord.[[Done]]` to `true`.
e. Else,
   i. Set `v` to `Completion(IteratorValue(next))`.
   ii. If `v` is an abrupt completion, set `iteratorRecord.[[Done]]` to `true`.
   iii. ReturnIfAbrupt(`v`).

3. If `Initializer` is present and `v` is `undefined`, then
   a. Let `defaultValue` be the result of evaluating `Initializer`.
   b. Set `v` to `GetValue(defaultValue)`.

4. Return `BindingInitialization of BindingPattern with arguments v and environment`.

`BindingRestElement : . . . BindingIdentifier`

1. Let `lhs` be `? ResolveBinding(StringValue of BindingIdentifier, environment)`.
2. Let `A` be `! ArrayCreate(0)`.
3. Let `n` be `0`.
4. Repeat,
   a. If `iteratorRecord.[[Done]]` is `false`, then
      i. Let `next` be `Completion(IteratorStep(iteratorRecord))`.
      ii. If `next` is an abrupt completion, set `iteratorRecord.[[Done]]` to `true`.
      iii. ReturnIfAbrupt(`next`).
      iv. If `next` is `false`, set `iteratorRecord.[[Done]]` to `true`.
   b. If `iteratorRecord.[[Done]]` is `true`, then
      i. If `environment` is `undefined`, return `? PutValue(lhs, A)`.
      ii. Return `? InitializeReferencedBinding(lhs, A)`.
   c. Let `nextValue` be `Completion(IteratorValue(next))`.
   d. If `nextValue` is an abrupt completion, set `iteratorRecord.[[Done]]` to `true`.
   e. ReturnIfAbrupt(`nextValue`).
   f. Perform `! CreateDataPropertyOrThrow(A, ! ToString(𝔽(n)), nextValue)`.
   g. Set `n` to `n + 1`.

`BindingRestElement : . . . BindingPattern`

1. Let `A` be `! ArrayCreate(0)`.
2. Let `n` be `0`.
3. Repeat,
   a. If `iteratorRecord.[[Done]]` is `false`, then
      i. Let `next` be `Completion(IteratorStep(iteratorRecord))`.
      ii. If `next` is an abrupt completion, set `iteratorRecord.[[Done]]` to `true`.
      iii. ReturnIfAbrupt(`next`).
      iv. If `next` is `false`, set `iteratorRecord.[[Done]]` to `true`.
   b. If `iteratorRecord.[[Done]]` is `true`, then
      i. Return `BindingInitialization of BindingPattern with arguments A and environment`.
   c. Let `nextValue` be `Completion(IteratorValue(next))`.
   d. If `nextValue` is an abrupt completion, set `iteratorRecord.[[Done]]` to `true`.
   e. ReturnIfAbrupt(`nextValue`).
f. Perform `CreateDataPropertyOrThrow(A, ! ToString(f(n)), nextValue)`.

g. Set `n` to `n + 1`.

**FormalParameters**: [empty]

1. Return unused.

**FormalParameters**: `FormalParameterList` , `FunctionRestParameter`

2. Return `? IteratorBindingInitialization of FunctionRestParameter with arguments iteratorRecord and environment`.

**FormalParameterList**: `FormalParameterList` , `FormalParameter`


**ArrowParameters**: `BindingIdentifier`

1. Let `v` be `undefined`.
2. Assert: `iteratorRecord.[[Done]]` is `false`.
3. Let `next` be `Completion(IteratorStep(iteratorRecord))`.
4. If `next` is an abrupt completion, set `iteratorRecord.[[Done]]` to `true`.
5. ReturnIfAbrupt(`next`).
6. If `next` is `false`, set `iteratorRecord.[[Done]]` to `true`.
7. Else,
   a. Set `v` to `Completion(IteratorValue(next))`.
   b. If `v` is an abrupt completion, set `iteratorRecord.[[Done]]` to `true`.
   c. ReturnIfAbrupt(`v`).

**ArrowParameters**: `CoverParenthesizedExpressionAndArrowParameterList`

1. Let `formals` be the `ArrowFormalParameters` that is covered by `CoverParenthesizedExpressionAndArrowParameterList`.
2. Return `? IteratorBindingInitialization of formals with arguments iteratorRecord and environment`.

**AsyncArrowBindingIdentifier**: `BindingIdentifier`

1. Let `v` be `undefined`.
2. Assert: `iteratorRecord.[[Done]]` is `false`.
3. Let `next` be `Completion(IteratorStep(iteratorRecord))`.
4. If `next` is an abrupt completion, set `iteratorRecord.[[Done]]` to `true`.
5. ReturnIfAbrupt(`next`).
6. If `next` is `false`, set `iteratorRecord.[[Done]]` to `true`.
7. Else,
   a. Set `v` to `Completion(IteratorValue(next))`.
   b. If `v` is an abrupt completion, set `iteratorRecord.[[Done]]` to `true`.
   c. ReturnIfAbrupt(`v`).
8.5.4 Static Semantics: AssignmentTargetType

The syntax-directed operation AssignmentTargetType takes no arguments and returns simple or invalid. It is defined piecewise over the following productions:

IdentifierReference : Identifier
  1. If this IdentifierReference is contained in strict mode code and StringValue of Identifier is "eval" or "arguments", return invalid.
  2. Return simple.

IdentifierReference :
  yield
  await

CallExpression :
  CallExpression [ Expression ]
  CallExpression . IdentifierName
  CallExpression . PrivateIdentifier

MemberExpression :
  MemberExpression [ Expression ]
  MemberExpression . IdentifierName
  SuperProperty
  MemberExpression . PrivateIdentifier

  1. Return simple.

PrimaryExpression :
  CoverParenthesizedExpressionAndArrowParameterList

  1. Let expr be the ParenthesizedExpression that is covered by CoverParenthesizedExpressionAndArrowParameterList.
  2. Return AssignmentTargetType of expr.

PrimaryExpression :
  this
  Literal
  ArrayLiteral
  ObjectLiteral
  FunctionExpression
  ClassExpression
  GeneratorExpression
  AsyncFunctionExpression
  AsyncGeneratorExpression
  RegularExpressionLiteral
  TemplateLiteral

CallExpression :
  CoverCallExpressionAndAsyncArrowHead
  SuperCall
  ImportCall
  CallExpression Arguments
  CallExpression TemplateLiteral

NewExpression :
  new NewExpression

MemberExpression :
  MemberExpression TemplateLiteral
new MemberExpression Arguments

NewTarget:
  new . target

import . meta

LeftHandSideExpression:
  OptionalExpression

UpdateExpression:
  LeftHandSideExpression ++
  LeftHandSideExpression --
    ++ UnaryExpression
    -- UnaryExpression

UnaryExpression:
  delete UnaryExpression
  void UnaryExpression
typeof UnaryExpression
  + UnaryExpression
  - UnaryExpression
  ~ UnaryExpression
  ! UnaryExpression

AwaitExpression

ExponentiationExpression:
  UpdateExpression ** ExponentiationExpression

MultiplicativeExpression:
  MultiplicativeExpression MultiplicativeOperator ExponentiationExpression

AdditiveExpression:
  AdditiveExpression + MultiplicativeExpression
  AdditiveExpression - MultiplicativeExpression

ShiftExpression:
  ShiftExpression << AdditiveExpression
  ShiftExpression >> AdditiveExpression
  ShiftExpression >>> AdditiveExpression

RelationalExpression:
  RelationalExpression < ShiftExpression
  RelationalExpression > ShiftExpression
  RelationalExpression <= ShiftExpression
  RelationalExpression >= ShiftExpression
  RelationalExpression instanceof ShiftExpression
  RelationalExpression in ShiftExpression

PrivateIdentifier in ShiftExpression

EqualityExpression:
  EqualityExpression == RelationalExpression
  EqualityExpression != RelationalExpression
  EqualityExpression === RelationalExpression
  EqualityExpression !== RelationalExpression

BitwiseANDExpression:
  BitwiseANDExpression & EqualityExpression

BitwiseXORExpression:
  BitwiseXORExpression ^ BitwiseANDExpression

BitwiseORExpression:
  BitwiseORExpression | BitwiseXORExpression

LogicalANDExpression:
  LogicalANDExpression && BitwiseORExpression

LogicalORExpression:
  LogicalORExpression || LogicalANDExpression

CoalesceExpression:

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CoalesceExpressionHead ?? BitwiseORExpression
ConditionalExpression :
  ShortCircuitExpression ? AssignmentExpression : AssignmentExpression
AssignmentExpression :
  YieldExpression
  ArrowFunction
  AsyncArrowFunction
  LeftHandSideExpression = AssignmentExpression
  LeftHandSideExpression AssignmentOperator AssignmentExpression
  LeftHandSideExpression &&= AssignmentExpression
  LeftHandSideExpression ||= AssignmentExpression
  LeftHandSideExpression ??= AssignmentExpression
Expression :
  Expression , AssignmentExpression

1. Return invalid.

8.5.5 Static Semantics: PropName

The syntax-directed operation PropName takes no arguments and returns a String or empty. It is defined piecewise over the following productions:

PropertyDefinition : IdentifierReference
  1. Return StringValue of IdentifierReference.

PropertyDefinition : . . . AssignmentExpression
  1. Return empty.

PropertyDefinition : PropertyName : AssignmentExpression
  1. Return PropName of PropertyName.

LiteralPropertyName : IdentifierName
  1. Return StringValue of IdentifierName.

LiteralPropertyName : StringLiteral
  1. Return the SV of StringLiteral.

LiteralPropertyName : NumericLiteral
  1. Let nbr be the NumericValue of NumericLiteral.
  2. Return ! ToString(nbr).

ComputedPropertyName : [ AssignmentExpression ]
  1. Return empty.

MethodDefinition :
  ClassElementName ( UniqueFormalParameters ) { FunctionBody }
  get ClassElementName ( ) { FunctionBody }
  set ClassElementName ( PropertySetParameterList ) { FunctionBody }
  1. Return PropName of ClassElementName.
Environment Record is a specification type used to define the association of Identifiers to specific variables and functions, based upon the lexical nesting structure of ECMAScript code. Usually an Environment Record is associated with some specific syntactic structure of ECMAScript code such as a FunctionDeclaration, a BlockStatement, or a Catch clause of a TryStatement. Each time such code is evaluated, a new Environment Record is created to record the identifier bindings that are created by that code.

Every Environment Record has an [[OuterEnv]] field, which is either null or a reference to an outer Environment Record. This is used to model the logical nesting of Environment Record values. The outer reference of an (inner) Environment Record is a reference to the Environment Record that logically surrounds the inner Environment Record. An outer Environment Record may, of course, have its own outer Environment Record. An Environment Record may serve as the outer environment for multiple inner Environment Records. For example, if a FunctionDeclaration contains two nested FunctionDeclarations then the Environment Records of each of the nested functions will have as their outer Environment Record the Environment Record of the current evaluation of the surrounding function.

Environment Records are purely specification mechanisms and need not correspond to any specific artefact of an ECMAScript implementation. It is impossible for an ECMAScript program to directly access or manipulate such values.

9.1.1 The Environment Record Type Hierarchy

Environment Records can be thought of as existing in a simple object-oriented hierarchy where Environment Record is an abstract class with three concrete subclasses: declarative Environment Record, object
Environment Record, and global Environment Record. Function Environment Records and module Environment Records are subclasses of declarative Environment Record.

- **Environment Record** (abstract)
  - A declarative Environment Record is used to define the effect of ECMAScript language syntactic elements such as FunctionDeclarations, VariableDeclarations, and Catch clauses that directly associate identifier bindings with ECMAScript language values.
    - A function Environment Record corresponds to the invocation of an ECMAScript function object, and contains bindings for the top-level declarations within that function. It may establish a new this binding. It also captures the state necessary to support super method invocations.
    - A module Environment Record contains the bindings for the top-level declarations of a Module. It also contains the bindings that are explicitly imported by the Module. Its [[OuterEnv]] is a global Environment Record.
  - An object Environment Record is used to define the effect of ECMAScript elements such as WithStatement that associate identifier bindings with the properties of some object.
  - A global Environment Record is used for Script global declarations. It does not have an outer environment; its [[OuterEnv]] is null. It may be prepopulated with identifier bindings and it includes an associated global object whose properties provide some of the global environment's identifier bindings. As ECMAScript code is executed, additional properties may be added to the global object and the initial properties may be modified.

The Environment Record abstract class includes the abstract specification methods defined in Table 19. These abstract methods have distinct concrete algorithms for each of the concrete subclasses.

<table>
<thead>
<tr>
<th>Method</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>HasBinding(N)</td>
<td>Determine if an Environment Record has a binding for the String value N. Return true if it does and false if it does not.</td>
</tr>
<tr>
<td>CreateMutableBinding(N, D)</td>
<td>Create a new but uninitialized mutable binding in an Environment Record. The String value N is the text of the bound name. If the Boolean argument D is true the binding may be subsequently deleted.</td>
</tr>
<tr>
<td>CreateImmutableBinding(N, S)</td>
<td>Create a new but uninitialized immutable binding in an Environment Record. The String value N is the text of the bound name. If S is true then attempts to set it after it has been initialized will always throw an exception, regardless of the strict mode setting of operations that reference the that binding.</td>
</tr>
<tr>
<td>InitializeBinding(N, V)</td>
<td>Set the value of an already existing but uninitialized binding in an Environment Record. The String value N is the text of the bound name. V is the value for the binding and is a value of any ECMAScript language type.</td>
</tr>
<tr>
<td>SetMutableBinding(N, V, S)</td>
<td>Set the value of an already existing mutable binding in an Environment Record. The String value N is the text of the bound name. V is the value for the binding and may be a value of any ECMAScript language type. S is a Boolean flag. If S is true and the binding cannot be set throw a TypeError exception.</td>
</tr>
<tr>
<td>GetBindingValue(N, S)</td>
<td>Returns the value of an already existing binding from an Environment Record. The String value N is the text of the bound name. S is used to identify references originating in strict mode code or that otherwise require strict mode reference semantics. If S is true and the binding does not exist throw a ReferenceError exception. If the binding exists but is uninitialized a ReferenceError is thrown, regardless of the value of S.</td>
</tr>
</tbody>
</table>
### 9.1.1.1 Declarative Environment Records

Each *declarative Environment Record* is associated with an ECMAScript program scope containing variable, constant, let, class, module, import, and/or function declarations. A declarative Environment Record binds the set of identifiers defined by the declarations contained within its scope.

The behaviour of the concrete specification methods for declarative Environment Records is defined by the following algorithms.

#### 9.1.1.1.1 HasBinding (N)

The HasBinding concrete method of a declarative Environment Record `envRec` takes argument `N` (a String) and returns a normal completion containing a Boolean. It determines if the argument identifier is one of the identifiers bound by the record. It performs the following steps when called:

1. If `envRec` has a binding for the name that is the value of `N`, return `true`.
2. Return `false`.

#### 9.1.1.1.2 CreateMutableBinding (N, D)

The CreateMutableBinding concrete method of a declarative Environment Record `envRec` takes arguments `N` (a String) and `D` (a Boolean) and returns a normal completion containing unused. It creates a new mutable binding for the name `N` that is uninitialized. A binding must not already exist in this Environment Record for `N`. If `D` is `true`, the new binding is marked as being subject to deletion. It performs the following steps when called:

1. Assert: `envRec` does not already have a binding for `N`.
2. Create a mutable binding in `envRec` for `N` and record that it is uninitialized. If `D` is `true`, record that the newly created binding may be deleted by a subsequent DeleteBinding call.
3. Return unused.

#### 9.1.1.1.3 CreateImmutableBinding (N, S)

The CreateImmutableBinding concrete method of a declarative Environment Record `envRec` takes arguments `N` (a String) and `S` (a Boolean) and returns a normal completion containing unused. It creates a new immutable binding for the name `N` that is uninitialized. A binding must not already exist in this Environment Record for `N`. If `S` is `true`, the new binding is marked as a strict binding. It performs the following steps when called:

1. Assert: `envRec` does not already have a binding for `N`.

<table>
<thead>
<tr>
<th>Method</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>DeleteBinding(N)</td>
<td>Delete a binding from an Environment Record. The String value <code>N</code> is the text of the bound name. If a binding for <code>N</code> exists, remove the binding and return <code>true</code>. If the binding exists but cannot be removed return <code>false</code>. If the binding does not exist return <code>true</code>.</td>
</tr>
<tr>
<td>HasThisBinding()</td>
<td>Determine if an Environment Record establishes a this binding. Return <code>true</code> if it does and <code>false</code> if it does not.</td>
</tr>
<tr>
<td>HasSuperBinding()</td>
<td>Determine if an Environment Record establishes a super method binding. Return <code>true</code> if it does and <code>false</code> if it does not.</td>
</tr>
<tr>
<td>WithBaseObject()</td>
<td>If this Environment Record is associated with a with statement, return the with object. Otherwise, return <code>undefined</code>.</td>
</tr>
</tbody>
</table>
2. Create an immutable binding in `envRec` for `N` and record that it is uninitialized. If `S` is `true`, record that the newly created binding is a strict binding.
3. Return unused.

### 9.1.1.1.4 InitializeBinding (N, V)

The InitializeBinding concrete method of a declarative Environment Record `envRec` takes arguments `N` (a String) and `V` (an ECMAScript language value) and returns a normal completion containing unused. It is used to set the bound value of the current binding of the identifier whose name is the value of the argument `N` to the value of argument `V`. An uninitialized binding for `N` must already exist. It performs the following steps when called:

1. Assert: `envRec` must have an uninitialized binding for `N`.
2. Set the bound value for `N` in `envRec` to `V`.
3. Record that the binding for `N` in `envRec` has been initialized.
4. Return unused.

### 9.1.1.1.5 SetMutableBinding (N, V, S)

The SetMutableBinding concrete method of a declarative Environment Record `envRec` takes arguments `N` (a String), `V` (an ECMAScript language value), and `S` (a Boolean) and returns either a normal completion containing unused or an abrupt completion. It attempts to change the bound value of the current binding of the identifier whose name is the value of the argument `N` to the value of argument `V`. A binding for `N` normally already exists, but in rare cases it may not. If the binding is an immutable binding, a `TypeError` is thrown if `S` is `true`. It performs the following steps when called:

1. If `envRec` does not have a binding for `N`, then
   a. If `S` is `true`, throw a `ReferenceError` exception.
   b. Perform `envRec.CreateMutableBinding(N, true)`.
   c. Perform ! `envRec.InitializeBinding(N, V)`.
   d. Return unused.
2. If the binding for `N` in `envRec` is a strict binding, set `S` to `true`.
3. If the binding for `N` in `envRec` has not yet been initialized, throw a `ReferenceError` exception.
4. Else if the binding for `N` in `envRec` is a mutable binding, change its bound value to `V`.
5. Else,
   a. Assert: This is an attempt to change the value of an immutable binding.
   b. If `S` is `true`, throw a `TypeError` exception.
6. Return unused.

#### NOTE

An example of ECMAScript code that results in a missing binding at step 1 is:

```javascript
function f() { eval("var x; x = (delete x, 0);"'); }
```

### 9.1.1.1.6 GetBindingValue (N, S)

The GetBindingValue concrete method of a declarative Environment Record `envRec` takes arguments `N` (a String) and `S` (a Boolean) and returns either a normal completion containing an ECMAScript language value or an abrupt completion. It returns the value of its bound identifier whose name is the value of the argument `N`. If the binding exists but is uninitialized a `ReferenceError` is thrown, regardless of the value of `S`. It performs the following steps when called:

1. Assert: `envRec` has a binding for `N`.
2. If the binding for \( N \) in \( \text{envRec} \) is an uninitialized binding, throw a \text{ReferenceError} exception.
3. Return the value currently bound to \( N \) in \( \text{envRec} \).

### 9.1.1.1.7 DeleteBinding (\( N \))

The DeleteBinding concrete method of a declarative Environment Record \( \text{envRec} \) takes argument \( N \) (a String) and returns a normal completion containing a Boolean. It can only delete bindings that have been explicitly designated as being subject to deletion. It performs the following steps when called:

1. Assert: \( \text{envRec} \) has a binding for the name that is the value of \( N \).
2. If the binding for \( N \) in \( \text{envRec} \) cannot be deleted, return false.
3. Remove the binding for \( N \) from \( \text{envRec} \).
4. Return true.

### 9.1.1.1.8 HasThisBinding ()

The HasThisBinding concrete method of a declarative Environment Record \( \text{envRec} \) takes no arguments and returns false. It performs the following steps when called:

1. Return false.

**NOTE** A regular declarative Environment Record (i.e., one that is neither a function Environment Record nor a module Environment Record) does not provide a this binding.

### 9.1.1.1.9 HasSuperBinding ()

The HasSuperBinding concrete method of a declarative Environment Record \( \text{envRec} \) takes no arguments and returns false. It performs the following steps when called:

1. Return false.

**NOTE** A regular declarative Environment Record (i.e., one that is neither a function Environment Record nor a module Environment Record) does not provide a super binding.

### 9.1.1.10 WithBaseObject ()

The WithBaseObject concrete method of a declarative Environment Record \( \text{envRec} \) takes no arguments and returns undefined. It performs the following steps when called:

1. Return undefined.

### 9.1.1.2 Object Environment Records

Each object Environment Record is associated with an object called its binding object. An object Environment Record binds the set of string identifier names that directly correspond to the property names of its binding object. Property keys that are not strings in the form of an IdentifierName are not included in the set of bound identifiers. Both own and inherited properties are included in the set regardless of the setting of their [[Enumerable]] attribute. Because properties can be dynamically added and deleted from objects, the set of identifiers bound by an object Environment Record may potentially change as a side-effect of any operation that adds or deletes properties. Any bindings that are created as a result of such a side-effect are considered to be a mutable binding even if the Writable attribute of the corresponding property is false. Immutable bindings do not exist for object Environment Records.
Object Environment Records created for `with` statements (14.11) can provide their binding object as an implicit `this` value for use in function calls. The capability is controlled by a Boolean `[[IsWithEnvironment]]` field.

Object Environment Records have the additional state fields listed in Table 20.

<table>
<thead>
<tr>
<th>Field Name</th>
<th>Value</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>[[BindingObject]]</code></td>
<td>an Object</td>
<td>The binding object of this Environment Record.</td>
</tr>
<tr>
<td><code>[[IsWithEnvironment]]</code></td>
<td>a Boolean</td>
<td>Indicates whether this Environment Record is created for a <code>with</code> statement.</td>
</tr>
</tbody>
</table>

The behaviour of the concrete specification methods for object Environment Records is defined by the following algorithms.

### 9.1.1.2.1 HasBinding (N)

The HasBinding concrete method of an object Environment Record `envRec` takes argument `N` (a String) and returns either a normal completion containing a Boolean or an abrupt completion. It determines if its associated binding object has a property whose name is the value of the argument `N`. It performs the following steps when called:

1. Let `bindingObject` be `envRec.[[BindingObject]]`.
2. Let `foundBinding` be `? HasProperty(bindingObject, N)`.
3. If `foundBinding` is `false`, return `false`.
4. If `envRec.[[IsWithEnvironment]]` is `false`, return `true`.
5. Let `unscopables` be `? Get(bindingObject, @@unscopables)`.
6. If `Type(unscopables)` is Object, then
   a. Let `blocked` be `ToBoolean(? Get(unscopables, N))`.
   b. If `blocked` is `true`, return `false`.
7. Return `true`.

### 9.1.1.2.2 CreateMutableBinding (N, D)

The CreateMutableBinding concrete method of an object Environment Record `envRec` takes arguments `N` (a String) and `D` (a Boolean) and returns either a normal completion containing unused or an abrupt completion. It creates in an Environment Record's associated binding object a property whose name is the String value and initializes it to the value `undefined`. If `D` is `true`, the new property's `[[Configurable]]` attribute is set to `true`; otherwise it is set to `false`. It performs the following steps when called:

1. Let `bindingObject` be `envRec.[[BindingObject]]`.
3. Return `unused`.

**NOTE** Normally `envRec` will not have a binding for `N` but if it does, the semantics of `DefinePropertyOrThrow` may result in an existing binding being replaced or shadowed or cause an abrupt completion to be returned.
9.1.1.2.3 CreateImmutableBinding \((N, S)\)

The CreateImmutableBinding concrete method of an object Environment Record is never used within this specification.

9.1.1.2.4 InitializeBinding \((N, V)\)

The InitializeBinding concrete method of an object Environment Record `envRec` takes arguments \(N\) (a String) and \(V\) (an ECMAScript language value) and returns either a normal completion containing unused or an abrupt completion. It is used to set the bound value of the current binding of the identifier whose name is the value of the argument \(N\) to the value of argument \(V\). It performs the following steps when called:

2. Return unused.

**NOTE** In this specification, all uses of CreateMutableBinding for object Environment Records are immediately followed by a call to InitializeBinding for the same name. Hence, this specification does not explicitly track the initialization state of bindings in object Environment Records.

9.1.1.2.5 SetMutableBinding \((N, V, S)\)

The SetMutableBinding concrete method of an object Environment Record `envRec` takes arguments \(N\) (a String), \(V\) (an ECMAScript language value), and \(S\) (a Boolean) and returns either a normal completion containing unused or an abrupt completion. It attempts to set the value of the Environment Record's associated binding object's property whose name is the value of the argument \(N\) to the value of argument \(V\). A property named \(N\) normally already exists but if it does not or is not currently writable, error handling is determined by \(S\). It performs the following steps when called:

1. Let `bindingObject` be `envRec.[[BindingObject]]`.
2. Let `stillExists` be `? HasProperty(bindingObject, N)`.
3. If `stillExists` is `false` and \(S\) is `true`, throw a `ReferenceError` exception.
5. Return unused.

9.1.1.2.6 GetBindingValue \((N, S)\)

The GetBindingValue concrete method of an object Environment Record `envRec` takes arguments \(N\) (a String) and \(S\) (a Boolean) and returns either a normal completion containing an ECMAScript language value or an abrupt completion. It returns the value of its associated binding object's property whose name is the String value of the argument identifier \(N\). The property should already exist but if it does not the result depends upon \(S\). It performs the following steps when called:

1. Let `bindingObject` be `envRec.[[BindingObject]]`.
2. Let `value` be `? HasProperty(bindingObject, N)`.
3. If `value` is `false`, then
   a. If \(S\) is `false`, return `undefined`; otherwise throw a `ReferenceError` exception.
9.1.1.2.7 DeleteBinding \( (N) \)

The DeleteBinding concrete method of an object Environment Record \( envRec \) takes argument \( N \) (a String) and returns either a normal completion containing a Boolean or an abrupt completion. It can only delete bindings that correspond to properties of the environment object whose [[Configurable]] attribute have the value true. It performs the following steps when called:

1. Let \( \text{bindingObject} \) be \( envRec.\text{[[BindingObject]]} \).
2. Return ? \( \text{bindingObject}.\text{[[Delete]]}(N) \).

9.1.1.2.8 HasThisBinding ( )

The HasThisBinding concrete method of an object Environment Record \( envRec \) takes no arguments and returns false. It performs the following steps when called:

1. Return false.

NOTE Object Environment Records do not provide a this binding.

9.1.1.2.9 HasSuperBinding ( )

The HasSuperBinding concrete method of an object Environment Record \( envRec \) takes no arguments and returns false. It performs the following steps when called:

1. Return false.

NOTE Object Environment Records do not provide a super binding.

9.1.1.2.10 WithBaseObject ( )

The WithBaseObject concrete method of an object Environment Record \( envRec \) takes no arguments and returns an Object or undefined. It performs the following steps when called:

1. If \( envRec.\text{[[IsWithEnvironment]]} \) is true, return \( envRec.\text{[[BindingObject]]} \).
2. Otherwise, return undefined.

9.1.1.3 Function Environment Records

A function Environment Record is a declarative Environment Record that is used to represent the top-level scope of a function and, if the function is not an ArrowFunction, provides a this binding. If a function is not an ArrowFunction function and references super, its function Environment Record also contains the state that is used to perform super method invocations from within the function.

Function Environment Records have the additional state fields listed in Table 21.
Table 21: Additional Fields of Function Environment Records

<table>
<thead>
<tr>
<th>Field Name</th>
<th>Value</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>[[ThisValue]]</td>
<td>an ECMAScript language value</td>
<td>This is the this value used for this invocation of the function.</td>
</tr>
<tr>
<td>[[ThisBindingStatus]]</td>
<td>lexical, initialized, or uninitialized</td>
<td>If the value is lexical, this is an ArrowFunction and does not have a local this value.</td>
</tr>
<tr>
<td>[[FunctionObject]]</td>
<td>an Object</td>
<td>The function object whose invocation caused this Environment Record to be created.</td>
</tr>
<tr>
<td>[[NewTarget]]</td>
<td>an Object or undefined</td>
<td>If this Environment Record was created by the [[Construct]] internal method, [[NewTarget]] is the value of the [[Construct]] newTarget parameter. Otherwise, its value is undefined.</td>
</tr>
</tbody>
</table>

Function Environment Records support all of the declarative Environment Record methods listed in Table 19 and share the same specifications for all of those methods except for HasThisBinding and HasSuperBinding. In addition, function Environment Records support the methods listed in Table 22:

Table 22: Additional Methods of Function Environment Records

<table>
<thead>
<tr>
<th>Method</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>BindThisValue(V)</td>
<td>Set the [[ThisValue]] and record that it has been initialized.</td>
</tr>
<tr>
<td>GetThisBinding()</td>
<td>Return the value of this Environment Record's this binding. Throws a ReferenceError if the this binding has not been initialized.</td>
</tr>
<tr>
<td>GetSuperBase()</td>
<td>Return the object that is the base for super property accesses bound in this Environment Record. The value undefined indicates that super property accesses will produce runtime errors.</td>
</tr>
</tbody>
</table>

The behaviour of the additional concrete specification methods for function Environment Records is defined by the following algorithms:

9.1.1.3.1 BindThisValue (V)

The BindThisValue concrete method of a function Environment Record envRec takes argument V (an ECMAScript language value) and returns either a normal completion containing an ECMAScript language value or an abrupt completion. It performs the following steps when called:

1. Assert: envRec.[[ThisBindingStatus]] is not lexical.
2. If envRec.[[ThisBindingStatus]] is initialized, throw a ReferenceError exception.
3. Set envRec.[[ThisValue]] to V.
4. Set envRec.[[ThisBindingStatus]] to initialized.
5. Return V.

9.1.1.3.2 HasThisBinding ()

The HasThisBinding concrete method of a function Environment Record envRec takes no arguments and returns a Boolean. It performs the following steps when called:
1. If `envRec.[[ThisBindingStatus]]` is lexical, return `false`; otherwise, return `true`.

9.1.1.3.3 `HasSuperBinding ( )`

The `HasSuperBinding` concrete method of a function Environment Record `envRec` takes no arguments and returns a Boolean. It performs the following steps when called:

1. If `envRec.[[ThisBindingStatus]]` is lexical, return `false`.
2. If `envRec.[[FunctionObject]].[[HomeObject]]` is `undefined`, return `false`; otherwise, return `true`.

9.1.1.3.4 `GetThisBinding ( )`

The `GetThisBinding` concrete method of a function Environment Record `envRec` takes no arguments and returns either a normal completion containing an ECMAScript language value or an abrupt completion. It performs the following steps when called:

1. Assert: `envRec.[[ThisBindingStatus]]` is not lexical.
2. If `envRec.[[ThisBindingStatus]]` is uninitialized, throw a `ReferenceError` exception.
3. Return `envRec.[[ThisValue]]`.

9.1.1.3.5 `GetSuperBase ( )`

The `GetSuperBase` concrete method of a function Environment Record `envRec` takes no arguments and returns either a normal completion containing either an Object, `null`, or `undefined`, or an abrupt completion. It performs the following steps when called:

1. Let `home` be `envRec.[[FunctionObject]].[[HomeObject]]`.
2. If `home` is `undefined`, return `undefined`.
3. Assert: Type(`home`) is Object.

9.1.1.4 `Global Environment Records`

A `global Environment Record` is used to represent the outermost scope that is shared by all of the ECMAScript `Script` elements that are processed in a common `realm`. A global Environment Record provides the bindings for built-in globals (clause 19), properties of the `global object`, and for all top-level declarations (8.1.9, 8.1.11) that occur within a `Script`.

A global Environment Record is logically a single record but it is specified as a composite encapsulating an object `Environment Record` and a declarative `Environment Record`. The object `Environment Record` has as its base object the `global object` of the associated `Realm Record`. This `global object` is the value returned by the global Environment Record's `GetThisBinding` concrete method. The `object Environment Record` component of a global Environment Record contains the bindings for all built-in globals (clause 19) and all bindings introduced by a `FunctionDeclaration`, `GeneratorDeclaration`, `AsyncFunctionDeclaration`, `AsyncGeneratorDeclaration`, or `VariableStatement` contained in global code. The bindings for all other ECMAScript declarations in global code are contained in the declarative `Environment Record` component of the global Environment Record.

Properties may be created directly on a `global object`. Hence, the `object Environment Record` component of a global Environment Record may contain both bindings created explicitly by `FunctionDeclaration`, `GeneratorDeclaration`, `AsyncFunctionDeclaration`, `AsyncGeneratorDeclaration`, or `VariableDeclaration` declarations and bindings created implicitly as properties of the `global object`. In order to identify which bindings were explicitly created using declarations, a global Environment Record maintains a list of the names bound using its `CreateGlobalVarBinding` and `CreateGlobalFunctionBinding` concrete methods.
Global Environment Records have the additional fields listed in Table 23 and the additional methods listed in Table 24.

### Table 23: Additional Fields of Global Environment Records

<table>
<thead>
<tr>
<th>Field Name</th>
<th>Value</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>[[[ObjectRecord]]]</td>
<td>an object Environment Record</td>
<td>Binding object is the global object. It contains global built-in bindings as well as FunctionDeclaration, GeneratorDeclaration, AsyncFunctionDeclaration, AsyncGeneratorDeclaration, and VariableDeclaration bindings in global code for the associated realm.</td>
</tr>
<tr>
<td>[[[GlobalThisValue]]]</td>
<td>an Object</td>
<td>The value returned by this in global scope. Hosts may provide any ECMAScript Object value.</td>
</tr>
<tr>
<td>[[[DeclarativeRecord]]]</td>
<td>a declarative Environment Record</td>
<td>Contains bindings for all declarations in global code for the associated realm code except for FunctionDeclaration, GeneratorDeclaration, AsyncFunctionDeclaration, AsyncGeneratorDeclaration, and VariableDeclaration bindings.</td>
</tr>
<tr>
<td>[[[VarNames]]]</td>
<td>a List of Strings</td>
<td>The string names bound by FunctionDeclaration, GeneratorDeclaration, AsyncFunctionDeclaration, AsyncGeneratorDeclaration, and VariableDeclaration declarations in global code for the associated realm.</td>
</tr>
</tbody>
</table>

### Table 24: Additional Methods of Global Environment Records

<table>
<thead>
<tr>
<th>Method</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>GetThisBinding()</td>
<td>Return the value of this Environment Record's this binding.</td>
</tr>
<tr>
<td>HasVarDeclaration (N)</td>
<td>Determines if the argument identifier has a binding in this Environment Record that was created using a VariableDeclaration, FunctionDeclaration, GeneratorDeclaration, AsyncFunctionDeclaration, or AsyncGeneratorDeclaration.</td>
</tr>
<tr>
<td>HasLexicalDeclaration (N)</td>
<td>Determines if the argument identifier has a binding in this Environment Record that was created using a lexical declaration such as a LexicalDeclaration or a ClassDeclaration.</td>
</tr>
<tr>
<td>HasRestrictedGlobalProperty (N)</td>
<td>Determines if the argument is the name of a global object property that may not be shadowed by a global lexical binding.</td>
</tr>
<tr>
<td>CanDeclareGlobalVar (N)</td>
<td>Determines if a corresponding CreateGlobalVarBinding call would succeed if called for the same argument N.</td>
</tr>
<tr>
<td>CanDeclareGlobalFunction (N)</td>
<td>Determines if a corresponding CreateGlobalFunctionBinding call would succeed if called for the same argument N.</td>
</tr>
<tr>
<td>CreateGlobalVarBinding (N, D)</td>
<td>Used to create and initialize to undefined a global var binding in the [[[ObjectRecord]]] component of a global Environment Record. The binding will be a mutable binding. The corresponding global object property will have attribute values appropriate for a var. The String value N is the bound name. If D is true the binding may be deleted. Logically equivalent to CreateMutableBinding followed by a SetMutableBinding but it allows var declarations to receive special treatment.</td>
</tr>
</tbody>
</table>
CreateGlobalFunctionBinding(N, V, D)

Create and initialize a global function binding in the [[ObjectRecord]] component of a global Environment Record. The binding will be a mutable binding. The corresponding global object property will have attribute values appropriate for a function. The String value N is the bound name. V is the initialization value. If the Boolean argument D is true the binding may be deleted. Logically equivalent to CreateMutableBinding followed by a SetMutableBinding but it allows function declarations to receive special treatment.

The behaviour of the concrete specification methods for global Environment Records is defined by the following algorithms.

9.1.1.4.1 HasBinding ( N )

The HasBinding concrete method of a global Environment Record envRec takes argument N (a String) and returns either a normal completion containing a Boolean or an abrupt completion. It determines if the argument identifier is one of the identifiers bound by the record. It performs the following steps when called:

1. Let DclRec be envRec.[[DeclarativeRecord]].
2. If ! DclRec.HasBinding(N) is true, return true.
3. Let ObjRec be envRec.[[ObjectRecord]].

9.1.1.4.2 CreateMutableBinding ( N, D )

The CreateMutableBinding concrete method of a global Environment Record envRec takes arguments N (a String) and D (a Boolean) and returns either a normal completion containing unused or an abrupt completion. It creates a new mutable binding for the name N that is uninitialized. The binding is created in the associated DeclarativeRecord. A binding for N must not already exist in the DeclarativeRecord. If D is true, the new binding is marked as being subject to deletion. It performs the following steps when called:

1. Let DclRec be envRec.[[DeclarativeRecord]].
2. If ! DclRec.HasBinding(N) is true, throw a TypeError exception.

9.1.1.4.3 CreateImmutableBinding ( N, S )

The CreateImmutableBinding concrete method of a global Environment Record envRec takes arguments N (a String) and S (a Boolean) and returns either a normal completion containing unused or an abrupt completion. It creates a new immutable binding for the name N that is uninitialized. A binding must not already exist in this Environment Record for N. If S is true, the new binding is marked as a strict binding. It performs the following steps when called:

1. Let DclRec be envRec.[[DeclarativeRecord]].
2. If ! DclRec.HasBinding(N) is true, throw a TypeError exception.

9.1.1.4.4 InitializeBinding ( N, V )

The InitializeBinding concrete method of a global Environment Record envRec takes arguments N (a String) and V (an ECMAScript language value) and returns either a normal completion containing unused or an
abrupt completion. It is used to set the bound value of the current binding of the identifier whose name is the value of the argument \( N \) to the value of argument \( V \). An uninitialized binding for \( N \) must already exist. It performs the following steps when called:

1. Let \( DclRec \) be \( envRec.\[[\text{DeclarativeRecord}]\] \.
2. If ! \( DclRec.\text{HasBinding}(N) \) is \text{true}, then
   a. Return ! \( DclRec.\text{InitializeBinding}(N, V) \).
3. Assert: If the binding exists, it must be in the object Environment Record.
4. Let \( ObjRec \) be \( envRec.\[[\text{ObjectRecord}]\] \.
5. Return ? \( ObjRec.\text{InitializeBinding}(N, V) \).

9.1.1.4.5 `SetMutableBinding (N, V, S)`

The `SetMutableBinding` concrete method of a global Environment Record \( envRec \) takes arguments \( N \) (a String), \( V \) (an ECMAScript language value), and \( S \) (a Boolean) and returns either a normal completion containing unused or an abrupt completion. It attempts to change the bound value of the current binding of the identifier whose name is the value of the argument \( N \) to the value of argument \( V \). If the binding is an immutable binding, a `TypeError` is thrown if \( S \) is \text{true}. A property named \( N \) normally already exists but if it does not or is not currently writable, error handling is determined by \( S \). It performs the following steps when called:

1. Let \( DclRec \) be \( envRec.\[[\text{DeclarativeRecord}]\] \.
2. If ! \( DclRec.\text{HasBinding}(N) \) is \text{true}, then
   a. Return ! \( DclRec.\text{SetMutableBinding}(N, V, S) \).
3. Let \( ObjRec \) be \( envRec.\[[\text{ObjectRecord}]\] \.
4. Return ? \( ObjRec.\text{SetMutableBinding}(N, V, S) \).

9.1.1.4.6 `GetBindingValue (N, S)`

The `GetBindingValue` concrete method of a global Environment Record \( envRec \) takes arguments \( N \) (a String) and \( S \) (a Boolean) and returns either a normal completion containing an ECMAScript language value or an abrupt completion. It returns the value of its bound identifier whose name is the value of the argument \( N \). If the binding is an uninitialized binding throw a `ReferenceError` exception. A property named \( N \) normally already exists but if it does not or is not currently writable, error handling is determined by \( S \). It performs the following steps when called:

1. Let \( DclRec \) be \( envRec.\[[\text{DeclarativeRecord}]\] \.
2. If ! \( DclRec.\text{HasBinding}(N) \) is \text{true}, then
   a. Return \( DclRec.\text{GetBindingValue}(N, S) \).
3. Let \( ObjRec \) be \( envRec.\[[\text{ObjectRecord}]\] \.
4. Return ? \( ObjRec.\text{GetBindingValue}(N, S) \).

9.1.1.4.7 `DeleteBinding (N)`

The `DeleteBinding` concrete method of a global Environment Record \( envRec \) takes argument \( N \) (a String) and returns either a normal completion containing a Boolean or an abrupt completion. It can only delete bindings that have been explicitly designated as being subject to deletion. It performs the following steps when called:

1. Let \( DclRec \) be \( envRec.\[[\text{DeclarativeRecord}]\] \.
2. If ! \( DclRec.\text{HasBinding}(N) \) is \text{true}, then
   a. Return ! \( DclRec.\text{DeleteBinding}(N) \).
3. Let \( ObjRec \) be \( envRec.\[[\text{ObjectRecord}]\] \.
4. Let `globalObject` be `ObjRec.[[BindingObject]]`.
5. Let `existingProp` be `? HasOwnProperty(globalObject, N)`.
6. If `existingProp` is `true`, then
   a. Let `status` be `? ObjRec.DeleteBinding(N)`.
   b. If `status` is `true`, then
      i. Let `varNames` be `envRec.[[VarNames]]`.
      ii. If `N` is an element of `varNames`, remove that element from the `varNames`.
   c. Return `status`.
7. Return `true`.

9.1.1.4.8 HasThisBinding ()

The HasThisBinding concrete method of a `global Environment Record` `envRec` takes no arguments and returns `true`. It performs the following steps when called:

1. Return `true`.

**NOTE** Global Environment Records always provide a **this** binding.

9.1.1.4.9 HasSuperBinding ()

The HasSuperBinding concrete method of a `global Environment Record` `envRec` takes no arguments and returns `false`. It performs the following steps when called:

1. Return `false`.

**NOTE** Global Environment Records do not provide a **super** binding.

9.1.1.4.10 WithBaseObject ()

The WithBaseObject concrete method of a `global Environment Record` `envRec` takes no arguments and returns `undefined`. It performs the following steps when called:

1. Return `undefined`.

9.1.1.4.11 GetThisBinding ()

The GetThisBinding concrete method of a `global Environment Record` `envRec` takes no arguments and returns a **normal completion containing** an `Object`. It performs the following steps when called:

1. Return `envRec.[[GlobalThisValue]]`.

9.1.1.4.12 HasVarDeclaration (N)

The HasVarDeclaration concrete method of a `global Environment Record` `envRec` takes argument `N` (a `String`) and returns a `Boolean`. It determines if the argument identifier has a binding in this record that was created using a `VariableStatement` or a `FunctionDeclaration`. It performs the following steps when called:

1. Let `varDeclaredNames` be `envRec.[[VarNames]]`.
2. If `varDeclaredNames` contains `N`, return `true`. 
3. Return `false`.

9.1.1.4.13 HasLexicalDeclaration ( \( N \))

The HasLexicalDeclaration concrete method of a global Environment Record `envRec` takes argument \( N \) (a String) and returns a Boolean. It determines if the argument identifier has a binding in this record that was created using a lexical declaration such as a `LexicalDeclaration` or a `ClassDeclaration`. It performs the following steps when called:

1. Let `DclRec` be `envRec.[[DeclarativeRecord]]`.

9.1.1.4.14 HasRestrictedGlobalProperty ( \( N \))

The HasRestrictedGlobalProperty concrete method of a global Environment Record `envRec` takes argument \( N \) (a String) and returns either a normal completion containing a Boolean or an abrupt completion. It determines if the argument identifier is the name of a property of the global object that must not be shadowed by a global lexical binding. It performs the following steps when called:

1. Let `ObjRec` be `envRec.[[ObjectRecord]]`.
2. Let `globalObject` be `ObjRec.[[BindingObject]]`.
3. Let `existingProp` be `? globalObject.[[GetOwnProperty]](N)`.
4. If `existingProp` is `undefined`, return `false`.
5. If `existingProp.[[Configurable]]` is `true`, return `false`.
6. Return `true`.

**NOTE** Properties may exist upon a global object that were directly created rather than being declared using a var or function declaration. A global lexical binding may not be created that has the same name as a non-configurable property of the global object. The global property "undefined" is an example of such a property.

9.1.1.4.15 CanDeclareGlobalVar ( \( N \))

The CanDeclareGlobalVar concrete method of a global Environment Record `envRec` takes argument \( N \) (a String) and returns either a normal completion containing a Boolean or an abrupt completion. It determines if a corresponding CreateGlobalVarBinding call would succeed if called for the same argument \( N \). Redundant var declarations and var declarations for pre-existing global object properties are allowed. It performs the following steps when called:

1. Let `ObjRec` be `envRec.[[ObjectRecord]]`.
2. Let `globalObject` be `ObjRec.[[BindingObject]]`.
3. Let `hasProperty` be `? HasOwnProperty(globalObject, N)`.
4. If `hasProperty` is `true`, return `true`.

9.1.1.4.16 CanDeclareGlobalFunction ( \( N \))

The CanDeclareGlobalFunction concrete method of a global Environment Record `envRec` takes argument \( N \) (a String) and returns either a normal completion containing a Boolean or an abrupt completion. It determines if a corresponding CreateGlobalFunctionBinding call would succeed if called for the same argument \( N \). It performs the following steps when called:
1. Let \( \text{ObjRec} \) be \( \text{envRec}.[[\text{ObjectRecord}]] \).
2. Let \( \text{globalObject} \) be \( \text{ObjRec}.[[\text{BindingObject}]] \).
3. Let \( \text{existingProp} \) be \( \text{?globalObject.}[[[\text{GetOwnProperty}]](N)] \).
4. If \( \text{existingProp} \) is \( \text{undefined} \), return \( \text{?IsExtensible} \)(\( \text{globalObject} \)).
5. If \( \text{existingProp}.[[\text{Configurable}]] \) is \( \text{true} \), return \( \text{true} \).
6. If \( \text{IsDataDescriptor} \)(\( \text{existingProp} \)) is \( \text{true} \) and \( \text{existingProp} \) has attribute values \{[[\text{Writable}]]: \( \text{true} \),
   \[\text{[[Enumerable]]}: \( \text{true} \)\}, return \( \text{true} \).
7. Return \( \text{false} \).

9.1.1.4.17 CreateGlobalVarBinding ( \( N \), \( D \) )

The CreateGlobalVarBinding concrete method of a global Environment Record \( \text{envRec} \) takes arguments \( N \) (a String) and \( D \) (a Boolean) and returns either a normal completion containing unused or an abrupt completion. It creates and initializes a mutable binding in the associated object Environment Record and records the bound name in the associated \([\text{VarNames}]\) List. If a binding already exists, it is reused and assumed to be initialized. It performs the following steps when called:

1. Let \( \text{ObjRec} \) be \( \text{envRec}.[[\text{ObjectRecord}]] \).
2. Let \( \text{globalObject} \) be \( \text{ObjRec}.[[\text{BindingObject}]] \).
3. Let \( \text{hasProperty} \) be \( \text{?HasOwnProperty} \)(\( \text{globalObject} \), \( N \)).
4. Let \( \text{extensible} \) be \( \text{?IsExtensible} \)(\( \text{globalObject} \)).
5. If \( \text{hasProperty} \) is \( \text{false} \) and \( \text{extensible} \) is \( \text{true} \), then
   a. Perform \( \text{?ObjRec.CreateMutableBinding} \)(\( N \), \( D \)).
   b. Perform \( \text{?ObjRec.InitializeBinding} \)(\( N \), \( \text{undefined} \)).
6. Let \( \text{varDeclaredNames} \) be \( \text{envRec}.[[\text{VarNames}]] \).
7. If \( \text{varDeclaredNames} \) does not contain \( N \), then
   a. Append \( N \) to \( \text{varDeclaredNames} \).
8. Return unused.

9.1.1.4.18 CreateGlobalFunctionBinding ( \( N \), \( V \), \( D \) )

The CreateGlobalFunctionBinding concrete method of a global Environment Record \( \text{envRec} \) takes arguments \( N \) (a String), \( V \) (an ECMAScript language value), and \( D \) (a Boolean) and returns either a normal completion containing unused or an abrupt completion. It creates and initializes a mutable binding in the associated object Environment Record and records the bound name in the associated \([\text{VarNames}]\) List. If a binding already exists, it is replaced. It performs the following steps when called:

1. Let \( \text{ObjRec} \) be \( \text{envRec}.[[\text{ObjectRecord}]] \).
2. Let \( \text{globalObject} \) be \( \text{ObjRec}.[[\text{BindingObject}]] \).
3. Let \( \text{existingProp} \) be \( \text{?globalObject.}[[[\text{GetOwnProperty}]](N)] \).
4. If \( \text{existingProp} \) is \( \text{undefined} \) or \( \text{existingProp}.[[\text{Configurable}]] \) is \( \text{true} \), then
   a. Let \( \text{desc} \) be the PropertyDescriptor \{[[\text{Value}]]: \( V \), [[\text{Writable}]]: \( \text{true} \), [[\text{Enumerable}]]: \( \text{true} \),
      [[\text{Configurable}]]: \( D \) \}.
5. Else,
   a. Let \( \text{desc} \) be the PropertyDescriptor \{[[\text{Value}]]: \( V \)\}.
6. Perform \( \text{?DefinePropertyOrThrow} \)(\( \text{globalObject} \), \( N \), \( \text{desc} \)).
7. Perform \( \text{?Set} \)(\( \text{globalObject} \), \( N \), \( V \), \( \text{false} \)).
8. Let \( \text{varDeclaredNames} \) be \( \text{envRec}.[[\text{VarNames}]] \).
9. If \( \text{varDeclaredNames} \) does not contain \( N \), then
   a. Append \( N \) to \( \text{varDeclaredNames} \).
NOTE  Global function declarations are always represented as own properties of the global object. If possible, an existing own property is reconfigured to have a standard set of attribute values. Step 7 is equivalent to what calling the InitializeBinding concrete method would do and if globalObject is a Proxy will produce the same sequence of Proxy trap calls.

9.1.1.5 Module Environment Records

A module Environment Record is a declarative Environment Record that is used to represent the outer scope of an ECMAScript Module. In additional to normal mutable and immutable bindings, module Environment Records also provide immutable import bindings which are bindings that provide indirect access to a target binding that exists in another Environment Record.

Module Environment Records support all of the declarative Environment Record methods listed in Table 19 and share the same specifications for all of those methods except for GetBindingValue, DeleteBinding, HasThisBinding and GetThisBinding. In addition, module Environment Records support the methods listed in Table 25:

<table>
<thead>
<tr>
<th>Method</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>CreateImportBinding(N, M, N2)</td>
<td>Create an immutable indirect binding in a module Environment Record. The String value $N$ is the text of the bound name. $M$ is a Module Record, and $N2$ is a binding that exists in $M$'s module Environment Record.</td>
</tr>
<tr>
<td>GetThisBinding()</td>
<td>Return the value of this Environment Record's this binding.</td>
</tr>
</tbody>
</table>

The behaviour of the additional concrete specification methods for module Environment Records are defined by the following algorithms:

9.1.1.5.1 GetBindingValue ($N$, $S$)

The GetBindingValue concrete method of a module Environment Record envRec takes arguments $N$ (a String) and $S$ (a Boolean) and returns either a normal completion containing an ECMAScript language value or an abrupt completion. It returns the value of its bound identifier whose name is the value of the argument $N$. However, if the binding is an indirect binding the value of the target binding is returned. If the binding exists but is uninitialized a ReferenceError is thrown. It performs the following steps when called:

1. Assert: $S$ is true.
2. Assert: envRec has a binding for $N$.
3. If the binding for $N$ is an indirect binding, then
   a. Let $M$ and $N2$ be the indirection values provided when this binding for $N$ was created.
   b. Let targetEnv be $M$.[[Environment]].
   c. If targetEnv is empty, throw a ReferenceError exception.
   d. Return ? targetEnv.GetBindingValue($N2$, true).
4. If the binding for $N$ in envRec is an uninitialized binding, throw a ReferenceError exception.
5. Return the value currently bound to $N$ in envRec.

NOTE  $S$ will always be true because a Module is always strict mode code.
9.1.1.5.2 DeleteBinding (N)

The DeleteBinding concrete method of a module Environment Record is never used within this specification.

NOTE Module Environment Records are only used within strict code and an early error rule prevents the delete operator, in strict code, from being applied to a Reference Record that would resolve to a module Environment Record binding. See 13.5.1.1.

9.1.1.5.3 HasThisBinding ( )

The HasThisBinding concrete method of a module Environment Record envRec takes no arguments and returns true. It performs the following steps when called:

1. Return true.

NOTE Module Environment Records always provide a this binding.

9.1.1.5.4 GetThisBinding ( )

The GetThisBinding concrete method of a module Environment Record envRec takes no arguments and returns a normal completion containing undefined. It performs the following steps when called:

1. Return undefined.

9.1.1.5.5 CreateImportBinding (N, M, N2)

The CreateImportBinding concrete method of a module Environment Record envRec takes arguments N (a String), M (a Module Record), and N2 (a String) and returns unused. It creates a new initialized immutable indirect binding for the name N. A binding must not already exist in this Environment Record for N, N2 is the name of a binding that exists in M's module Environment Record. Accesses to the value of the new binding will indirectly access the bound value of the target binding. It performs the following steps when called:

1. Assert: envRec does not already have a binding for N.
2. Assert: When M.[[Environment]] is instantiated it will have a direct binding for N2.
3. Create an immutable indirect binding in envRec for N that references M and N2 as its target binding and record that the binding is initialized.
4. Return unused.

9.1.2 Environment Record Operations

The following abstract operations are used in this specification to operate upon Environment Records:

9.1.2.1 GetIdentifierReference (env, name, strict)

The abstract operation GetIdentifierReference takes arguments env (an Environment Record or null), name (a String), and strict (a Boolean) and returns either a normal completion containing a Reference Record or an abrupt completion. It performs the following steps when called:

1. If env is the value null, then
   a. Return the Reference Record { [[Base]]: unresolvable, [[ReferencedName]]: name, [[Strict]]: strict, [[ThisValue]]: empty }. 

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2. Let \textit{exists} be \texttt{env.HasBinding(name)}.

3. If \textit{exists} is true, then
   a. Return the Reference Record \{ [[Base]]: \texttt{env}, [[ReferencedName]]: \texttt{name}, [[Strict]]: \texttt{strict}, [[ThisValue]]: empty \}.

4. Else,
   a. Let \texttt{outer} be \texttt{env.[[OuterEnv]]}.
   b. Return \texttt{GetIdentifierReference(outer, name, strict)}.

\subsection*{9.1.2.2 NewDeclarativeEnvironment ( E )}

The abstract operation NewDeclarativeEnvironment takes argument \texttt{E} (an Environment Record) and returns a declarative Environment Record. It performs the following steps when called:

1. Let \texttt{env} be a new declarative Environment Record containing no bindings.
2. Set \texttt{env.[[OuterEnv]]} to \texttt{E}.
3. Return \texttt{env}.

\subsection*{9.1.2.3 NewObjectEnvironment ( O, W, E )}

The abstract operation NewObjectEnvironment takes arguments \texttt{O} (an Object), \texttt{W} (a Boolean), and \texttt{E} (an Environment Record or \texttt{null}) and returns an object Environment Record. It performs the following steps when called:

1. Let \texttt{env} be a new object Environment Record.
2. Set \texttt{env.[[BindingObject]]} to \texttt{O}.
3. Set \texttt{env.[[IsWithEnvironment]]} to \texttt{W}.
4. Set \texttt{env.[[OuterEnv]]} to \texttt{E}.
5. Return \texttt{env}.

\subsection*{9.1.2.4 NewFunctionEnvironment ( F, newTarget )}

The abstract operation NewFunctionEnvironment takes arguments \texttt{F} (an ECMAScript function) and \texttt{newTarget} (an Object or \texttt{undefined}) and returns a function Environment Record. It performs the following steps when called:

1. Let \texttt{env} be a new function Environment Record containing no bindings.
2. Set \texttt{env.[[FunctionObject]]} to \texttt{F}.
3. If \texttt{F.[[ThisMode]]} is lexical, set \texttt{env.[[ThisBindingStatus]]} to lexical.
4. Else, set \texttt{env.[[ThisBindingStatus]]} to uninitialized.
5. Set \texttt{env.[[NewTarget]]} to \texttt{newTarget}.
6. Set \texttt{env.[[OuterEnv]]} to \texttt{F.[[Environment]]}.
7. Return \texttt{env}.

\subsection*{9.1.2.5 NewGlobalEnvironment ( G, thisValue )}

The abstract operation NewGlobalEnvironment takes arguments \texttt{G} and \texttt{thisValue} and returns a global Environment Record. It performs the following steps when called:

1. Let \texttt{objRec} be NewObjectEnvironment(\texttt{G}, \texttt{false}, \texttt{null}).
2. Let \texttt{dclRec} be a new declarative Environment Record containing no bindings.
3. Let \( env \) be a new global Environment Record.
4. Set \( env.\texttt{[ObjectRecord]} \) to \( objRec \).
5. Set \( env.\texttt{[GlobalThisValue]} \) to \( thisValue \).
6. Set \( env.\texttt{[DeclarativeRecord]} \) to \( dclRec \).
7. Set \( env.\texttt{[VarNames]} \) to a new empty List.
8. Set \( env.\texttt{[OuterEnv]} \) to \( \texttt{null} \).
9. Return \( env \).

### 9.1.2.6 NewModuleEnvironment ( \( E \) )

The abstract operation NewModuleEnvironment takes argument \( E \) (an Environment Record) and returns a module Environment Record. It performs the following steps when called:

1. Let \( env \) be a new module Environment Record containing no bindings.
2. Set \( env.\texttt{[OuterEnv]} \) to \( E \).
3. Return \( env \).

### 9.2 PrivateEnvironment Records

A PrivateEnvironment Record is a specification mechanism used to track Private Names based upon the lexical nesting structure of ClassDeclarations and ClassExpressions in ECMAScript code. They are similar to, but distinct from, Environment Records. Each PrivateEnvironment Record is associated with a ClassDeclaration or ClassExpression. Each time such a class is evaluated, a new PrivateEnvironment Record is created to record the Private Names declared by that class.

Each PrivateEnvironment Record has the fields defined in Table 26.

<table>
<thead>
<tr>
<th>Field Name</th>
<th>Value Type</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>\texttt{[[OuterPrivateEnvironment]]}</td>
<td>\texttt{PrivateEnvironment} Record or \texttt{null}</td>
<td>The PrivateEnvironment Record of the nearest containing class. \texttt{null} if the class with which this PrivateEnvironment Record is associated is not contained in any other class.</td>
</tr>
<tr>
<td>\texttt{[[Names]]}</td>
<td>\texttt{List of Private Names}</td>
<td>The Private Names declared by this class.</td>
</tr>
</tbody>
</table>

### 9.2.1 PrivateEnvironment Record Operations

The following abstract operations are used in this specification to operate upon PrivateEnvironment Records:

#### 9.2.1.1 NewPrivateEnvironment ( \( outerPrivEnv \) )

The abstract operation NewPrivateEnvironment takes argument \( outerPrivEnv \) (a PrivateEnvironment Record or \texttt{null}) and returns a PrivateEnvironment Record. It performs the following steps when called:

1. Let \( names \) be a new empty List.
2. Return the PrivateEnvironment Record \( \{ [[\texttt{OuterPrivateEnvironment}}]: outerPrivEnv, [[\texttt{Names}}]: names \} \).
9.2.1.2 ResolvePrivateldentifier (privEnv, identifier)

The abstract operation ResolvePrivateldentifier takes arguments privEnv (a PrivateEnvironment Record) and identifier (a String) and returns a Private Name. It performs the following steps when called:

1. Let names be privEnv.[[Names]].
2. If names contains a Private Name whose [[Description]] is identifier, then
   a. Let name be that Private Name.
   b. Return name.
3. Else,
   a. Let outerPrivEnv be privEnv.[[OuterPrivateEnvironment]].
   b. Assert: outerPrivEnv is not null.
   c. Return ResolvePrivateldentifier(outerPrivEnv, identifier).

9.3 Realms

Before it is evaluated, all ECMAScript code must be associated with a realm. Conceptually, a realm consists of a set of intrinsic objects, an ECMAScript global environment, all of the ECMAScript code that is loaded within the scope of that global environment, and other associated state and resources.

A realm is represented in this specification as a Realm Record with the fields specified in Table 27:

Table 27: Realm Record Fields

<table>
<thead>
<tr>
<th>Field Name</th>
<th>Value</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>[[Intrinsics]]</td>
<td>a Record whose field names are intrinsic keys and whose values are objects</td>
<td>The intrinsic values used by code associated with this realm</td>
</tr>
<tr>
<td>[[GlobalObject]]</td>
<td>an Object or undefined</td>
<td>The global object for this realm</td>
</tr>
<tr>
<td>[[GlobalEnv]]</td>
<td>a global Environment Record</td>
<td>The global environment for this realm</td>
</tr>
<tr>
<td>[[TemplateMap]]</td>
<td>a List of Record { [[Site]], Parse Node, [[Array]]: Object }</td>
<td>Template objects are canonicalized separately for each realm using its Realm Record's [[TemplateMap]]. Each [[Site]] value is a Parse Node that is a TemplateLiteral. The associated [[Array]] value is the corresponding template object that is passed to a tag function.</td>
</tr>
<tr>
<td>[[HostDefined]]</td>
<td>anything (default value is undefined)</td>
<td>Field reserved for use by hosts that need to associate additional information with a Realm Record.</td>
</tr>
</tbody>
</table>

NOTE: Once a Parse Node becomes unreachable, the corresponding [[Array]] is also unreachable, and it would be unobservable if an implementation removed the pair from the [[TemplateMap]] list.
9.3.1 CreateRealm ( )

The abstract operation CreateRealm takes no arguments and returns a Realm Record. It performs the following steps when called:

1. Let \( \text{realmRec} \) be a new Realm Record.
2. Perform CreateIntrinsics(\( \text{realmRec} \)).
3. Set \( \text{realmRec}[[\text{GlobalObject}]] \) to \text{undefined}.
4. Set \( \text{realmRec}[[\text{GlobalEnv}]] \) to \text{undefined}.
5. Set \( \text{realmRec}[[\text{TemplateMap}]] \) to a new empty List.
6. Return \( \text{realmRec} \).

9.3.2 CreateIntrinsics ( \( \text{realmRec} \) )

The abstract operation CreateIntrinsics takes argument \( \text{realmRec} \) and returns unused. It performs the following steps when called:

1. Set \( \text{realmRec}[[\text{Intrinsics}]] \) to a new Record.
2. Set fields of \( \text{realmRec}[[\text{Intrinsics}]] \) with the values listed in Table 6. The field names are the names listed in column one of the table. The value of each field is a new object value fully and recursively populated with property values as defined by the specification of each object in clauses 19 through 28. All object property values are newly created object values. All values that are built-in function objects are created by performing CreateBuiltinFunction(\( \text{steps} \), \( \text{length} \), \( \text{name} \), \( \text{slots} \), \( \text{realmRec} \), \( \text{prototype} \)) where \( \text{steps} \) is the definition of that function provided by this specification, \( \text{name} \) is the initial value of the function's \text{name} property, \( \text{length} \) is the initial value of the function's \text{length} property, \( \text{slots} \) is a list of the names, if any, of the function's specified internal slots, and \( \text{prototype} \) is the specified value of the function's [[Prototype]] internal slot. The creation of the intrinsics and their properties must be ordered to avoid any dependencies upon objects that have not yet been created.
3. Perform AddRestrictedFunctionProperties(\( \text{realmRec}[[\text{Intrinsics}]].[[%Function.prototype%]]\), \( \text{realmRec} \)).
4. Return unused.

9.3.3 SetRealmGlobalObject ( \( \text{realmRec} \), \( \text{globalObj} \), \text{thisValue} )

The abstract operation SetRealmGlobalObject takes arguments \( \text{realmRec} \), \( \text{globalObj} \) (an Object or \text{undefined}), and \text{thisValue} and returns unused. It performs the following steps when called:

1. If \( \text{globalObj} \) is \text{undefined}, then
   a. Let \text{intrinsics} be \( \text{realmRec}[[\text{Intrinsics}]] \).
   b. Set \( \text{globalObj} \) to OrdinaryObjectCreate(\( \text{intrinsics}[[%Object.prototype%]] \)).
2. Assert: Type(\( \text{globalObj} \)) is Object.
3. If \text{thisValue} is \text{undefined}, set \text{thisValue} to \text{globalObj}.
4. Set \( \text{realmRec}[[\text{GlobalObject}]] \) to \text{globalObj}.
5. Let \( \text{newGlobalEnv} \) be NewGlobalEnvironment(\( \text{globalObj}, \text{thisValue} \)).
6. Set \( \text{realmRec}[[\text{GlobalEnv}]] \) to \( \text{newGlobalEnv} \).
7. Return unused.
9.3.4 SetDefaultGlobalBindings ( \textit{realmRec} )

The abstract operation \texttt{SetDefaultGlobalBindings} takes argument \textit{realmRec} and returns either a normal completion containing an Object or an abrupt completion. It performs the following steps when called:

1. Let \textit{global} be \textit{realmRec}.\texttt{[[GlobalObject]]}.
2. For each property of the Global Object specified in clause 19, do
   a. Let \textit{name} be the String value of the \textit{property name}.
   b. Let \textit{desc} be the fully populated data Property Descriptor for the property, containing the specified attributes for the property. For properties listed in 19.2, 19.3, or 19.4 the value of the \texttt{[[Value]]} attribute is the corresponding intrinsic object from \textit{realmRec}.
   c. Perform ? \texttt{DefinePropertyOrThrow} (\textit{global}, \textit{name}, \textit{desc}).
3. Return \textit{global}.

9.4 Execution Contexts

An \textit{execution context} is a specification device that is used to track the runtime evaluation of code by an ECMAScript implementation. At any point in time, there is at most one execution context per agent that is actually executing code. This is known as the agent's \textit{running execution context}. All references to the running execution context in this specification denote the running execution context of the surrounding agent.

The \textit{execution context stack} is used to track execution contexts. The running execution context is always the top element of this stack. A new execution context is created whenever control is transferred from the executable code associated with the currently running execution context to executable code that is not associated with that execution context. The newly created execution context is pushed onto the stack and becomes the running execution context.

An execution context contains whatever implementation specific state is necessary to track the execution progress of its associated code. Each execution context has at least the state components listed in Table 28.

<table>
<thead>
<tr>
<th>Component</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>code evaluation state</td>
<td>Any state needed to perform, suspend, and resume evaluation of the code associated with this execution context.</td>
</tr>
<tr>
<td>Function</td>
<td>If this execution context is evaluating the code of a function object, then the value of this component is that function object. If the context is evaluating the code of a Script or Module, the value is null.</td>
</tr>
<tr>
<td>Realm</td>
<td>The Realm Record from which associated code accesses ECMAScript resources.</td>
</tr>
<tr>
<td>ScriptOrModule</td>
<td>The Module Record or Script Record from which associated code originates. If there is no originating script or module, as is the case for the original execution context created in InitializeHostDefinedRealm, the value is null.</td>
</tr>
</tbody>
</table>

Evaluation of code by the running execution context may be suspended at various points defined within this specification. Once the running execution context has been suspended a different execution context may become the running execution context and commence evaluating its code. At some later time a suspended execution context may again become the running execution context and continue evaluating its code at the point where it had previously been suspended. Transition of the running execution context status among execution contexts usually occurs in stack-like last-in/first-out manner. However, some ECMAScript features require non-LIFO transitions of the running execution context.

The value of the Realm component of the running execution context is also called the current Realm Record. The value of the Function component of the running execution context is also called the active function.
Execution contexts for ECMAScript code have the additional state components listed in Table 29.

<table>
<thead>
<tr>
<th>Component</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>LexicalEnvironment</td>
<td>Identifies the Environment Record used to resolve identifier references made by code within this execution context.</td>
</tr>
<tr>
<td>VariableEnvironment</td>
<td>Identifies the Environment Record that holds bindings created by VariableStatement within this execution context.</td>
</tr>
<tr>
<td>PrivateEnvironment</td>
<td>Identifies the PrivateEnvironment Record that holds Private Names created by ClassElements in the nearest containing class. null if there is no containing class.</td>
</tr>
</tbody>
</table>

The LexicalEnvironment and VariableEnvironment components of an execution context are always Environment Records.

Execution contexts representing the evaluation of Generators have the additional state components listed in Table 30.

<table>
<thead>
<tr>
<th>Component</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Generator</td>
<td>The Generator that this execution context is evaluating.</td>
</tr>
</tbody>
</table>

In most situations only the running execution context (the top of the execution context stack) is directly manipulated by algorithms within this specification. Hence when the terms “LexicalEnvironment”, and “VariableEnvironment” are used without qualification they are in reference to those components of the running execution context.

An execution context is purely a specification mechanism and need not correspond to any particular artefact of an ECMAScript implementation. It is impossible for ECMAScript code to directly access or observe an execution context.

### 9.4.1 GetActiveScriptOrModule ( )

The abstract operation GetActiveScriptOrModule takes no arguments and returns a Script Record, a Module Record, or null. It is used to determine the running script or module, based on the running execution context. It performs the following steps when called:

1. If the execution context stack is empty, return null.
2. Let ec be the topmost execution context on the execution context stack whose ScriptOrModule component is not null.
3. If no such execution context exists, return null. Otherwise, return ec’s ScriptOrModule.

### 9.4.2 ResolveBinding ( name [, env ] )

The abstract operation ResolveBinding takes argument name (a String) and optional argument env (an Environment Record or undefined) and returns either a normal completion containing a Reference Record or an abrupt completion. It is used to determine the binding of name. env can be used to explicitly provide the Environment Record that is to be searched for the binding. It performs the following steps when called:
1. If $env$ is not present or if $env$ is `undefined`, then
   a. Set $env$ to the running execution context's LexicalEnvironment.
2. Assert: $env$ is an Environment Record.
3. If the source text matched by the syntactic production that is being evaluated is contained in strict mode code, let strict be `true`; else let strict be `false`.
4. Return ? `GetIdentifierReference(env, name, strict)`.

**NOTE** The result of ResolveBinding is always a Reference Record whose `[[ReferencedName]]` field is `name`.

### 9.4.3 `GetThisEnvironment()`

The abstract operation `GetThisEnvironment` takes no arguments and returns an Environment Record. It finds the Environment Record that currently supplies the binding of the keyword `this`. It performs the following steps when called:

1. Let $env$ be the running execution context's LexicalEnvironment.
2. Repeat,
   a. Let `exists` be $env$.HasThisBinding().
   b. If `exists` is `true`, return $env$.
   c. Let `outer` be $env$.[[OuterEnv]].
   d. Assert: `outer` is not `null`.
   e. Set $env$ to `outer`.

**NOTE** The loop in step 2 will always terminate because the list of environments always ends with the global environment which has a `this` binding.

### 9.4.4 `ResolveThisBinding()`

The abstract operation `ResolveThisBinding` takes no arguments and returns either a normal completion containing an ECMAScript language value or an abrupt completion. It determines the binding of the keyword `this` using the LexicalEnvironment of the running execution context. It performs the following steps when called:

1. Let `envRec` be `GetThisEnvironment()`.
2. Return ? `envRec`.GetThisBinding().

### 9.4.5 `GetNewTarget()`

The abstract operation `GetNewTarget` takes no arguments and returns an Object or `undefined`. It determines the NewTarget value using the LexicalEnvironment of the running execution context. It performs the following steps when called:

1. Let `envRec` be `GetThisEnvironment()`.
2. Assert: `envRec` has a `[[NewTarget]]` field.
3. Return `envRec`.[[NewTarget]].
9.4.6 GetGlobalObject ( )

The abstract operation GetGlobalObject takes no arguments and returns an Object. It returns the global object used by the currently running execution context. It performs the following steps when called:

1. Let currentRealm be the current Realm Record.
2. Return currentRealm.[[GlobalObject]].

9.5 Jobs and Host Operations to Enqueue Jobs

A Job is an Abstract Closure with no parameters that initiates an ECMAScript computation when no other ECMAScript computation is currently in progress.

Jobs are scheduled for execution by ECMAScript host environments. This specification describes the host hook HostEnqueuePromiseJob to schedule one kind of job; hosts may define additional abstract operations which schedule jobs. Such operations accept a Job Abstract Closure as the parameter and schedule it to be performed at some future time. Their implementations must conform to the following requirements:

- At some future point in time, when there is no running execution context and the execution context stack is empty, the implementation must:
  1. Perform any host-defined preparation steps.
  2. Invoke the Job Abstract Closure.
  3. Perform any host-defined cleanup steps, after which the execution context stack must be empty.
- Only one Job may be actively undergoing evaluation at any point in time.
- Once evaluation of a Job starts, it must run to completion before evaluation of any other Job starts.
- The Abstract Closure must return a normal completion, implementing its own handling of errors.

NOTE 1 Host environments are not required to treat Jobs uniformly with respect to scheduling. For example, web browsers and Node.js treat Promise-handling Jobs as a higher priority than other work; future features may add Jobs that are not treated at such a high priority.

At any particular time, scriptOrModule (a Script Record, a Module Record, or null) is the active script or module if all of the following conditions are true:

- GetActiveScriptOrModule() is scriptOrModule.
- If scriptOrModule is a Script Record or Module Record, let ec be the topmost execution context on the execution context stack whose ScriptOrModule component is scriptOrModule. The Realm component of ec is scriptOrModule.[[Realm]].

At any particular time, an execution is prepared to evaluate ECMAScript code if all of the following conditions are true:

- The execution context stack is not empty.
- The Realm component of the topmost execution context on the execution context stack is a Realm Record.

NOTE 2 Host environments may prepare an execution to evaluate code by pushing execution contexts onto the execution context stack. The specific steps are implementation-defined.

The specific choice of Realm is up to the host environment. This initial execution context and Realm is only in use before any callback function is invoked. When a callback function related to a Job, like a Promise handler, is invoked, the invocation pushes its own execution context and Realm.

Particular kinds of Jobs have additional conformance requirements.
9.5.1 JobCallback Records

A JobCallback Record is a Record value used to store a function object and a host-defined value. Function objects that are invoked via a Job enqueued by the host may have additional host-defined context. To propagate the state, Job Abstract Closures should not capture and call function objects directly. Instead, use HostMakeJobCallback and HostCallJobCallback.

NOTE The WHATWG HTML specification (https://html.spec.whatwg.org/), for example, uses the host-defined value to propagate the incumbent settings object for Promise callbacks.

JobCallback Records have the fields listed in Table 31.

Table 31: JobCallback Record Fields

<table>
<thead>
<tr>
<th>Field Name</th>
<th>Value</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>[[Callback]]</td>
<td>a function object</td>
<td>The function to invoke when the Job is invoked.</td>
</tr>
<tr>
<td>[[HostDefined]]</td>
<td>anything (default value is empty)</td>
<td>Field reserved for use by hosts.</td>
</tr>
</tbody>
</table>

9.5.2 HostMakeJobCallback (callback)

The host-defined abstract operation HostMakeJobCallback takes argument callback (a function object) and returns a JobCallback Record.

An implementation of HostMakeJobCallback must conform to the following requirements:

- It must return a JobCallback Record whose [[Callback]] field is callback.

The default implementation of HostMakeJobCallback performs the following steps when called:

1. Return the JobCallback Record { [[Callback]]: callback, [[HostDefined]]: empty }.

ECMAScript hosts that are not web browsers must use the default implementation of HostMakeJobCallback.

NOTE This is called at the time that the callback is passed to the function that is responsible for its being eventually scheduled and run. For example, promise.then(thenAction) calls MakeJobCallback on thenAction at the time of invoking Promise.prototype.then, not at the time of scheduling the reaction Job.

9.5.3 HostCallJobCallback (jobCallback, V, argumentsList)

The host-defined abstract operation HostCallJobCallback takes arguments jobCallback (a JobCallback Record), V (an ECMAScript language value), and argumentsList (a List of ECMAScript language values) and returns either a normal completion containing an ECMAScript language value or an abrupt completion.

An implementation of HostCallJobCallback must conform to the following requirements:

- It must perform and return the result of Call(jobCallback.[[Callback]], V, argumentsList).

NOTE This requirement means that hosts cannot change the [[Call]] behaviour of function objects defined in this specification.
The default implementation of HostCallJobCallback performs the following steps when called:

1. Assert: IsCallable(jobCallback.[[Callback]]) is true.

ECMAScript hosts that are not web browsers must use the default implementation of HostCallJobCallback.

9.5.4 HostEnqueuePromiseJob ( job, realm )

The host-defined abstract operation HostEnqueuePromiseJob takes arguments job (a Job Abstract Closure) and realm (a Realm Record or null) and returns unused. It schedules job to be performed at some future time. The Abstract Closures used with this algorithm are intended to be related to the handling of Promises, or otherwise, to be scheduled with equal priority to Promise handling operations.

An implementation of HostEnqueuePromiseJob must conform to the requirements in 9.5 as well as the following:

- If realm is not null, each time job is invoked the implementation must perform implementation-defined steps such that execution is prepared to evaluate ECMAScript code at the time of job's invocation.
- Let scriptOrModule be GetActiveScriptOrModule() at the time HostEnqueuePromiseJob is invoked. If realm is not null, each time job is invoked the implementation must perform implementation-defined steps such that scriptOrModule is the active script or module at the time of job's invocation.
- Jobs must run in the same order as the HostEnqueuePromiseJob invocations that scheduled them.

NOTE The realm for Jobs returned by NewPromiseResolveThenableJob is usually the result of calling GetFunctionRealm on the then function object. The realm for Jobs returned by NewPromiseReactionJob is usually the result of calling GetFunctionRealm on the handler if the handler is not undefined. If the handler is undefined, realm is null. For both kinds of Jobs, when GetFunctionRealm completes abnormally (i.e. called on a revoked Proxy), realm is the current Realm at the time of the GetFunctionRealm call. When the realm is null, no user ECMAScript code will be evaluated and no new ECMAScript objects (e.g. Error objects) will be created. The WHATWG HTML specification (https://html.spec.whatwg.org/), for example, uses realm to check for the ability to run script and for the entry concept.

9.6 InitializeHostDefinedRealm ( )

The abstract operation InitializeHostDefinedRealm takes no arguments and returns either a normal completion containing unused or an abrupt completion. It performs the following steps when called:

1. Let realm be CreateRealm().
2. Let newContext be a new execution context.
3. Set the Function of newContext to null.
4. Set the Realm of newContext to realm.
5. Set the ScriptOrModule of newContext to null.
6. Push newContext onto the execution context stack; newContext is now the running execution context.
7. If the host requires use of an exotic object to serve as realm's global object, let global be such an object created in a host-defined manner. Otherwise, let global be undefined, indicating that an ordinary object should be created as the global object.
8. If the host requires that the this binding in realm's global scope return an object other than the global object, let thisValue be such an object created in a host-defined manner. Otherwise, let thisValue be undefined, indicating that realm's global this binding should be the global object.
9. Perform SetRealmGlobalObject(realm, global, thisValue).
11. Create any host-defined global object properties on \textit{globalObj}.
12. Return unused.

9.7 Agents

An agent comprises a set of ECMAScript execution contexts, an execution context stack, a running execution context, an Agent Record, and an executing thread. Except for the executing thread, the constituents of an agent belong exclusively to that agent.

An agent’s executing thread executes a job on the agent’s execution contexts independently of other agents, except that an executing thread may be used as the executing thread by multiple agents, provided none of the agents sharing the thread have an Agent Record whose [[CanBlock]] property is \textit{true}.

\textbf{NOTE 1} Some web browsers share a single executing thread across multiple unrelated tabs of a browser window, for example.

While an agent’s executing thread executes jobs, the agent is the surrounding agent for the code in those jobs. The code uses the surrounding agent to access the specification-level execution objects held within the agent: the running execution context, the execution context stack, and the Agent Record’s fields.

An agent signifier is a globally-unique opaque value used to identify an Agent.

<table>
<thead>
<tr>
<th>Field Name</th>
<th>Value</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>[[LittleEndian]]</td>
<td>a Boolean</td>
<td>The default value computed for the \textit{isLittleEndian} parameter when it is needed by the algorithms \textit{GetValueFromBuffer} and \textit{SetValueInBuffer}. The choice is implementation-defined and should be the alternative that is most efficient for the implementation. Once the value has been observed it cannot change.</td>
</tr>
<tr>
<td>[[CanBlock]]</td>
<td>a Boolean</td>
<td>Determines whether the agent can block or not.</td>
</tr>
<tr>
<td>[[Signifier]]</td>
<td>an agent signifier</td>
<td>Uniquely identifies the agent within its agent cluster.</td>
</tr>
<tr>
<td>[[IsLockFree1]]</td>
<td>a Boolean</td>
<td>\textit{true} if atomic operations on one-byte values are lock-free, \textit{false} otherwise.</td>
</tr>
<tr>
<td>[[IsLockFree2]]</td>
<td>a Boolean</td>
<td>\textit{true} if atomic operations on two-byte values are lock-free, \textit{false} otherwise.</td>
</tr>
<tr>
<td>[[IsLockFree8]]</td>
<td>a Boolean</td>
<td>\textit{true} if atomic operations on eight-byte values are lock-free, \textit{false} otherwise.</td>
</tr>
<tr>
<td>[[CandidateExecution]]</td>
<td>a candidate execution Record</td>
<td>See the memory model.</td>
</tr>
<tr>
<td>[[KeptAlive]]</td>
<td>a List of Objects</td>
<td>Initially a new empty List, representing the list of objects to be kept alive until the end of the current Job</td>
</tr>
</tbody>
</table>

Once the values of [[Signifier]], [[IsLockFree1]], and [[IsLockFree2]] have been observed by any agent in the agent cluster they cannot change.
NOTE 2 The values of `[[IsLockFree1]]` and `[[IsLockFree2]]` are not necessarily determined by the hardware, but may also reflect implementation choices that can vary over time and between ECMAScript implementations.

There is no `[[IsLockFree4]]` property: 4-byte atomic operations are always lock-free.

In practice, if an atomic operation is implemented with any type of lock the operation is not lock-free. Lock-free does not imply wait-free: there is no upper bound on how many machine steps may be required to complete a lock-free atomic operation.

That an atomic access of size \( n \) is lock-free does not imply anything about the (perceived) atomicity of non-atomic accesses of size \( n \), specifically, non-atomic accesses may still be performed as a sequence of several separate memory accesses. See `ReadSharedMemory` and `WriteSharedMemory` for details.

NOTE 3 An agent is a specification mechanism and need not correspond to any particular artefact of an ECMAScript implementation.

9.7.1 AgentSignifier ( )

The abstract operation `AgentSignifier` takes no arguments and returns an agent signifier. It performs the following steps when called:

1. Let \( AR \) be the `Agent Record` of the surrounding agent.
2. Return \( AR.\[[\text{Signifier}]\] \).

9.7.2 AgentCanSuspend ( )

The abstract operation `AgentCanSuspend` takes no arguments and returns a Boolean. It performs the following steps when called:

1. Let \( AR \) be the `Agent Record` of the surrounding agent.
2. Return \( AR.\[[\text{CanBlock}]\] \).

NOTE In some environments it may not be reasonable for a given agent to suspend. For example, in a web browser environment, it may be reasonable to disallow suspending a document's main event handling thread, while still allowing workers' event handling threads to suspend.

9.8 Agent Clusters

An agent cluster is a maximal set of agents that can communicate by operating on shared memory.

NOTE 1 Programs within different agents may share memory by unspecified means. At a minimum, the backing memory for SharedArrayBuffers can be shared among the agents in the cluster.

There may be agents that can communicate by message passing that cannot share memory; they are never in the same agent cluster.

Every agent belongs to exactly one agent cluster.
NOTE 2 The agents in a cluster need not all be alive at some particular point in time. If agent A creates another agent B, after which A terminates and B creates agent C, the three agents are in the same cluster if A could share some memory with B and B could share some memory with C.

All agents within a cluster must have the same value for the [[LittleEndian]] property in their respective Agent Records.

NOTE 3 If different agents within an agent cluster have different values of [[LittleEndian]] it becomes hard to use shared memory for multi-byte data.

All agents within a cluster must have the same values for the [[IsLockFree1]] property in their respective Agent Records; similarly for the [[IsLockFree2]] property.

All agents within a cluster must have different values for the [[Signifier]] property in their respective Agent Records.

An embedding may deactivate (stop forward progress) or activate (resume forward progress) an agent without the agent's knowledge or cooperation. If the embedding does so, it must not leave some agents in the cluster active while other agents in the cluster are deactivated indefinitely.

NOTE 4 The purpose of the preceding restriction is to avoid a situation where an agent deadlocks or starves because another agent has been deactivated. For example, if an HTML shared worker that has a lifetime independent of documents in any windows were allowed to share memory with the dedicated worker of such an independent document, and the document and its dedicated worker were to be deactivated while the dedicated worker holds a lock (say, the document is pushed into its window's history), and the shared worker then tries to acquire the lock, then the shared worker will be blocked until the dedicated worker is activated again, if ever. Meanwhile other workers trying to access the shared worker from other windows will starve.

The implication of the restriction is that it will not be possible to share memory between agents that don't belong to the same suspend/wake collective within the embedding.

An embedding may terminate an agent without any of the agent's cluster's other agents' prior knowledge or cooperation. If an agent is terminated not by programmatic action of its own or of another agent in the cluster but by forces external to the cluster, then the embedding must choose one of two strategies: Either terminate all the agents in the cluster, or provide reliable APIs that allow the agents in the cluster to coordinate so that at least one remaining member of the cluster will be able to detect the termination, with the termination data containing enough information to identify the agent that was terminated.

NOTE 5 Examples of that type of termination are: operating systems or users terminating agents that are running in separate processes; the embedding itself terminating an agent that is running in-process with the other agents when per-agent resource accounting indicates that the agent is runaway.

Prior to any evaluation of any ECMAScript code by any agent in a cluster, the [[CandidateExecution]] field of the Agent Record for all agents in the cluster is set to the initial candidate execution. The initial candidate execution is an empty candidate execution whose [[EventsRecords]] field is a List containing, for each agent, an Agent Events Record whose [[AgentSignifier]] field is that agent's agent signifier, and whose [[EventList]] and [[AgentSynchronizesWith]] fields are empty Lists.

NOTE 6 All agents in an agent cluster share the same candidate execution in its Agent Record's [[CandidateExecution]] field. The candidate execution is a specification mechanism used by the memory model.
NOTE 7 An agent cluster is a specification mechanism and need not correspond to any particular artefact of an ECMAScript implementation.

9.9 Forward Progress

For an agent to make forward progress is for it to perform an evaluation step according to this specification.

An agent becomes blocked when its running execution context waits synchronously and indefinitely for an external event. Only agents whose Agent Record's [[CanBlock]] property is true can become blocked in this sense. An unblocked agent is one that is not blocked.

Implementations must ensure that:

- every unblocked agent with a dedicated executing thread eventually makes forward progress
- in a set of agents that share an executing thread, one agent eventually makes forward progress
- an agent does not cause another agent to become blocked except via explicit APIs that provide blocking.

NOTE This, along with the liveness guarantee in the memory model, ensures that all SeqCst writes eventually become observable to all agents.

9.10 Processing Model of WeakRef and FinalizationRegistry Objects

9.10.1 Objectives

This specification does not make any guarantees that any object will be garbage collected. Objects which are not live may be released after long periods of time, or never at all. For this reason, this specification uses the term “may” when describing behaviour triggered by garbage collection.

The semantics of WeakRefs and FinalizationRegistries is based on two operations which happen at particular points in time:

- When WeakRef.prototype.deref is called, the referent (if undefined is not returned) is kept alive so that subsequent, synchronous accesses also return the object. This list is reset when synchronous work is done using the ClearKeptObjects abstract operation.
- When an object which is registered with a FinalizationRegistry becomes unreachable, a call of the FinalizationRegistry's cleanup callback may eventually be made, after synchronous ECMAScript execution completes. The FinalizationRegistry cleanup is performed with the CleanupFinalizationRegistry abstract operation.

Neither of these actions (ClearKeptObjects or CleanupFinalizationRegistry) may interrupt synchronous ECMAScript execution. Because hosts may assemble longer, synchronous ECMAScript execution runs, this specification defers the scheduling of ClearKeptObjects and CleanupFinalizationRegistry to the host environment.

Some ECMAScript implementations include garbage collector implementations which run in the background, including when ECMAScript is idle. Letting the host environment schedule CleanupFinalizationRegistry allows it to resume ECMAScript execution in order to run finalizer work, which may free up held values, reducing overall memory usage.

9.10.2 Liveness

For some set of objects $S$, a hypothetical WeakRef-oblivious execution with respect to $S$ is an execution whereby the abstract operation WeakRefDeref of a WeakRef whose referent is an element of $S$ always
returns undefined.

**NOTE 1**  WeakRef-obliviousness, together with liveness, capture two notions. One, that a WeakRef itself does not keep an object alive. Two, that cycles in liveness does not imply that an object is live. To be concrete, if determining obj's liveness depends on determining the liveness of another WeakRef referent, obj2, obj2's liveness cannot assume obj's liveness, which would be circular reasoning.

**NOTE 2**  WeakRef-obliviousness is defined on sets of objects instead of individual objects to account for cycles. If it were defined on individual objects, then an object in a cycle will be considered live even though its Object value is only observed via WeakRefs of other objects in the cycle.

**NOTE 3**  Colloquially, we say that an individual object is live if every set of objects containing it is live.

At any point during evaluation, a set of objects $S$ is considered live if either of the following conditions is met:

- Any element in $S$ is included in any agent's [[KeptAlive]] List.
- There exists a valid future hypothetical WeakRef-oblivious execution with respect to $S$ that observes the Object value of any object in $S$.

**NOTE 4**  The second condition above intends to capture the intuition that an object is live if its identity is observable via non-WeakRef means. An object's identity may be observed by observing a strict equality comparison between objects or observing the object being used as key in a Map.

**NOTE 5**  Presence of an object in a field, an internal slot, or a property does not imply that the object is live. For example if the object in question is never passed back to the program, then it cannot be observed.

This is the case for keys in a WeakMap, members of a WeakSet, as well as the [[WeakRefTarget]] and [[UnregisterToken]] fields of a FinalizationRegistry Cell record.

The above definition implies that, if a key in a WeakMap is not live, then its corresponding value is not necessarily live either.

**NOTE 6**  Liveness is the lower bound for guaranteeing which WeakRefs engines must not empty. Liveness as defined here is undecidable. In practice, engines use conservative approximations such as reachability. There is expected to be significant implementation leeway.

### 9.10.3 Execution

At any time, if a set of objects $S$ is not live, an ECMAScript implementation may perform the following steps atomically:

1. For each element $obj$ of $S$, do
   a. For each WeakRef $ref$ such that $ref$.[[WeakRefTarget]] is $obj$, do
      i. Set $ref$.[[WeakRefTarget]] to empty.
   b. For each FinalizationRegistry $fg$ such that $fg$.[[Cells]] contains a Record $cell$ such that $cell$.[[WeakRefTarget]] is $obj$, do
      i. Set $cell$.[[WeakRefTarget]] to empty.
      ii. Optionally, perform HostEnqueueFinalizationRegistryCleanupJob($fg$).
c. For each WeakMap \( \text{map} \) such that \( \text{map}.[[\text{WeakMapData}]] \) contains a Record \( \text{r} \) such that \( \text{r}.[[\text{Key}]] \) is \( \text{obj} \), do
   i. Set \( \text{r}.[[\text{Key}]] \) to empty.
   ii. Set \( \text{r}.[[\text{Value}]] \) to empty.

d. For each WeakSet \( \text{set} \) such that \( \text{set}.[[\text{WeakSetData}]] \) contains \( \text{obj} \), do
   i. Replace the element of \( \text{set}.[[\text{WeakSetData}]] \) whose value is \( \text{obj} \) with an element whose value is empty.

NOTE 1  Together with the definition of liveness, this clause prescribes legal optimizations that an implementation may apply regarding WeakRefs.

It is possible to access an object without observing its identity. Optimizations such as dead variable elimination and scalar replacement on properties of non-escaping objects whose identity is not observed are allowed. These optimizations are thus allowed to observably empty WeakRefs that point to such objects.

On the other hand, if an object's identity is observable, and that object is in the \( [[\text{WeakRefTarget}]] \) internal slot of a WeakRef, optimizations such as rematerialization that observably empty the WeakRef are prohibited.

Because calling HostEnqueueFinalizationRegistryCleanupJob is optional, registered objects in a FinalizationRegistry do not necessarily hold that FinalizationRegistry live. Implementations may omit FinalizationRegistry callbacks for any reason, e.g., if the FinalizationRegistry itself becomes dead, or if the application is shutting down.

NOTE 2  Implementations are not obligated to empty WeakRefs for maximal sets of non-live objects.

If an implementation chooses a non-live set \( S \) in which to empty WeakRefs, it must empty WeakRefs for all objects in \( S \) simultaneously. In other words, an implementation must not empty a WeakRef pointing to an object \( \text{obj} \) without emptying out other WeakRefs that, if not emptied, could result in an execution that observes the Object value of \( \text{obj} \).

9.10.4 Host Hooks

9.10.4.1 HostEnqueueFinalizationRegistryCleanupJob ( finalizationRegistry )

The host-defined abstract operation HostEnqueueFinalizationRegistryCleanupJob takes argument finalizationRegistry (a FinalizationRegistry) and returns unused.

Let cleanupJob be a new Job Abstract Closure with no parameters that captures finalizationRegistry and performs the following steps when called:

1. Let cleanupResult be Completion(CleanupFinalizationRegistry(finalizationRegistry)).
2. If cleanupResult is an abrupt completion, perform any host-defined steps for reporting the error.
3. Return unused.

An implementation of HostEnqueueFinalizationRegistryCleanupJob schedules cleanupJob to be performed at some future time, if possible. It must also conform to the requirements in 9.5.

9.11 ClearKeptObjects ( )

The abstract operation ClearKeptObjects takes no arguments and returns unused. ECMAScript implementations are expected to call ClearKeptObjects when a synchronous sequence of ECMAScript
executions completes. It performs the following steps when called:

1. Let `agentRecord` be the surrounding agent's Agent Record.
2. Set `agentRecord.[[KeptAlive]]` to a new empty List.
3. Return `unused`.

### 9.12 `addToKeptObjects` (object)

The abstract operation `addToKeptObjects` takes argument `object` (an Object) and returns `unused`. It performs the following steps when called:

1. Let `agentRecord` be the surrounding agent's Agent Record.
2. Append `object` to `agentRecord.[[KeptAlive]]`.
3. Return `unused`.

**NOTE** When the abstract operation `addToKeptObjects` is called with a target object reference, it adds the target to a list that will point strongly at the target until `ClearKeptObjects` is called.

### 9.13 `cleanupFinalizationRegistry` (finalizationRegistry)

The abstract operation `cleanupFinalizationRegistry` takes argument `finalizationRegistry` (a FinalizationRegistry) and returns either a normal completion containing `unused` or an abrupt completion. It performs the following steps when called:

1. Assert: `finalizationRegistry` has `[[Cells]]` and `[[CleanupCallback]]` internal slots.
2. Let `callback` be `finalizationRegistry.[[CleanupCallback]]`.
3. While `finalizationRegistry.[[Cells]]` contains a Record `cell` such that `cell.[[WeakRefTarget]]` is empty, an implementation may perform the following steps:
   a. Choose any such `cell`.
   b. Remove `cell` from `finalizationRegistry.[[Cells]]`.
   c. Perform ? HostCallJobCallback(`callback`, `undefined`, « `cell.[[HeldValue]]` »).
4. Return `unused`.

### 10 Ordinary and Exotic Objects Behaviours

#### 10.1 Ordinary Object Internal Methods and Internal Slots

All ordinary objects have an internal slot called `[[Prototype]]`. The value of this internal slot is either `null` or an object and is used for implementing inheritance. Data properties of the `[[Prototype]]` object are inherited (and visible as properties of the child object) for the purposes of get access, but not for set access. Accessor properties are inherited for both get access and set access.

Every ordinary object has a Boolean-valued `[[Extensible]]` internal slot which is used to fulfill the extensibility-related internal method invariants specified in 6.1.7.3. Namely, once the value of an object's `[[Extensible]]` internal slot has been set to `false`, it is no longer possible to add properties to the object, to modify the value of the object's `[[Prototype]]` internal slot, or to subsequently change the value of `[[Extensible]]` to `true`.

In the following algorithm descriptions, assume `O` is an ordinary object, `P` is a property key value, `V` is any ECMAScript language value, and `Desc` is a Property Descriptor record.
Each ordinary object internal method delegates to a similarly-named abstract operation. If such an abstract operation depends on another internal method, then the internal method is invoked on \( O \) rather than calling the similarly-named abstract operation directly. These semantics ensure that exotic objects have their overridden internal methods invoked when ordinary object internal methods are applied to them.

### 10.1.1 [[GetPrototypeOf]] ( )

The [[GetPrototypeOf]] internal method of an ordinary object \( O \) takes no arguments and returns a normal completion containing either an Object or null. It performs the following steps when called:

1. Return OrdinaryGetPrototypeOf(\( O \)).

#### 10.1.1.1 OrdinaryGetPrototypeOf ( \( O \) )

The abstract operation OrdinaryGetPrototypeOf takes argument \( O \) (an Object) and returns an Object or null. It performs the following steps when called:

1. Return \( O.[[Prototype]] \).

### 10.1.2 [[SetPrototypeOf]] ( \( V \))

The [[SetPrototypeOf]] internal method of an ordinary object \( O \) takes argument \( V \) (an Object or null) and returns a normal completion containing a Boolean. It performs the following steps when called:

1. Return OrdinarySetPrototypeOf(\( O, V \)).

#### 10.1.2.1 OrdinarySetPrototypeOf ( \( O, V \) )

The abstract operation OrdinarySetPrototypeOf takes arguments \( O \) (an Object) and \( V \) (an Object or null) and returns a Boolean. It performs the following steps when called:

1. Let \( current \) be \( O.[[Prototype]] \).
2. If SameValue(\( V, current \)) is true, return true.
3. Let \( extensible \) be \( O.[[Extensible]] \).
4. If \( extensible \) is false, return false.
5. Let \( p \) be \( V \).
6. Let \( done \) be false.
7. Repeat, while \( done \) is false,
   a. If \( p \) is null, set \( done \) to true.
   b. Else if SameValue(\( p, O \)) is true, return false.
   c. Else,
      i. If \( p.\)GetPrototypeOf() is not the ordinary object internal method defined in 10.1.1, set \( done \) to true.
      ii. Else, set \( p \) to \( p.\)Prototype.
8. Set \( O.[[Prototype]] \) to \( V \).
9. Return true.

**NOTE** The loop in step 7 guarantees that there will be no circularities in any prototype chain that only includes objects that use the ordinary object definitions for [[GetPrototypeOf]] and [[SetPrototypeOf]].
10.1.3 [[IsExtensible]] ( )

The [[IsExtensible]] internal method of an ordinary object \( O \) takes no arguments and returns a normal completion containing a Boolean. It performs the following steps when called:

1. Return OrdinaryIsExtensible(\( O \)).

10.1.3.1 OrdinaryIsExtensible ( \( O \) )

The abstract operation OrdinaryIsExtensible takes argument \( O \) (an Object) and returns a Boolean. It performs the following steps when called:

1. Return \( O.\text{[[Extensible]]} \).

10.1.4 [[PreventExtensions]] ( )

The [[PreventExtensions]] internal method of an ordinary object \( O \) takes no arguments and returns a normal completion containing \text{true}. It performs the following steps when called:

1. Return OrdinaryPreventExtensions(\( O \)).

10.1.4.1 OrdinaryPreventExtensions ( \( O \) )

The abstract operation OrdinaryPreventExtensions takes argument \( O \) (an Object) and returns \text{true}. It performs the following steps when called:

1. Set \( O.\text{[[Extensible]]} \) to \text{false}.
2. Return \text{true}.

10.1.5 [[GetOwnProperty]] ( \( P \) )

The [[GetOwnProperty]] internal method of an ordinary object \( O \) takes argument \( P \) (a property key) and returns a normal completion containing either a Property Descriptor or \text{undefined}. It performs the following steps when called:

1. Return OrdinaryGetOwnProperty(\( O, P \)).

10.1.5.1 OrdinaryGetOwnProperty ( \( O, P \) )

The abstract operation OrdinaryGetOwnProperty takes arguments \( O \) (an Object) and \( P \) (a property key) and returns a Property Descriptor or \text{undefined}. It performs the following steps when called:

1. If \( O \) does not have an own property with key \( P \), return \text{undefined}.
2. Let \( D \) be a newly created Property Descriptor with no fields.
3. Let \( X \) be \( O \)'s own property whose key is \( P \).
4. If \( X \) is a data property, then
   a. Set \( D.\text{[[Value]]} \) to the value of \( X \)'s [[Value]] attribute.
   b. Set \( D.\text{[[Writable]]} \) to the value of \( X \)'s [[Writable]] attribute.
5. Else,
b. Set $D.\text{[[Get]]}$ to the value of $X$'s $\text{[[Get]]}$ attribute.
c. Set $D.\text{[[Set]]}$ to the value of $X$'s $\text{[[Set]]}$ attribute.

6. Set $D.\text{[[Enumerable]]}$ to the value of $X$'s $\text{[[Enumerable]]}$ attribute.
7. Set $D.\text{[[Configurable]]}$ to the value of $X$'s $\text{[[Configurable]]}$ attribute.
8. Return $D$.

10.1.6 [[DefineOwnProperty]] ($P$, $Desc$)

The [[DefineOwnProperty]] internal method of an ordinary object $O$ takes arguments $P$ (a property key) and $Desc$ (a Property Descriptor) and returns either a normal completion containing a Boolean or an abrupt completion. It performs the following steps when called:

1. Return $\text{? OrdinaryDefineOwnProperty}(O, P, Desc)$.

10.1.6.1 OrdinaryDefineOwnProperty ($O$, $P$, $Desc$)

The abstract operation OrdinaryDefineOwnProperty takes arguments $O$ (an Object), $P$ (a property key), and $Desc$ (a Property Descriptor) and returns either a normal completion containing a Boolean or an abrupt completion. It performs the following steps when called:

1. Let $current$ be $\text{? O.\text{[[GetOwnProperty]]}}(P)$.
2. Let $extensible$ be $\text{? IsExtensible}(O)$.
3. Return $\text{ValidateAndApplyPropertyDescriptor}(O, P, extensible, Desc, current)$.

10.1.6.2 IsCompatiblePropertyDescriptor ($Extensible$, $Desc$, $Current$)

The abstract operation IsCompatiblePropertyDescriptor takes arguments $Extensible$ (a Boolean), $Desc$ (a Property Descriptor), and $Current$ (a Property Descriptor) and returns a Boolean. It performs the following steps when called:

1. Return $\text{ValidateAndApplyPropertyDescriptor}(\text{undefined}, "", Extensible, Desc, Current)$.

10.1.6.3 ValidateAndApplyPropertyDescriptor ($O$, $P$, $extensible$, $Desc$, $current$)

The abstract operation ValidateAndApplyPropertyDescriptor takes arguments $O$ (an Object or $\text{undefined}$), $P$ (a property key), $extensible$ (a Boolean), $Desc$ (a Property Descriptor), and $current$ (a Property Descriptor or $\text{undefined}$) and returns a Boolean. It returns $\text{true}$ if and only if $Desc$ can be applied as the property of an object with specified extensibility and current property $current$ while upholding invariants. When such application is possible and $O$ is not $\text{undefined}$, it is performed for the property named $P$ (which is created if necessary). It performs the following steps when called:

1. Assert: $\text{IsPropertyKey}(P)$ is $\text{true}$.
2. If $current$ is $\text{undefined}$, then
   a. If $extensible$ is $\text{false}$, return $\text{false}$.
   b. If $O$ is $\text{undefined}$, return $\text{true}$.
   c. If $\text{IsAccessorDescriptor}(Desc)$ is $\text{true}$, then
      i. Create an own accessor property named $P$ of object $O$ whose $\text{[[Get]]}$, $\text{[[Set]]}$, $\text{[[Enumerable]]}$, and $\text{[[Configurable]]}$ attributes are set to the value of the corresponding field in $Desc$ if $Desc$ has that field, or to the attribute's default value otherwise.
   d. Else,
      i. Create an own data property named $P$ of object $O$ whose $\text{[[Value]]}$, $\text{[[Writable]]}$, $\text{[[Enumerable]]}$, and $\text{[[Configurable]]}$ attributes are set to the value of the corresponding
field in Desc if Desc has that field, or to the attribute's default value otherwise.
e. Return true.

3. Assert: current is a fully populated Property Descriptor.
4. If Desc does not have any fields, return true.
5. If current.[[Configurable]] is false, then
   a. If Desc has a [[Configurable]] field and Desc.[[Configurable]] is true, return false.
   b. If Desc has an [[Enumerable]] field and SameValue(Desc.[[Enumerable]], current.
      [[Enumerable]]) is false, return false.
   c. If IsGenericDescriptor(Desc) is false and SameValue(IsAccessorDescriptor(Desc),
      IsAccessorDescriptor(current)) is false, return false.
   d. If IsAccessorDescriptor(Desc) is true, then
      i. If Desc has a [[Get]] field and SameValue(Desc.[[Get]], current.[[Get]]) is false, return
         false.
      ii. If Desc has a [[Set]] field and SameValue(Desc.[[Set]], current.[[Set]]) is false, return
          false.
   e. Else if current.[[Writable]] is false, then
      i. If Desc has a [[Writable]] field and Desc.[[Writable]] is true, return false.
      ii. If Desc has a [[Value]] field and SameValue(Desc.[[Value]], current.[[Value]]) is false,
          return false.
6. If O is not undefined, then
   a. If IsDataDescriptor current is true and IsAccessorDescriptor(Desc) is true, then
      i. If Desc has a [[Configurable]] field, let configurable be Desc.[[Configurable]]; else let
         configurable be current.[[Configurable]].
      ii. If Desc has a [[Enumerable]] field, let enumerable be Desc.[[Enumerable]]; else let
          enumerable be current.[[Enumerable]].
      iii. Replace the property named P of object O with an accessor property whose
           [[Configurable]] and [[Enumerable]] attributes are set to configurable and enumerable,
           respectively, and whose [[Get]] and [[Set]] attributes are set to the value of the
           corresponding field in Desc if Desc has that field, or to the attribute's default value
           otherwise.
   b. Else if IsAccessorDescriptor(current) is true and IsDataDescriptor(Desc) is true, then
      i. If Desc has a [[Configurable]] field, let configurable be Desc.[[Configurable]]; else let
         configurable be current.[[Configurable]].
      ii. If Desc has a [[Enumerable]] field, let enumerable be Desc.[[Enumerable]]; else let
          enumerable be current.[[Enumerable]].
      iii. Replace the property named P of object O with a data property whose [[Configurable]]
           and [[Enumerable]] attributes are set to configurable and enumerable, respectively, and
           whose [[Value]] and [[Writable]] attributes are set to the value of the corresponding field
           in Desc if Desc has that field, or to the attribute's default value otherwise.
   c. Else,
      i. For each field of Desc, set the corresponding attribute of the property named P of object
         O to the value of the field.
7. Return true.

10.1.7 [[HasProperty]] ( P )

The [[HasProperty]] internal method of an ordinary object O takes argument P (a property key) and returns either a normal completion containing a Boolean or an abrupt completion. It performs the following steps when called:

The abstract operation `OrdinaryHasProperty` takes arguments `O` (an Object) and `P` (a property key) and returns either a normal completion containing a Boolean or an abrupt completion. It performs the following steps when called:

1. Let `hasOwn` be `O.[[GetOwnProperty]](P)`.
2. If `hasOwn` is not `undefined`, return `true`.
3. Let `parent` be `O.[[GetPrototypeOf]]()`.
4. If `parent` is not `null`, then
   a. Return `parent.[[HasProperty]](P)`.
5. Return `false`.

The `[[Get]]` internal method of an ordinary object `O` takes arguments `P` (a property key) and `Receiver` (an ECMAScript language value) and returns either a normal completion containing an ECMAScript language value or an abrupt completion. It performs the following steps when called:

1. Return `OrdinaryGet(O, P, Receiver)`.

The abstract operation `OrdinaryGet` takes arguments `O` (an Object), `P` (a property key), and `Receiver` (an ECMAScript language value) and returns either a normal completion containing an ECMAScript language value or an abrupt completion. It performs the following steps when called:

1. Let `desc` be `O.[[GetOwnProperty]](P)`.
2. If `desc` is `undefined`, then
   a. Let `parent` be `O.[[GetPrototypeOf]]()`.
   b. If `parent` is `null`, return `undefined`.
3. If `IsDataDescriptor(desc)` is `true`, return `desc.[[Value]]`.
4. Assert: `IsAccessorDescriptor(desc)` is `true`.
5. Let `getter` be `desc.[[Get]]`.
6. If `getter` is `undefined`, return `undefined`.
7. Return `Call(getter, Receiver)`.

The `[[Set]]` internal method of an ordinary object `O` takes arguments `P` (a property key), `V` (an ECMAScript language value), and `Receiver` (an ECMAScript language value) and returns either a normal completion containing a Boolean or an abrupt completion. It performs the following steps when called:

1. Return `OrdinarySet(O, P, V, Receiver)`.

The abstract operation `OrdinarySet` takes arguments `O` (an Object), `P` (a property key), `V` (an ECMAScript language value), and `Receiver` (an ECMAScript language value) and returns either a normal completion
containing a Boolean or an abrupt completion. It performs the following steps when called:

1. Let `ownDesc` be `O.([GetOwnProperty])(P).`

### 10.1.9.2 OrdinarySetWithOwnDescriptor (O, P, V, Receiver, ownDesc)

The abstract operation `OrdinarySetWithOwnDescriptor` takes arguments `O` (an Object), `P` (a property key), `V` (an ECMAScript language value), `Receiver` (an ECMAScript language value), and `ownDesc` (a Property Descriptor or undefined) and returns either a normal completion containing a Boolean or an abrupt completion. It performs the following steps when called:

1. If `ownDesc` is undefined, then
   a. Let `parent` be `O.([GetPrototypeOf])().`
   b. If `parent` is not null, then
   c. Else,
      i. Set `ownDesc` to the PropertyDescriptor `{ [[Value]]: undefined, [[Writable]]: true, [[Enumerable]]: true, [[Configurable]]: true }.
2. If `IsDataDescriptor(ownDesc)` is true, then
   a. If `ownDesc.([Writable])` is false, return false.
   b. If `Type(Receiver)` is not Object, return false.
   c. Let `existingDescriptor` be `Receiver.([GetOwnProperty])(P).`
   d. If `existingDescriptor` is not undefined, then
      i. If `IsAccessorDescriptor(existingDescriptor)` is true, return false.
      ii. If `existingDescriptor.([Writable])` is false, return false.
      iii. Let `valueDesc` be the PropertyDescriptor `{ [[Value]]: V }.
      iv. Return `Receiver.([DefineOwnProperty])(P, valueDesc).`
   e. Else,
      i. Assert: `Receiver` does not currently have a property `P`.
      ii. Return `CreateDataProperty(Receiver, P, V).`
3. Assert: `IsAccessorDescriptor(ownDesc)` is true.
4. Let `setter` be `ownDesc.([Set])`.
5. If `setter` is undefined, return false.
6. Perform ? `Call(setter, Receiver, « V »).
7. Return true.

### 10.1.10 [[Delete]] (P)

The `[[Delete]]` internal method of an ordinary object `O` takes argument `P` (a property key) and returns either a normal completion containing a Boolean or an abrupt completion. It performs the following steps when called:

1. Return `OrdinaryDelete(O, P).

### 10.1.10.1 OrdinaryDelete (O, P)

The abstract operation `OrdinaryDelete` takes arguments `O` (an Object) and `P` (a property key) and returns either a normal completion containing a Boolean or an abrupt completion. It performs the following steps when called:
1. Let desc be \( O.\text{[[GetOwnProperty]]}(P) \).
2. If desc is undefined, return true.
3. If desc.\text{[[Configurable]]} is true, then
   a. Remove the own property with name \( P \) from \( O \).
   b. Return true.
4. Return false.

10.1.11 [[OwnPropertyKeys]]( )

The [[OwnPropertyKeys]] internal method of an ordinary object \( O \) takes no arguments and returns a normal completion containing a List of property keys. It performs the following steps when called:

1. Return OrdinaryOwnPropertyKeys(\( O \)).

10.1.11.1 OrdinaryOwnPropertyKeys ( \( O \) )

The abstract operation OrdinaryOwnPropertyKeys takes argument \( O \) (an Object) and returns a List of property keys. It performs the following steps when called:

1. Let keys be a new empty List.
2. For each own property key \( P \) of \( O \) such that \( P \) is an array index, in ascending numeric index order, do
   a. Add \( P \) as the last element of keys.
3. For each own property key \( P \) of \( O \) such that Type(\( P \)) is String and \( P \) is not an array index, in ascending chronological order of property creation, do
   a. Add \( P \) as the last element of keys.
4. For each own property key \( P \) of \( O \) such that Type(\( P \)) is Symbol, in ascending chronological order of property creation, do
   a. Add \( P \) as the last element of keys.
5. Return keys.

10.1.12 OrdinaryObjectCreate ( \( proto \) [ , additionalInternalSlotsList ] )

The abstract operation OrdinaryObjectCreate takes argument \( proto \) (an Object or null) and optional argument additionalInternalSlotsList (a List of names of internal slots) and returns an Object. It is used to specify the runtime creation of new ordinary objects. additionalInternalSlotsList contains the names of additional internal slots that must be defined as part of the object, beyond [[Prototype]] and [[Extensible]]. If additionalInternalSlotsList is not provided, a new empty List is used. It performs the following steps when called:

1. Let internalSlotsList be « [[Prototype]], [[Extensible]] ».
2. If additionalInternalSlotsList is present, append each of its elements to internalSlotsList.
3. Let \( O \) be MakeBasicObject(internalSlotsList).
4. Set \( O.\text{[[Prototype]]} \) to \( proto \).
5. Return \( O \).

**NOTE** Although OrdinaryObjectCreate does little more than call MakeBasicObject, its use communicates the intention to create an ordinary object, and not an exotic one. Thus, within this specification, it is not called by any algorithm that subsequently modifies the internal methods of the object in ways that would make the result non-ordinary. Operations that create exotic objects invoke MakeBasicObject directly.
10.1.13 OrdinaryCreateFromConstructor (constructor, intrinsicDefaultProto [ , internalSlotsList ])

The abstract operation OrdinaryCreateFromConstructor takes arguments constructor and intrinsicDefaultProto (a String) and optional argument internalSlotsList (a List of names of internal slots) and returns either a normal completion containing an Object or an abrupt completion. It creates an ordinary object whose [[Prototype]] value is retrieved from a constructor's "prototype" property, if it exists. Otherwise the intrinsic named by intrinsicDefaultProto is used for [[Prototype]]. internalSlotsList contains the names of additional internal slots that must be defined as part of the object. If internalSlotsList is not provided, a new empty List is used. It performs the following steps when called:

1. Assert: intrinsicDefaultProto is this specification's name of an intrinsic object. The corresponding object must be an intrinsic that is intended to be used as the [[Prototype]] value of an object.
2. Let proto be ? GetPrototypeFromConstructor(constructor, intrinsicDefaultProto).
3. Return OrdinaryObjectCreate(proto, internalSlotsList).

10.1.14 GetPrototypeFromConstructor (constructor, intrinsicDefaultProto)

The abstract operation GetPrototypeFromConstructor takes arguments constructor (a function object) and intrinsicDefaultProto (a String) and returns either a normal completion containing an Object or an abrupt completion. It determines the [[Prototype]] value that should be used to create an object corresponding to a specific constructor. The value is retrieved from the constructor's "prototype" property, if it exists. Otherwise the intrinsic named by intrinsicDefaultProto is used for [[Prototype]]. It performs the following steps when called:

1. Assert: intrinsicDefaultProto is this specification's name of an intrinsic object. The corresponding object must be an intrinsic that is intended to be used as the [[Prototype]] value of an object.
2. Let proto be ? Get(constructor, "prototype").
3. If Type(proto) is not Object, then
   a. Let realm be ? GetFunctionRealm(constructor).
   b. Set proto to realm’s intrinsic object named intrinsicDefaultProto.
4. Return proto.

NOTE If constructor does not supply a [[Prototype]] value, the default value that is used is obtained from the realm of the constructor function rather than from the running execution context.

10.1.15 RequireInternalSlot (O, internalSlot)

The abstract operation RequireInternalSlot takes arguments O and internalSlot and returns either a normal completion containing unused or an abrupt completion. It throws an exception unless O is an Object and has the given internal slot. It performs the following steps when called:

1. If Type(O) is not Object, throw a TypeError exception.
2. If O does not have an internalSlot internal slot, throw a TypeError exception.
3. Return unused.

10.2 ECMAScript Function Objects

ECMAScript function objects encapsulate parameterized ECMAScript code closed over a lexical environment and support the dynamic evaluation of that code. An ECMAScript function object is an ordinary
object and has the same internal slots and the same internal methods as other ordinary objects. The code of an ECMAScript function object may be either strict mode code (11.2.2) or non-strict code. An ECMAScript function object whose code is strict mode code is called a strict function. One whose code is not strict mode code is called a non-strict function.

In addition to [[Extensible]] and [[Prototype]], ECMAScript function objects also have the internal slots listed in Table 33.

**Table 33: Internal Slots of ECMAScript Function Objects**

<table>
<thead>
<tr>
<th>Internal Slot</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>[[Environment]]</td>
<td>an Environment Record</td>
<td>The Environment Record that the function was closed over. Used as the outer environment when evaluating the code of the function.</td>
</tr>
<tr>
<td>[[PrivateEnvironment]]</td>
<td>a PrivateEnvironment Record or null</td>
<td>The PrivateEnvironment Record for Private Names that the function was closed over. null if this function is not syntactically contained within a class. Used as the outer PrivateEnvironment for inner classes when evaluating the code of the function.</td>
</tr>
<tr>
<td>[[FormalParameters]]</td>
<td>a Parse Node</td>
<td>The root parse node of the source text that defines the function's formal parameter list.</td>
</tr>
<tr>
<td>[[ECMAScriptCode]]</td>
<td>a Parse Node</td>
<td>The root parse node of the source text that defines the function's body.</td>
</tr>
<tr>
<td>[[ConstructorKind]]</td>
<td>base or derived</td>
<td>Whether or not the function is a derived class constructor.</td>
</tr>
<tr>
<td>[[Realm]]</td>
<td>a Realm Record</td>
<td>The realm in which the function was created and which provides any intrinsic objects that are accessed when evaluating the function.</td>
</tr>
<tr>
<td>[[ScriptOrModule]]</td>
<td>a Script Record or a Module Record</td>
<td>The script or module in which the function was created.</td>
</tr>
<tr>
<td>[[ThisMode]]</td>
<td>lexical, strict, or global</td>
<td>Defines how this references are interpreted within the formal parameters and code body of the function. lexical means that this refers to the this value of a lexically enclosing function. strict means that the this value is used exactly as provided by an invocation of the function. global means that a this value of undefined or null is interpreted as a reference to the global object, and any other this value is first passed to ToObject.</td>
</tr>
<tr>
<td>[[Strict]]</td>
<td>a Boolean</td>
<td>true if this is a strict function, false if this is a non-strict function.</td>
</tr>
<tr>
<td>[[HomeObject]]</td>
<td>an Object</td>
<td>If the function uses super, this is the object whose [[GetPrototypeOf]] provides the object where super property lookups begin.</td>
</tr>
<tr>
<td>[[SourceText]]</td>
<td>a sequence of Unicode code points</td>
<td>The source text that defines the function.</td>
</tr>
<tr>
<td>[[Fields]]</td>
<td>a List of ClassFieldDefinition Records</td>
<td>If the function is a class, this is a list of Records representing the non-static fields and corresponding initializers of the class.</td>
</tr>
</tbody>
</table>
### Internal Slot Type Description

<table>
<thead>
<tr>
<th>Internal Slot</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>[[PrivateMethods]]</td>
<td>a List of PrivateElements</td>
<td>If the function is a class, this is a list representing the non-static private methods and accessors of the class.</td>
</tr>
<tr>
<td>[[ClassFieldInitializerName]]</td>
<td>a String, a Symbol, a Private Name, or empty</td>
<td>If the function is created as the initializer of a class field, the name to use for NamedEvaluation of the field; empty otherwise.</td>
</tr>
<tr>
<td>[[IsClassConstructor]]</td>
<td>a Boolean</td>
<td>Indicates whether the function is a class constructor. (If true, invoking the function's [[Call]] will immediately throw a TypeError exception.)</td>
</tr>
</tbody>
</table>

All ECMAScript function objects have the [[Call]] internal method defined here. ECMAScript functions that are also constructors in addition have the [[Construct]] internal method.

#### 10.2.1 [[Call]] (thisArgument, argumentsList)

The [[Call]] internal method of an ECMAScript function object \( F \) takes arguments \( \text{thisArgument} \) (an ECMAScript language value) and \( \text{argumentsList} \) (a List of ECMAScript language values) and returns either a normal completion containing an ECMAScript language value or an abrupt completion. It performs the following steps when called:

1. Let \( \text{callerContext} \) be the running execution context.
2. Let \( \text{calleeContext} \) be PrepareForOrdinaryCall(\( F \), undefined).
3. Assert: \( \text{calleeContext} \) is now the running execution context.
4. If \( F.\text{[[IsClassConstructor]]} \) is true, then
   a. Let \( \text{error} \) be a newly created TypeError object.
   b. NOTE: \( \text{error} \) is created in \( \text{calleeContext} \) with \( F \)’s associated Realm Record.
   c. Remove \( \text{calleeContext} \) from the execution context stack and restore \( \text{callerContext} \) as the running execution context.
   d. Return ThrowCompletion(\( \text{error} \)).
5. Perform OrdinaryCallBindThis(\( F \), \( \text{calleeContext} \), \( \text{thisArgument} \)).
6. Let \( \text{result} \) be Completion(OrdinaryCallEvaluateBody(\( F \), \( \text{argumentsList} \))).
7. Remove \( \text{calleeContext} \) from the execution context stack and restore \( \text{calleeContext} \) as the running execution context.
8. If \( \text{result}.\text{[[Type]]} \) is return, return \( \text{result}.\text{[[Value]]} \).
9. ReturnIfAbrupt(\( \text{result} \)).
10. Return undefined.

**NOTE** When \( \text{calleeContext} \) is removed from the execution context stack in step 7 it must not be destroyed if it is suspended and retained for later resumption by an accessible Generator.

#### 10.2.1.1 PrepareForOrdinaryCall (\( F \), newTarget)

The abstract operation PrepareForOrdinaryCall takes arguments \( F \) (a function object) and \( \text{newTarget} \) (an Object or undefined) and returns an execution context. It performs the following steps when called:

1. Let \( \text{callerContext} \) be the running execution context.
2. Let \( \text{calleeContext} \) be a new ECMAScript code execution context.
3. Set the Function of \( \text{calleeContext} \) to \( F \).
4. Let \( \text{calleeRealm} \) be \( F.\text{[[Realm]]} \).
5. Set the Realm of `calleeContext` to `calleeRealm`.
6. Set the ScriptOrModule of `calleeContext` to `F`\[ScriptOrModule]\.
7. Let `localEnv` be `NewFunctionEnvironment(F, newTarget)`.
8. Set the LexicalEnvironment of `calleeContext` to `localEnv`.
9. Set the VariableEnvironment of `calleeContext` to `localEnv`.
10. Set the PrivateEnvironment of `calleeContext` to `F`\[PrivateEnvironment]\.
11. If `callerContext` is not already suspended, suspend `callerContext`.
12. Push `calleeContext` onto the execution context stack; `calleeContext` is now the running execution context.
13. NOTE: Any exception objects produced after this point are associated with `calleeRealm`.

### 10.2.1.2 OrdinaryCallBindThis ( \(F, calleeContext, thisArgument\) )

The abstract operation OrdinaryCallBindThis takes arguments `F` (a function object), `calleeContext` (an execution context), and `thisArgument` (an ECMAScript language value) and returns unused. It performs the following steps when called:

1. Let `thisMode` be `F`\[ThisMode]\.
2. If `thisMode` is lexical, return unused.
3. Let `calleeRealm` be `F`\[Realm]\.
4. Let `localEnv` be the LexicalEnvironment of `calleeContext`.
5. If `thisMode` is strict, let `thisValue` be `thisArgument`.
6. Else,
   a. If `thisArgument` is `undefined` or `null`, then
      i. Let `globalEnv` be `calleeRealm`\[GlobalEnv]\.
      ii. Assert: `globalEnv` is a global Environment Record.
      iii. Let `thisValue` be `globalEnv`\[GlobalThisValue]\.
   b. Else,
      i. Let `thisValue` be `ToObject(thisArgument)`.
      ii. NOTE: `ToObject` produces wrapper objects using `calleeRealm`.
7. Assert: `localEnv` is a function Environment Record.
8. Assert: The next step never returns an abrupt completion because `localEnv`\[ThisBindingStatus\] is not initialized.
9. Perform `localEnv`.BindThisValue(`thisValue`).
10. Return unused.

### 10.2.1.3 Runtime Semantics: EvaluateBody

The syntax-directed operation EvaluateBody takes arguments `functionObject` and `argumentsList` (a List) and returns either a normal completion containing an ECMAScript language value or an abrupt completion. It is defined piecewise over the following productions:

\[\text{FunctionBody} : \text{FunctionStatementList}\]


\[\text{ConciseBody} : \text{ExpressionBody}\]

GeneratorBody : FunctionBody


AsyncGeneratorBody : FunctionBody


AsyncFunctionBody : FunctionBody


AsyncConciseBody : ExpressionBody


Initializer :
  = AssignmentExpression

 1. Assert: argumentsList is empty.
 2. Assert: functionObject.[[ClassFieldInitializerName]] is not empty.
 3. If IsAnonymousFunctionDefinition(AssignmentExpression) is true, then
     a. Let value be ? NamedEvaluation of Initializer with argument functionObject.
        [[ClassFieldInitializerName]].
 4. Else,
     a. Let rhs be the result of evaluating AssignmentExpression.
     b. Let value be ? GetValue(rhs).
 5. Return Completion Record { [[Type]]: return, [[Value]]: value, [[Target]]: empty }.

NOTE
Even though field initializers constitute a function boundary, calling FunctionDeclarationInstantiation does not have any observable effect and so is omitted.

ClassStaticBlockBody : ClassStaticBlockStatementList

1. Assert: argumentsList is empty.
2. Return ? EvaluateClassStaticBlockBody of ClassStaticBlockBody with argument functionObject.

10.2.1.4 OrdinaryCallEvaluateBody ( F, argumentsList )

The abstract operation OrdinaryCallEvaluateBody takes arguments F (a function object) and argumentsList (a List) and returns either a normal completion containing an ECMAScript language value or an abrupt completion. It performs the following steps when called:


10.2.2 [[Construct]] ( argumentsList, newTarget )

The [[Construct]] internal method of an ECMAScript function object F takes arguments argumentsList (a List of ECMAScript language values) and newTarget (a constructor) and returns either a normal completion containing an Object or an abrupt completion. It performs the following steps when called:
1. Let \( \text{callerContext} \) be the running execution context.
2. Let \( \text{kind} \) be \( F.\text{[[ConstructorKind]]} \).
3. If \( \text{kind} \) is base, then
   a. Let \( \text{thisArgument} \) be ? \( \text{OrdinaryCreateFromConstructor(newTarget, "%Object.prototype%")} \).
4. Let \( \text{calleeContext} \) be \( \text{PrepareForOrdinaryCall(F, newTarget)} \).
5. Assert: \( \text{calleeContext} \) is now the running execution context.
6. If \( \text{kind} \) is base, then
   a. Perform \( \text{OrdinaryCallBindThis(F, calleeContext, thisArgument)} \).
   b. Let \( \text{initializeResult} \) be \( \text{Completion(InitializeInstanceElements(thisArgument, F))} \).
   c. If \( \text{initializeResult} \) is an abrupt completion, then
      i. Remove \( \text{calleeContext} \) from the execution context stack and restore \( \text{callerContext} \) as the running execution context.
      ii. Return ? \( \text{initializeResult} \).
7. Let \( \text{constructorEnv} \) be the LexicalEnvironment of \( \text{calleeContext} \).
8. Let \( \text{result} \) be \( \text{Completion(OrdinaryCallEvaluateBody(F, argumentsList))} \).
9. Remove \( \text{calleeContext} \) from the execution context stack and restore \( \text{callerContext} \) as the running execution context.
10. If \( \text{result}.\text{[[Type]]} \) is return, then
    a. If \( \text{Type(result).[[Value]]} \) is Object, return \( \text{result}.\text{[[Value]]} \).
    b. If \( \text{kind} \) is base, return \( \text{thisArgument} \).
    c. If \( \text{result}.\text{[[Value]]} \) is not undefined, throw a \text{TypeError} exception.
11. Else, ReturnIfAbrupt(result).
12. Let \( \text{thisBinding} \) be ? \( \text{constructorEnv}.\text{GetThisBinding()} \).
13. Assert: \( \text{Type(thisBinding)} \) is Object.
14. Return \( \text{thisBinding} \).

### 10.2.3 OrdinaryFunctionCreate ( \( \text{functionPrototype}, \text{sourceText}, \text{ParameterList}, \text{Body}, \text{thisMode}, \text{env}, \text{privateEnv} \) )

The abstract operation OrdinaryFunctionCreate takes arguments \( \text{functionPrototype} \) (an Object), \( \text{sourceText} \) (a sequence of Unicode code points), \( \text{ParameterList} \) (a Parse Node), \( \text{Body} \) (a Parse Node), \( \text{thisMode} \) (lexical-this or non-lexical-this), \( \text{env} \) (an Environment Record), and \( \text{privateEnv} \) (a PrivateEnvironment Record or \text{null}) and returns a function object. It is used to specify the runtime creation of a new function with a default \( \text{[[Call]]} \) internal method and no \( \text{[[Construct]]} \) internal method (although one may be subsequently added by an operation such as \text{MakeConstructor}). \text{sourceText} is the source text of the syntactic definition of the function to be created. It performs the following steps when called:

1. Let \( \text{internalSlotsList} \) be the internal slots listed in Table 33.
2. Let \( F \) be \( \text{ OrdinaryObjectCreate(functionPrototype, internalSlotsList) } \).
3. Set \( F.\text{[[Call]]} \) to the definition specified in 10.2.1.
4. Set \( F.\text{[[SourceText]]} \) to \( \text{sourceText} \).
5. Set \( F.\text{[[FormalParameters]]} \) to \( \text{ParameterList} \).
6. Set \( F.\text{[[ECMAScriptCode]]} \) to \( \text{Body} \).
7. If the source text matched by \( \text{Body} \) is strict mode code, let \( \text{Strict} \) be true; else let \( \text{Strict} \) be false.
8. Set \( F.\text{[[Strict]]} \) to \( \text{Strict} \).
9. If \( \text{thisMode} \) is lexical-this, set \( F.\text{[[ThisMode]]} \) to lexical.
10. Else if \( \text{Strict} \) is true, set \( F.\text{[[ThisMode]]} \) to strict.
11. Else, set \( F.\text{[[ThisMode]]} \) to global.
12. Set \( F.\text{[[IsClassConstructor]]} \) to false.
13. Set $F.\text{[[Environment]]}$ to $env$.
14. Set $F.\text{[[PrivateEnvironment]]}$ to $privateEnv$.
15. Set $F.\text{[[ScriptOrModule]]}$ to $\text{GetActiveScriptOrModule}()$.
16. Set $F.\text{[[Realm]]}$ to the current Realm Record.
17. Set $F.\text{[[HomeObject]]}$ to $\text{undefined}$.
18. Set $F.\text{[[Fields]]}$ to a new empty List.
19. Set $F.\text{[[PrivateMethods]]}$ to a new empty List.
20. Set $F.\text{[[ClassFieldInitializerName]]}$ to empty.
21. Let $\text{len}$ be the $\text{ExpectedArgumentCount}$ of $\text{ParameterList}$.
22. Perform $\text{SetFunctionLength}(F, \text{len})$.
23. Return $F$.

### 10.2.4 AddRestrictedFunctionProperties ($F, realm$)

The abstract operation AddRestrictedFunctionProperties takes arguments $F$ (a function object) and $realm$ (a Realm Record) and returns unused. It performs the following steps when called:

1. Assert: $realm.\text{[[Intrinsics]]}.\text{[[%ThrowTypeError%]]}$ exists and has been initialized.
2. Let $\text{thrower}$ be $realm.\text{[[Intrinsics]]}.\text{[[%ThrowTypeError%]]}$.
3. Perform $\text{! DefinePropertyOrThrow}(F, \text{"caller"}, \text{PropertyDescriptor} \{ [[\text{Get}]]: \text{thrower}, [[\text{Set}]]: \text{thrower},
   [[\text{Enumerable}]]: \text{false}, [[\text{Configurable}]]: \text{true} \})$.
4. Perform $\text{! DefinePropertyOrThrow}(F, \text{"arguments"}, \text{PropertyDescriptor} \{ [[\text{Get}]]: \text{thrower}, [[\text{Set}]]:
   \text{thrower}, [[\text{Enumerable}]]: \text{false}, [[\text{Configurable}]]: \text{true} \})$.
5. Return unused.

#### 10.2.4.1 %ThrowTypeError% ($\text{()}$)

The %ThrowTypeError% intrinsic is an anonymous built-in function object that is defined once for each realm. When %ThrowTypeError% is called it performs the following steps:

1. Throw a TypeError exception.

   The value of the $[[\text{Extensible}]]$ internal slot of a %ThrowTypeError% function is false.

   The "length" property of a %ThrowTypeError% function has the attributes $\{ [[\text{Writable}]]: \text{false},
   [[\text{Enumerable}]]: \text{false}, [[\text{Configurable}]]: \text{false} \}$.

   The "name" property of a %ThrowTypeError% function has the attributes $\{ [[\text{Writable}]]: \text{false},
   [[\text{Enumerable}]]: \text{false}, [[\text{Configurable}]]: \text{false} \}$.

#### 10.2.5 MakeConstructor ($F [, writablePrototype [, prototype ]]$)

The abstract operation MakeConstructor takes argument $F$ (an ECMAScript function object or a built-in function object) and optional arguments $\text{writablePrototype}$ (a Boolean) and $\text{prototype}$ (an Object) and returns unused. It converts $F$ into a constructor. It performs the following steps when called:

1. If $F$ is an ECMAScript function object, then
   a. Assert: $\text{IsConstructor}(F)$ is false.
   b. Assert: $F$ is an extensible object that does not have a "prototype" own property.
   c. Set $F.\text{[[Construct]]}$ to the definition specified in 10.2.2.
2. Else,
10.2.6 MakeClassConstructor ( F )

The abstract operation MakeClassConstructor takes argument F (an ECMAScript function object) and returns unused. It performs the following steps when called:

1. Assert: F.[[IsClassConstructor]] is false.
2. Set F.[[IsClassConstructor]] to true.
3. Return unused.

10.2.7 MakeMethod ( F, homeObject )

The abstract operation MakeMethod takes arguments F (an ECMAScript function object) and homeObject (an Object) and returns unused. It configures F as a method. It performs the following steps when called:

1. Set F.[[HomeObject]] to homeObject.
2. Return unused.

10.2.8 DefineMethodProperty ( homeObject, key, closure, enumerable )

The abstract operation DefineMethodProperty takes arguments homeObject (an Object), key (a property key or Private Name), closure (a function object), and enumerable (a Boolean) and returns a PrivateElement or unused. It performs the following steps when called:

1. Assert: homeObject is an ordinary, extensible object with no non-configurable properties.
2. If key is a Private Name, then
   a. Return PrivateElement { [[Key]]: key, [[Kind]]: method, [[Value]]: closure }.
3. Else,
   a. Let desc be the PropertyDescriptor { [[Value]]: closure, [[Writable]]: true, [[Enumerable]]: enumerable, [[Configurable]]: true }.
   b. Perform ! DefinePropertyOrThrow(homeObject, key, desc).
   c. Return unused.

10.2.9 SetFunctionName ( F, name [ , prefix ] )

The abstract operation SetFunctionName takes arguments F (a function object) and name (a property key or Private Name) and optional argument prefix (a String) and returns unused. It adds a "name" property to F. It performs the following steps when called:

1. Assert: F is an extensible object that does not have a "name" own property.
If $\text{Type}(\text{name})$ is Symbol, then
   a. Let $\text{description}$ be $\text{name}$'s [[Description]] value.
   b. If $\text{description}$ is $\text{undefined}$, set $\text{name}$ to the empty String.
   c. Else, set $\text{name}$ to the string-concatenation of "[", $\text{description}$, and "]".

3. Else if $\text{name}$ is a Private Name, then
   a. Set $\text{name}$ to $\text{name}$.[[Description]].

4. If $\text{F}$ has an [[InitialName]] internal slot, then
   a. Set $\text{F}$.[[InitialName]] to $\text{name}$.

5. If $\text{prefix}$ is present, then
   a. Set $\text{name}$ to the string-concatenation of $\text{prefix}$, the code unit 0x0020 (SPACE), and $\text{name}$.
   b. If $\text{F}$ has an [[InitialName]] internal slot, then
      i. Optionally, set $\text{F}$.[[InitialName]] to $\text{name}$.

6. Perform $!\text{DefinePropertyOrThrow}(\text{F}, \text{"name"}, \text{PropertyDescriptor} \{ \text{[[Value]]}: \text{name}, \text{[[Writable]]}: \text{false}, \text{[[Enumerable]]}: \text{false}, \text{[[Configurable]]}: \text{true} \})$.
   7. Return unused.

10.2.10 SetFunctionLength ( $\text{F, length}$ )

The abstract operation SetFunctionLength takes arguments $\text{F}$ (a function object) and $\text{length}$ (a non-negative integer or +∞) and returns unused. It adds a "length" property to $\text{F}$. It performs the following steps when called:

1. Assert: $\text{F}$ is an extensible object that does not have a "length" own property.
2. Perform $!\text{DefinePropertyOrThrow}(\text{F}, \text{"length"}, \text{PropertyDescriptor} \{ \text{[[Value]]}: \text{𝔽}(\text{length}), \text{[[Writable]]}: \text{false}, \text{[[Enumerable]]}: \text{false}, \text{[[Configurable]]}: \text{true} \})$.
3. Return unused.

10.2.11 FunctionDeclarationInstantiation ( $\text{func, argumentsList}$ )

The abstract operation FunctionDeclarationInstantiation takes arguments $\text{func}$ (a function object) and $\text{argumentsList}$ and returns either a normal completion containing unused or an abrupt completion. $\text{func}$ is the function object for which the execution context is being established.

NOTE 1 When an execution context is established for evaluating an ECMAScript function a new function Environment Record is created and bindings for each formal parameter are instantiated in that Environment Record. Each declaration in the function body is also instantiated. If the function's formal parameters do not include any default value initializers then the body declarations are instantiated in the same Environment Record as the parameters. If default value parameter initializers exist, a second Environment Record is created for the body declarations. Formal parameters and functions are initialized as part of FunctionDeclarationInstantiation. All other bindings are initialized during evaluation of the function body.

It performs the following steps when called:

1. Let $\text{calleeContext}$ be the running execution context.
2. Let $\text{code}$ be $\text{func}$.[[ECMAScriptCode]].
3. Let $\text{strict}$ be $\text{func}$.[[Strict]].
4. Let $\text{formals}$ be $\text{func}$.[[FormalParameters]].
5. Let $\text{parameterNames}$ be the BoundNames of $\text{formals}$. 
6. If `parameterNames` has any duplicate entries, let `hasDuplicates` be `true`. Otherwise, let `hasDuplicates` be `false`.

7. Let `simpleParameterList` be `IsSimpleParameterList` of `formals`.

8. Let `hasParameterExpressions` be `ContainsExpression` of `formals`.

9. Let `varNames` be the `VarDeclaredNames` of `code`.

10. Let `varDeclarations` be the `VarScopedDeclarations` of `code`.

11. Let `lexicalNames` be the `LexicallyDeclaredNames` of `code`.

12. Let `functionNames` be a new empty `List`.

13. Let `functionsToInitialize` be a new empty `List`.

14. For each element `d` of `varDeclarations`, in reverse `List` order, do
   a. If `d` is neither a `VariableDeclaration` nor a `ForBinding` nor a `BindingIdentifier`, then
      i. Assert: `d` is either a `FunctionDeclaration`, a `GeneratorDeclaration`, an `AsyncFunctionDeclaration`, or an `AsyncGeneratorDeclaration`.
      ii. Let `fn` be the sole element of the `BoundNames` of `d`.
      iii. If `fn` is not an element of `functionNames`, then
          1. Insert `fn` as the first element of `functionNames`.
          2. NOTE: If there are multiple function declarations for the same name, the last declaration is used.
          3. Insert `d` as the first element of `functionsToInitialize`.

15. Let `argumentsObjectNeeded` be `true`.

16. If `func`[[ThisMode]] is lexical, then
   a. NOTE: Arrow functions never have an arguments object.
   b. Set `argumentsObjectNeeded` to `false`.

17. Else if "arguments" is an element of `parameterNames`, then
   a. Set `argumentsObjectNeeded` to `false`.

18. Else if `hasParameterExpressions` is `false`, then
   a. If "arguments" is an element of `functionNames` or if "arguments" is an element of `lexicalNames`, then
      i. Set `argumentsObjectNeeded` to `false`.

19. If `strict` is `true` or if `hasParameterExpressions` is `false`, then
   a. NOTE: Only a single `Environment Record` is needed for the parameters, since calls to `eval` in strict mode code cannot create new bindings which are visible outside of the `eval`.
   b. Let `env` be the `LexicalEnvironment` of `calleeContext`.

20. Else,
   a. NOTE: A separate `Environment Record` is needed to ensure that bindings created by `direct eval` calls in the formal parameter list are outside the environment where parameters are declared.
   b. Let `calleeEnv` be the `LexicalEnvironment` of `calleeContext`.
   c. Let `env` be `NewDeclarativeEnvironment(calleeEnv)`.
   d. Assert: The `VariableEnvironment` of `calleeContext` is `calleeEnv`.
   e. Set the `LexicalEnvironment` of `calleeContext` to `env`.

21. For each String `paramName` of `parameterNames`, do
   a. Let `alreadyDeclared` be `! env.HasBinding(paramName)`.
   b. NOTE: Early errors ensure that duplicate parameter names can only occur in non-strict functions that do not have parameter default values or rest parameters.
   c. If `alreadyDeclared` is `false`, then
      i. Perform `! env.CreateMutableBinding(paramName, false)`.
      ii. If `hasDuplicates` is `true`, then
          1. Perform `! env.InitializeBinding(paramName, undefined)`.

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a. If `strict` is `true` or if `simpleParameterList` is `false`, then
   i. Let `ao` be `CreateUnmappedArgumentsObject(argumentsList)`.

b. Else,
   i. NOTE: A mapped argument object is only provided for non-strict functions that don't have a rest parameter, any parameter default value initializers, or any destructured parameters.
   ii. Let `ao` be `CreateMappedArgumentsObject(func, formals, argumentsList, env)`.

c. If `strict` is `true`, then
   i. Perform `! env.CreateImmutableBinding("arguments", false)`.

d. Else,
   i. Perform `! env.CreateMutableBinding("arguments", ao)`.

f. Let `parameterBindings` be the list-concatenation of `parameterNames` and « "arguments" ».

23. Else,
   a. Let `parameterBindings` be `parameterNames`.

24. Let `iteratorRecord` be `CreateListIteratorRecord(argumentsList)`.

25. If `hasDuplicates` is `true`, then
   a. Perform ? `IteratorBindingInitialization of formals with arguments iteratorRecord and undefined`.

26. Else,
   a. Perform ? `IteratorBindingInitialization of formals with arguments iteratorRecord and env`.

27. If `hasParameterExpressions` is `false`, then
   a. NOTE: Only a single Environment Record is needed for the parameters and top-level vars.
   b. Let `instantiatedVarNames` be a copy of the List `parameterBindings`.
   c. For each element `n` of `varNames`, do
      i. If `n` is not an element of `instantiatedVarNames`, then
         1. Append `n` to `instantiatedVarNames`.
         2. Perform `! env.CreateMutableBinding(n, false)`.
         3. Perform `! env.InitializeBinding(n, undefined)`.
   
   d. Let `varEnv` be `env`.

28. Else,
   a. NOTE: A separate Environment Record is needed to ensure that closures created by expressions in the formal parameter list do not have visibility of declarations in the function body.
   b. Let `varEnv` be `NewDeclarativeEnvironment(env)`.
   c. Set the VariableEnvironment of `calleeContext` to `varEnv`.
   d. Let `instantiatedVarNames` be a new empty List.
   e. For each element `n` of `varNames`, do
      i. If `n` is not an element of `instantiatedVarNames`, then
         1. Append `n` to `instantiatedVarNames`.
         2. Perform `! varEnv.CreateMutableBinding(n, false)`.
         3. If `n` is not an element of `parameterBindings` or if `n` is an element of `functionNames`, let `initialValue` be `undefined`.
         4. Else,
            a. Let `initialValue` be `! env.GetBindingValue(n, false)`.
            5. Perform `! varEnv.InitializeBinding(n, initialValue)`.
            6. NOTE: A var with the same name as a formal parameter initially has the same value as the corresponding initialized parameter.

29. NOTE: Annex B.3.2.1 adds additional steps at this point.

30. If `strict` is `false`, then
Let \( lexEnv \) be \( \text{NewDeclarativeEnvironment}(\text{varEnv}) \).

\[ \text{b. NOTE: Non-strict functions use a separate Environment Record for top-level lexical declarations so that a direct eval can determine whether any var scoped declarations introduced by the eval code conflict with pre-existing top-level lexically scoped declarations. This is not needed for strict functions because a strict direct eval always places all declarations into a new Environment Record.} \]

31. Else, let \( lexEnv \) be \( \text{varEnv} \).

32. Set the LexicalEnvironment of \( \text{calleeContext} \) to \( lexEnv \).

33. Let \( lex\text{Declarations} \) be the LexicallyScopedDeclarations of \( \text{code} \).

34. For each element \( d \) of \( lex\text{Declarations} \), do
   
   a. NOTE: A lexically declared name cannot be the same as a function/generator declaration, formal parameter, or a var name. Lexically declared names are only instantiated here but not initialized.
   
   b. For each element \( dn \) of the BoundNames of \( d \), do
      
      i. If IsConstantDeclaration of \( d \) is \( \text{true} \), then
         
         1. Perform \( ! lexEnv\.CreateImmutableBinding(dn, \text{true}) \).
      
      ii. Else,
         
         1. Perform \( ! lexEnv\.CreateMutableBinding(dn, \text{false}) \).

35. Let \( \text{privateEnv} \) be the PrivateEnvironment of \( \text{calleeContext} \).

36. For each Parse Node \( f \) of \( \text{functionsToInitialize} \), do
   
   a. Let \( fn \) be the sole element of the BoundNames of \( f \).
   
   b. Let \( fo \) be InstantiateFunctionObject of \( f \) with arguments \( lexEnv \) and \( \text{privateEnv} \).
   
   c. Perform \( ! \text{varEnv}.SetMutableBinding(fn, fo, \text{false}) \).

37. Return \( \text{unused} \).

\[ \text{NOTE 2 B.3.2 provides an extension to the above algorithm that is necessary for backwards compatibility with web browser implementations of ECMAScript that predate ECMAScript 2015.} \]

### 10.3 Built-in Function Objects

The built-in function objects defined in this specification may be implemented as either ECMAScript function objects (10.2) whose behaviour is provided using ECMAScript code or as implementation provided function exotic objects whose behaviour is provided in some other manner. In either case, the effect of calling such functions must conform to their specifications. An implementation may also provide additional built-in function objects that are not defined in this specification.

If a built-in function object is implemented as an ECMAScript function object, it must have all the internal slots described in 10.2 ([[Prototype]], [[Extensible]], and the slots listed in Table 33), and [[InitialName]]. The value of the [[InitialName]] internal slot is a String value that is the initial name of the function. It is used by 20.2.3.5.

If a built-in function object is implemented as an exotic object, it must have the ordinary object behaviour specified in 10.1. All such function exotic objects have [[Prototype]], [[Extensible]], [[Realm]], and [[InitialName]] internal slots, with the same meanings as above.

Unless otherwise specified every built-in function object has the %Function.prototype% object as the initial value of its [[Prototype]] internal slot.

The behaviour specified for each built-in function via algorithm steps or other means is the specification of the function body behaviour for both [[Call]] and [[Construct]] invocations of the function. However, [[Construct]] invocation is not supported by all built-in functions. For each built-in function, when invoked with [[Call]], the [[Call]] thisArgument provides the this value, the [[Call]] argumentsList provides the named parameters, and the NewTarget value is undefined. When invoked with [[Construct]], the this value is
uninitialized, the [[Construct]] `argumentsList` provides the named parameters, and the [[Construct]] `newTarget` parameter provides the NewTarget value. If the built-in function is implemented as an ECMAScript function object then this specified behaviour must be implemented by the ECMAScript code that is the body of the function. Built-in functions that are ECMAScript function objects must be strict functions. If a built-in constructor has any [[Call]] behaviour other than throwing a `TypeError` exception, an ECMAScript implementation of the function must be done in a manner that does not cause the function's [[IsClassConstructor]] internal slot to have the value `true`.

Built-in function objects that are not identified as constructors do not implement the [[Construct]] internal method unless otherwise specified in the description of a particular function. When a built-in constructor is called as part of a `new` expression the `argumentsList` parameter of the invoked [[Construct]] internal method provides the values for the built-in constructor's named parameters.

Built-in functions that are not constructors do not have a "prototype" property unless otherwise specified in the description of a particular function.

If a built-in function object is not implemented as an ECMAScript function it must provide [[Call]] and [[Construct]] internal methods that conform to the following definitions:

### 10.3.1 [[Call]] ( `thisArgument, argumentsList` )

The [[Call]] internal method of a built-in function object `F` takes arguments `thisArgument` (an ECMAScript language value) and `argumentsList` (a List of ECMAScript language values) and returns either a normal completion containing an ECMAScript language value or an abrupt completion. It performs the following steps when called:

1. Let `calleeContext` be the running execution context.
2. If `calleeContext` is not already suspended, suspend `calleeContext`.
3. Let `calleeContext` be a new execution context.
4. Set the Function of `calleeContext` to `F`.
5. Let `calleeRealm` be `F.[[Realm]]`.
6. Set the Realm of `calleeContext` to `calleeRealm`.
7. Set the ScriptOrModule of `calleeContext` to `null`.
8. Perform any necessary implementation-defined initialization of `calleeContext`.
9. Push `calleeContext` onto the execution context stack; `calleeContext` is now the running execution context.
10. Let `result` be the Completion Record that is the result of evaluating `F` in a manner that conforms to the specification of `F`. `thisArgument` is the `this` value, `argumentsList` provides the named parameters, and the NewTarget value is `undefined`.
11. Remove `calleeContext` from the execution context stack and restore `calleeContext` as the running execution context.

**NOTE** When `calleeContext` is removed from the execution context stack it must not be destroyed if it has been suspended and retained by an accessible Generator for later resumption.

### 10.3.2 [[Construct]] ( `argumentsList, newTarget` )

The [[Construct]] internal method of a built-in function object `F` takes arguments `argumentsList` (a List of ECMAScript language values) and `newTarget` (a constructor) and returns either a normal completion containing an Object or an abrupt completion. The steps performed are the same as [[Call]] (see 10.3.1) except that step 10 is replaced by:
10. Let \( \text{result} \) be the Completion Record that is the result of evaluating \( F \) in a manner that conforms to the specification of \( F \). The \( \text{this} \) value is uninitialized, \( \text{argumentsList} \) provides the named parameters, and \( \text{newTarget} \) provides the NewTarget value.

### 10.3.3 CreateBuiltinFunction(\( \text{behaviour}, \text{length}, \text{name}, \text{additionalInternalSlotsList} [\text{, realm} [\text{, prototype} [\text{, prefix}]]] )

The abstract operation CreateBuiltinFunction takes arguments \( \text{behaviour} \) (an Abstract Closure, a set of algorithm steps, or some other definition of a function's behaviour provided in this specification), \( \text{length} \) (a non-negative integer or \( +\infty \)), \( \text{name} \) (a property key), and \( \text{additionalInternalSlotsList} \) (a List of names of internal slots) and optional arguments \( \text{realm} \) (a Realm Record), \( \text{prototype} \) (an Object or null), and \( \text{prefix} \) (a String) and returns a function object. \( \text{additionalInternalSlotsList} \) contains the names of additional internal slots that must be defined as part of the object. This operation creates a built-in function object. It performs the following steps when called:

1. If \( \text{realm} \) is not present, set \( \text{realm} \) to the current Realm Record.
2. If \( \text{prototype} \) is not present, set \( \text{prototype} \) to \( \text{realm}.\llbracket\text{Intrinsics}\rrbracket.\llbracket\text{%Function.prototype}\rrbracket \).
3. Let \( \text{internalSlotsList} \) be a List containing the names of all the internal slots that 10.3 requires for the built-in function object that is about to be created.
4. Append to \( \text{internalSlotsList} \) the elements of \( \text{additionalInternalSlotsList} \).
5. Let \( \text{func} \) be a new built-in function object that, when called, performs the action described by \( \text{behaviour} \) using the provided arguments as the values of the corresponding parameters specified by \( \text{behaviour} \). The new function object has internal slots whose names are the elements of \( \text{internalSlotsList} \) and an \( \llbracket\text{InitialName}\rrbracket \) internal slot.
6. Set \( \text{func}.\llbracket\text{Prototype}\rrbracket \) to \( \text{prototype} \).
7. Set \( \text{func}.\llbracket\text{Extensible}\rrbracket \) to \( \text{true} \).
8. Set \( \text{func}.\llbracket\text{Realm}\rrbracket \) to \( \text{realm} \).
9. Set \( \text{func}.\llbracket\text{InitialName}\rrbracket \) to \( \text{null} \).
10. Perform SetFunctionLength(\( \text{func}, \text{length} \)).
11. If \( \text{prefix} \) is not present, then
    a. Perform SetFunctionName(\( \text{func}, \text{name} \)).
12. Else,
    a. Perform SetFunctionName(\( \text{func}, \text{name}, \text{prefix} \)).
13. Return \( \text{func} \).

Each built-in function defined in this specification is created by calling the CreateBuiltinFunction abstract operation.

### 10.4 Built-in Exotic Object Internal Methods and Slots

This specification defines several kinds of built-in exotic objects. These objects generally behave similar to ordinary objects except for a few specific situations. The following exotic objects use the ordinary object internal methods except where it is explicitly specified otherwise below:

#### 10.4.1 Bound Function Exotic Objects

A bound function exotic object is an exotic object that wraps another function object. A bound function exotic object is callable (it has a \( \llbracket\text{Call}\rrbracket \) internal method and may have a \( \llbracket\text{Construct}\rrbracket \) internal method). Calling a bound function exotic object generally results in a call of its wrapped function.

An object is a bound function exotic object if its \( \llbracket\text{Call}\rrbracket \) and (if applicable) \( \llbracket\text{Construct}\rrbracket \) internal methods use the following implementations, and its other essential internal methods use the definitions found in 10.1.
These methods are installed in `BoundFunctionCreate`.

**Bound function exotic objects** do not have the internal slots of ECMAScript function objects listed in Table 33. Instead they have the internal slots listed in Table 34, in addition to `[[Prototype]]` and `[[Extensible]]`.

<table>
<thead>
<tr>
<th>Internal Slot</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>[[BoundTargetFunction]]</code></td>
<td>a callable Object</td>
<td>The wrapped function object.</td>
</tr>
<tr>
<td><code>[[BoundThis]]</code></td>
<td>an ECMAScript language value</td>
<td>The value that is always passed as the <code>this</code> value when calling the wrapped function.</td>
</tr>
<tr>
<td><code>[[BoundArguments]]</code></td>
<td>a List of ECMAScript language values</td>
<td>A list of values whose elements are used as the first arguments to any call to the wrapped function.</td>
</tr>
</tbody>
</table>

### 10.4.1.1 `[[Call]] (thisArgument, argumentsList)`

The `[[Call]]` internal method of a bound function exotic object $F$ takes arguments `thisArgument` (an ECMAScript language value) and `argumentsList` (a List of ECMAScript language values) and returns either a normal completion containing an ECMAScript language value or an abrupt completion. It performs the following steps when called:

1. Let `target` be $F.\text{[[BoundTargetFunction]]}$.
2. Let `boundThis` be $F.\text{[[BoundThis]]}$.
3. Let `boundArgs` be $F.\text{[[BoundArguments]]}$.
4. Let `args` be the list-concatenation of `boundArgs` and `argumentsList`.
5. Return ? `Call(target, boundThis, args)`.

### 10.4.1.2 `[[Construct]] (argumentsList, newTarget)`

The `[[Construct]]` internal method of a bound function exotic object $F$ takes arguments `argumentsList` (a List of ECMAScript language values) and `newTarget` (a constructor) and returns either a normal completion containing an Object or an abrupt completion. It performs the following steps when called:

1. Let `target` be $F.\text{[[BoundTargetFunction]]}$.
2. Assert: `IsConstructor(target)` is `true`.
3. Let `boundArgs` be $F.\text{[[BoundArguments]]}$.
4. Let `args` be the list-concatenation of `boundArgs` and `argumentsList`.
5. If `SameValue(F, newTarget)` is `true`, set `newTarget` to `target`.

### 10.4.1.3 `BoundFunctionCreate (targetFunction, boundThis, boundArgs)`

The abstract operation `BoundFunctionCreate` takes arguments `targetFunction` (a function object), `boundThis` (an ECMAScript language value), and `boundArgs` (a List of ECMAScript language values) and returns either a normal completion containing a function object or an abrupt completion. It is used to specify the creation of new bound function exotic objects. It performs the following steps when called:

1. Let `proto` be `targetFunction.\text{[[GetPrototypeOf]]}()`.
2. Let `internalSlotsList` be the list-concatenation of « `[[Prototype]]`, `[[Extensible]]` » and the internal slots listed in Table 34.
3. Let `obj` be `MakeBasicObject(internalSlotsList)`.
4. Set `obj.[[Prototype]]` to `proto`.
5. Set `obj.[[Call]]` as described in 10.4.1.1.
6. If `IsConstructor(targetFunction)` is `true`, then
   a. Set `obj.[[Construct]]` as described in 10.4.1.2.
7. Set `obj.[[BoundTargetFunction]]` to `targetFunction`.
8. Set `obj.[[BoundThis]]` to `boundThis`.
9. Set `obj.[[BoundArguments]]` to `boundArgs`.
10. Return `obj`.

10.4.2 Array Exotic Objects

An Array is an exotic object that gives special treatment to array index property keys (see 6.1.7). A property whose property name is an array index is also called an element. Every Array has a non-configurable "length" property whose value is always a non-negative integral Number whose mathematical value is less than \(2^{32}\). The value of the "length" property is numerically greater than the name of every own property whose name is an array index; whenever an own property of an Array is created or changed, other properties are adjusted as necessary to maintain this invariant. Specifically, whenever an own property is added whose name is an array index, the value of the "length" property is changed, if necessary, to be one more than the numeric value of that array index; and whenever the value of the "length" property is changed, every own property whose name is an array index whose value is not smaller than the new length is deleted. This constraint applies only to own properties of an Array and is unaffected by "length" or array index properties that may be inherited from its prototypes.

NOTE A String property name \(P\) is an array index if and only if `ToString(ToUint32(P))` equals \(P\) and `ToUint32(P)` is not the same value as `𝔽(2^{32} - 1)`.

An object is an Array exotic object (or simply, an Array) if its `[[DefineOwnProperty]]` internal method uses the following implementation, and its other essential internal methods use the definitions found in 10.1. These methods are installed in `ArrayCreate`.

10.4.2.1 `[[DefineOwnProperty]] (P, Desc)`

The `[[DefineOwnProperty]]` internal method of an Array exotic object \(A\) takes arguments \(P\) (a property key) and `Desc` (a Property Descriptor) and returns either a normal completion containing a Boolean or an abrupt completion. It performs the following steps when called:

1. If \(P\) is "length", then
2. Else if \(P\) is an array index, then
   a. Let `oldLenDesc` be `OrdinaryGetOwnProperty(A, "length")`.
   b. Assert: `IsDataDescriptor(oldLenDesc)` is `true`.
   c. Assert: `oldLenDesc.[[Configurable]]` is `false`.
   d. Let `oldLen` be `oldLenDesc.[[Value]]`.
   e. Assert: `oldLen` is a non-negative integral Number.
   f. Let `index` be `! ToUint32(P)`.
   g. If `index ≥ oldLen` and `oldLenDesc.[[Writable]]` is `false`, return `false`.
   h. Let `succeeded` be `! OrdinaryDefineOwnProperty(A, P, Desc)`.
   i. If `succeeded` is `false`, return `false`.
   j. If `index ≥ oldLen`, then
      i. Set `oldLenDesc.[[Value]]` to `index + 1_F`.
      ii. Set `succeeded` to `! OrdinaryDefineOwnProperty(A, "length", oldLenDesc)`.
iii. Assert: succeeded is true.
k. Return true.


10.4.2.2 ArrayCreate ( length [ , proto ] )

The abstract operation ArrayCreate takes argument length (a non-negative integer) and optional argument proto and returns either a normal completion containing an Array exotic object or an abrupt completion. It is used to specify the creation of new Arrays. It performs the following steps when called:

1. If length > $2^{32} - 1$, throw a RangeError exception.
2. If proto is not present, set proto to %Array.prototype%.
3. Let A be MakeBasicObject(« [[Prototype]], [[Extensible]] »).
4. Set A.[[Prototype]] to proto.
5. Set A.[[DefineOwnProperty]] as specified in 10.4.2.1.
6. Perform ! OrdinaryDefineOwnProperty(A, "length", PropertyDescriptor { [[Value]]: F(length),
   [[Writable]]: true, [[Enumerable]]: false, [[Configurable]]: false }).
7. Return A.

10.4.2.3 ArraySpeciesCreate ( originalArray, length )

The abstract operation ArraySpeciesCreate takes arguments originalArray and length (a non-negative integer) and returns either a normal completion containing an Object or an abrupt completion. It is used to specify the creation of a new Array or similar object using a constructor function that is derived from originalArray. It does not enforce that the constructor function returns an Array. It performs the following steps when called:

1. Let isArray be ? IsArray(originalArray).
2. If isArray is false, return ? ArrayCreate(length).
3. Let C be ? Get(originalArray, "constructor").
4. If IsConstructor(C) is true, then
   a. Let thisRealm be the current Realm Record.
   b. Let realmC be ? GetFunctionRealm(C).
   c. If thisRealm and realmC are not the same Realm Record, then
      i. If SameValue(C, realmC.[[Intrinsics]].[%Array%]) is true, set C to undefined.
5. If Type(C) is Object, then
   a. Set C to ? Get(C, @@species).
   b. If C is null, set C to undefined.
6. If C is undefined, return ? ArrayCreate(length).
7. If IsConstructor(C) is false, throw a TypeError exception.
8. Return ? Construct(C, « F(length) »).

NOTE If originalArray was created using the standard built-in Array constructor for a realm that is not the realm of the running execution context, then a new Array is created using the realm of the running execution context. This maintains compatibility with Web browsers that have historically had that behaviour for the Array.prototype methods that now are defined using ArraySpeciesCreate.
10.4.2.4 ArraySetLength (A, Desc)

The abstract operation ArraySetLength takes arguments A (an Array) and Desc (a Property Descriptor) and returns either a normal completion containing a Boolean or an abrupt completion. It performs the following steps when called:

1. If Desc does not have a [[Value]] field, then
2. Let newLenDesc be a copy of Desc.
3. Let newLen be ? ToUint32(Desc.[[Value]])
4. Let numberLen be ? ToNumber(Desc.[[Value]])
5. If SameValueZero(newLen, numberLen) is false, throw a RangeError exception.
7. Let oldLenDesc be OrdinaryGetOwnProperty(A, "length").
8. Assert: IsDataDescriptor(oldLenDesc) is true.
10. Let oldLen be oldLenDesc.[[Value]].
11. If newLen ≥ oldLen, then
12. If oldLenDesc.[[Writable]] is false, return false.
13. If newLenDesc does not have a [[Writable]] field or newLenDesc.[[Writable]] is true, let newWritable be true.
14. Else,
    a. NOTE: Setting the [[Writable]] attribute to false is deferred in case any elements cannot be deleted.
    b. Let newWritable be false.
    c. Set newLenDesc.[[Writable]] to true.
15. Let succeeded be ! OrdinaryDefineOwnProperty(A, "length", newLenDesc).
16. If succeeded is false, return false.
17. For each own property key P of A that is an array index, whose numeric value is greater than or equal to newLen, in descending numeric index order, do
   a. Let deleteSucceeded be ! A.[[Delete]](P).
   b. If deleteSucceeded is false, then
      i. Set newLenDesc.[[Value]] to ! ToUint32(P) + 1𝔽.
      ii. If newWritable is false, set newLenDesc.[[Writable]] to false.
      iv. Return false.
18. If newWritable is false, then
    a. Set succeeded to ! OrdinaryDefineOwnProperty(A, "length", PropertyDescriptor { [[Writable]]: false }).
    b. Assert: succeeded is true.
19. Return true.

NOTE In steps 3 and 4, if Desc.[[Value]] is an object then its valueOf method is called twice. This is legacy behaviour that was specified with this effect starting with the 2nd Edition of this specification.
10.4.3 String Exotic Objects

A String object is an exotic object that encapsulates a String value and exposes virtual integer-indexed data properties corresponding to the individual code unit elements of the String value. String exotic objects always have a data property named "length" whose value is the number of code unit elements in the encapsulated String value. Both the code unit data properties and the "length" property are non-writable and non-configurable.

An object is a String exotic object (or simply, a String object) if its [[GetOwnProperty]], [[DefineOwnProperty]], and [[OwnPropertyKeys]] internal methods use the following implementations, and its other essential internal methods use the definitions found in 10.1. These methods are installed in StringCreate.

String exotic objects have the same internal slots as ordinary objects. They also have a [[StringData]] internal slot.

10.4.3.1 [[GetOwnProperty]] (P)

The [[GetOwnProperty]] internal method of a String exotic object S takes argument P (a property key) and returns a normal completion containing either a Property Descriptor or undefined. It performs the following steps when called:

1. Let desc be OrdinaryGetOwnProperty(S, P).
2. If desc is not undefined, return desc.
3. Return StringGetOwnProperty(S, P).

10.4.3.2 [[DefineOwnProperty]] (P, Desc)

The [[DefineOwnProperty]] internal method of a String exotic object S takes arguments P (a property key) and Desc (a Property Descriptor) and returns a normal completion containing a Boolean. It performs the following steps when called:

1. Let stringDesc be StringGetOwnProperty(S, P).
2. If stringDesc is not undefined, then
   a. Let extensible be S. [[Extensible]].
   b. Return IsCompatiblePropertyDescriptor(extensible, Desc, stringDesc).
3. Return ! OrdinaryDefineOwnProperty(S, P, Desc).

10.4.3.3 [[OwnPropertyKeys]] ()

The [[OwnPropertyKeys]] internal method of a String exotic object O takes no arguments and returns a normal completion containing a List of property keys. It performs the following steps when called:

1. Let keys be a new empty List.
2. Let str be O. [[StringData]].
3. Assert: Type(str) is String.

4. Let len be the length of str.
5. For each integer i starting with 0 such that i < len, in ascending order, do
   a. Add ! ToString(f(i)) as the last element of keys.
6. For each own property key P of O such that P is an array index and ! ToIntegerOrInfinity(P) ≥ len, in ascending numeric index order, do
   a. Add P as the last element of keys.
7. For each own property key P of O such that Type(P) is String and P is not an array index, in ascending chronological order of property creation, do
a. Add $P$ as the last element of $keys$.

8. For each own property key $P$ of $O$ such that Type($P$) is Symbol, in ascending chronological order of property creation, do
   a. Add $P$ as the last element of $keys$.

9. Return $keys$.

10.4.3.4 StringCreate ($value$, $prototype$)

The abstract operation StringCreate takes arguments $value$ (a String) and $prototype$ and returns a String exotic object. It is used to specify the creation of new String exotic objects. It performs the following steps when called:

1. Let $S$ be MakeBasicObject(« [[Prototype]], [[Extensible]], [[StringData]] »).
2. Set $S$.[[Prototype]] to $prototype$.
3. Set $S$.[[StringData]] to $value$.
4. Set $S$.[[GetOwnProperty]] as specified in 10.4.3.1.
5. Set $S$.[[DefineOwnProperty]] as specified in 10.4.3.2.
6. Set $S$.[[OwnPropertyKeys]] as specified in 10.4.3.3.
7. Let $length$ be the number of code unit elements in $value$.
8. Perform !DefinePropertyOrThrow($S$, "$length", PropertyDescriptor { [[Value]]: $length$, [[Writable]]: false, [[Enumerable]]: false, [[Configurable]]: false }).

10.4.3.5 StringGetOwnProperty ($S$, $P$)

The abstract operation StringGetOwnProperty takes arguments $S$ (an Object that has a [[StringData]] internal slot) and $P$ (a property key) and returns a Property Descriptor or undefined. It performs the following steps when called:

1. If Type($P$) is not String, return undefined.
2. Let $index$ be CanonicalNumericIndexString($P$).
3. If $index$ is undefined, return undefined.
4. If IsIntegralNumber($index$) is false, return undefined.
5. If $index$ is -0𝔽, return undefined.
6. Let $str$ be $S$.[[StringData]].
7. Assert: Type($str$) is String.
8. Let $len$ be the length of $str$.
9. If $ℝ(index) < 0$ or $len ≤ ℝ(index)$, return undefined.
10. Let $resultStr$ be the substring of $str$ from $ℝ(index)$ to $ℝ(index) + 1$.
11. Return the PropertyDescriptor { [[Value]]: $resultStr$, [[Writable]]: false, [[Enumerable]]: true, [[Configurable]]: false }.

10.4.4 Arguments Exotic Objects

Most ECMAScript functions make an arguments object available to their code. Depending upon the characteristics of the function definition, its arguments object is either an ordinary object or an arguments exotic object. An arguments exotic object is an exotic object whose array index properties map to the formal parameters bindings of an invocation of its associated ECMAScript function.
An object is an arguments exotic object if its internal methods use the following implementations, with the ones not specified here using those found in 10.1. These methods are installed in CreateMappedArgumentsObject.

**NOTE 1** While CreateUnmappedArgumentsObject is grouped into this clause, it creates an ordinary object, not an arguments exotic object.

Arguments exotic objects have the same internal slots as ordinary objects. They also have a [[ParameterMap]] internal slot. Ordinary arguments objects also have a [[ParameterMap]] internal slot whose value is always undefined. For ordinary argument objects the [[ParameterMap]] internal slot is only used by `Object.prototype.toString (20.1.3.6)` to identify them as such.

**NOTE 2** The integer-indexed data properties of an arguments exotic object whose numeric name values are less than the number of formal parameters of the corresponding function object initially share their values with the corresponding argument bindings in the function's execution context. This means that changing the property changes the corresponding value of the argument binding and vice-versa. This correspondence is broken if such a property is deleted and then redefined or if the property is changed into an accessor property. If the arguments object is an ordinary object, the values of its properties are simply a copy of the arguments passed to the function and there is no dynamic linkage between the property values and the formal parameter values.

**NOTE 3** The ParameterMap object and its property values are used as a device for specifying the arguments object correspondence to argument bindings. The ParameterMap object and the objects that are the values of its properties are not directly observable from ECMAScript code. An ECMAScript implementation does not need to actually create or use such objects to implement the specified semantics.

**NOTE 4** Ordinary arguments objects define a non-configurable accessor property named "callee" which throws a TypeError exception on access. The "callee" property has a more specific meaning for arguments exotic objects, which are created only for some class of non-strict functions. The definition of this property in the ordinary variant exists to ensure that it is not defined in any other manner by conforming ECMAScript implementations.

**NOTE 5** ECMAScript implementations of arguments exotic objects have historically contained an accessor property named "caller". Prior to ECMAScript 2017, this specification included the definition of a throwing "caller" property on ordinary arguments objects. Since implementations do not contain this extension any longer, ECMAScript 2017 dropped the requirement for a throwing "caller" accessor.

### 10.4.4.1 [[GetOwnProperty]] (P)

The [[GetOwnProperty]] internal method of an arguments exotic object `args` takes argument `P` (a property key) and returns a normal completion containing either a Property Descriptor or `undefined`. It performs the following steps when called:

1. Let `desc` be `OrdinaryGetOwnProperty(args, P)`.
2. If `desc` is `undefined`, return `desc`.
3. Let `map` be `args.[[ParameterMap]]`.
4. Let `isMapped` be `! HasOwnProperty(map, P)`.
5. If `isMapped` is `true`, then
   a. Set `desc.[[Value]]` to `Get(map, P)`.
6. Return `desc`.

### 10.4.4.2 `[[DefineOwnProperty]] (P, Desc)`

The `[[DefineOwnProperty]]` internal method of an arguments exotic object `args` takes arguments `P` (a property key) and `Desc` (a Property Descriptor) and returns a normal completion containing a Boolean. It performs the following steps when called:

1. Let `map` be `args.[[ParameterMap]]`.
2. Let `isMapped` be `HasOwnProperty(map, P)`.
3. Let `newArgDesc` be `Desc`.
4. If `isMapped` is `true` and `IsDataDescriptor(Desc)` is `true`, then
   a. If `Desc` does not have a `[[Value]]` field, and `Desc` has a `[[Writable]]` field, and `Desc.[[Writable]]` is `false`, then
      i. Set `newArgDesc` to a copy of `Desc`.
      ii. Set `newArgDesc.[[Value]]` to `!Get(map, P)`.
5. Let `allowed` be `! OrdinaryDefineOwnProperty(args, P, newArgDesc)`.
6. If `allowed` is `false`, return `false`.
7. If `isMapped` is `true`, then
   a. If `IsAccessorDescriptor(Desc)` is `true`, then
      i. Perform `map.[[Delete]](P)`.
   b. Else,
      i. If `Desc` has a `[[Value]]` field, then
         1. Assert: The following `Set` will succeed, since formal parameters mapped by arguments objects are always writable.
         2. Perform `Set(map, P, Desc.[[Value]], false)`.
      ii. If `Desc` has a `[[Writable]]` field and `Desc.[[Writable]]` is `false`, then
         1. Perform `map.[[Delete]](P)`.
8. Return `true`.

### 10.4.4.3 `[[Get]] (P, Receiver)`

The `[[Get]]` internal method of an arguments exotic object `args` takes arguments `P` (a property key) and `Receiver` (an ECMAScript language value) and returns either a normal completion containing an ECMAScript language value or an abrupt completion. It performs the following steps when called:

1. Let `map` be `args.[[ParameterMap]]`.
2. Let `isMapped` be `HasOwnProperty(map, P)`.
3. If `isMapped` is `false`, then
4. Else,
   a. Assert: `map` contains a formal parameter mapping for `P`.
   b. Return `Get(map, P)`.

### 10.4.4.4 `[[Set]] (P, V, Receiver)`

The `[[Set]]` internal method of an arguments exotic object `args` takes arguments `P` (a property key), `V` (an ECMAScript language value), and `Receiver` (an ECMAScript language value) and returns either a normal completion containing a Boolean or an abrupt completion. It performs the following steps when called:
a. Let isMapped be false.

2. Else,
   a. Let map be args.[[ParameterMap]].
   b. Let isMapped be ! HasOwnProperty(map, P).

3. If isMapped is true, then
   a. Assert: The following Set will succeed, since formal parameters mapped by arguments objects
       are always writable.
   b. Perform ! Set(map, P, V, false).


10.4.4.5 [[Delete]] (P)

The [[Delete]] internal method of an arguments exotic object args takes argument P (a property key) and
returns either a normal completion containing a Boolean or an abrupt completion. It performs the following
steps when called:

1. Let map be args.[[ParameterMap]].
2. Let isMapped be ! HasOwnProperty(map, P).
3. Let result be ? OrdinaryDelete(args, P).
4. If result is true and isMapped is true, then
5. Return result.

10.4.4.6 CreateUnmappedArgumentsObject (argumentsList)

The abstract operation CreateUnmappedArgumentsObject takes argument argumentsList and returns an
arguments exotic object. It performs the following steps when called:

1. Let len be the number of elements in argumentsList.
2. Let obj be OrdinaryObjectCreate(%Object.prototype%, « [[ParameterMap]] »).
3. Set obj.[[ParameterMap]] to undefined.
4. Perform ! DefinePropertyOrThrow(obj, "length", PropertyDescriptor { [[Value]]:𝔽(len), [[Writable]]:
   true, [[Enumerable]]: false, [[Configurable]]: true }).
5. Let index be 0.
6. Repeat, while index < len,
   a. Let val be argumentsList[index].
   b. Perform ! CreateDataPropertyOrThrow(obj, ! ToString𝔽(index)), val).
   c. Set index to index + 1.
7. Perform ! DefinePropertyOrThrow(obj, @@iterator, PropertyDescriptor { [[Value]]:
   %Array.prototype.values%, [[Writable]]: true, [[Enumerable]]: false, [[Configurable]]: true }).
8. Perform ! DefinePropertyOrThrow(obj, "callee", PropertyDescriptor { [[Get]]: %ThrowTypeError%,
   [[Set]]: %ThrowTypeError%, [[Enumerable]]: false, [[Configurable]]: false }).

10.4.4.7 CreateMappedArgumentsObject (func, formals, argumentsList, env)

The abstract operation CreateMappedArgumentsObject takes arguments func (an Object), formals (a Parse
Node), argumentsList (a List), and env (an Environment Record) and returns an arguments exotic object. It
performs the following steps when called:
1. Assert: `formals` does not contain a rest parameter, any binding patterns, or any initializers. It may contain duplicate identifiers.
2. Let `len` be the number of elements in `argumentsList`.
3. Let `obj` be `MakeBasicObject(« [[Prototype]], [[Extensible]], [[ParameterMap]] »)`.
4. Set `obj.([[GetOwnProperty]])` as specified in 10.4.4.1.
5. Set `obj.([[DefineOwnProperty]])` as specified in 10.4.4.2.
6. Set `obj.([[Get]])` as specified in 10.4.4.3.
7. Set `obj.([[Set]])` as specified in 10.4.4.4.
8. Set `obj.([[Delete]])` as specified in 10.4.4.5.
9. Set `obj.([[Prototype]])` to `%Object.prototype%`.
10. Let `map` be `OrdinaryObjectCreate(null)`.
11. Set `obj.([[ParameterMap]])` to `map`.
12. Let `parameterNames` be the `BoundNames` of `formals`.
13. Let `numberOfParameters` be the number of elements in `parameterNames`.
14. Let `index` be 0.
15. Repeat, while `index < len`,
   a. Let `val` be `argumentsList[index]`.
   b. Perform ! `CreateDataPropertyOrThrow(obj, ! ToString(F(index)), val)`.
   c. Set `index` to `index + 1`.
16. Perform ! `DefinePropertyOrThrow(obj, "length", PropertyDescriptor { [[Value]]: F(len), [[Writable]]: true, [[Enumerable]]: false, [[Configurable]]: true })`.
17. Let `mappedNames` be a new empty `List`.
18. Set `index` to `numberOfParameters - 1`.
19. Repeat, while `index ≥ 0`,
   a. Let `name` be `parameterNames[index]`.
   b. If `name` is not an element of `mappedNames`, then
      i. Add `name` as an element of the list `mappedNames`.
   c. Set `index` to `index - 1`.
20. Perform ! `DefinePropertyOrThrow(obj, @@iterator, PropertyDescriptor { [[Value]]: %Array.prototype.values%, [[Writable]]: true, [[Enumerable]]: false, [[Configurable]]: true })`.
22. Return `obj`.

10.4.4.7.1 MakeArgGetter ( `name`, `env` )

The abstract operation `MakeArgGetter` takes arguments `name` (a String) and `env` (an `Environment Record`) and returns a function `object`. It creates a built-in function `object` that when executed returns the value bound for `name` in `env`. It performs the following steps when called:

1. Let `getterClosure` be a new `Abstract Closure` with no parameters that captures `name` and `env` and performs the following steps when called:
   a. Return `env.GetBindingValue(name, false)`.
2. Let `getter` be `CreateBuiltInFunction(getterClosure, 0, "", « »).`
3. **NOTE:** getter is never directly accessible to ECMAScript code.

4. Return getter.

### 10.4.5.1 **[[GetOwnProperty]] (P)**

The `[[GetOwnProperty]]` internal method of an Integer-Indexed exotic object `O` takes argument `P` (a property key) and returns a normal completion containing either a Property Descriptor or `undefined`. It performs the following steps when called:

1. If `Type(P)` is String, then
   a. Let `numericIndex` be `CanonicalNumericIndexString(P)`.
   b. If `numericIndex` is not `undefined`, then
      i. Let `value` be `IntegerIndexedElementGet(O, numericIndex)`.
      ii. If `value` is `undefined`, return `undefined`.
      iii. Return the PropertyDescriptor `{ [[Value]]: value, [[Writable]]: true, [[Enumerable]]: true, [[Configurable]]: true }`.
2. Return `OrdinaryGetOwnProperty(O, P)`.

### 10.4.5.2 **[[HasProperty]] (P)**

The `[[HasProperty]]` internal method of an Integer-Indexed exotic object `O` takes argument `P` (a property key) and returns either a normal completion containing a Boolean or an abrupt completion. It performs the following steps when called:

1. If `Type(P)` is String, then
   a. Let `numericIndex` be `CanonicalNumericIndexString(P)`.
b. If `numericIndex` is not `undefined`, return `IsValidIntegerIndex(O, numericIndex)`.

2. Return ? `OrdinaryHasProperty(O, P)`.

10.4.5.3 [[DefineOwnProperty]] (P, Desc)

The [[DefineOwnProperty]] internal method of an Integer-Indexed exotic object `O` takes arguments `P` (a property key) and `Desc` (a Property Descriptor) and returns either a normal completion containing a Boolean or an abrupt completion. It performs the following steps when called:

1. If `Type(P)` is String, then
   a. Let `numericIndex` be `CanonicalNumericIndexString(P)`.
   b. If `numericIndex` is not `undefined`, then
      i. If `IsValidIntegerIndex(O, numericIndex)` is `false`, return `false`.
      ii. If `Desc` has a `[[Configurable]]` field and if `Desc.[[Configurable]]` is `false`, return `false`.
      iii. If `Desc` has an `[[Enumerable]]` field and if `Desc.[[Enumerable]]` is `false`, return `false`.
      iv. If `IsAccessorDescriptor(Desc)` is `true`, return `false`.
      v. If `Desc` has a `[[Writable]]` field and if `Desc.[[Writable]]` is `false`, return `false`.
      vi. If `Desc` has a `[[Value]]` field, perform ? `IntegerIndexedElementSet(O, numericIndex, Desc.[[Value]])`.
      vii. Return `true`.
2. Return ! `OrdinaryDefineOwnProperty(O, P, Desc)`.

10.4.5.4 [[Get]] (P, Receiver)

The [[Get]] internal method of an Integer-Indexed exotic object `O` takes arguments `P` (a property key) and `Receiver` (an ECMAScript language value) and returns either a normal completion containing an ECMAScript language value or an abrupt completion. It performs the following steps when called:

1. If `Type(P)` is String, then
   a. Let `numericIndex` be `CanonicalNumericIndexString(P)`.
   b. If `numericIndex` is not `undefined`, then
      i. Return `IntegerIndexedElementGet(O, numericIndex)`.

10.4.5.5 [[Set]] (P, V, Receiver)

The [[Set]] internal method of an Integer-Indexed exotic object `O` takes arguments `P` (a property key), `V` (an ECMAScript language value), and `Receiver` (an ECMAScript language value) and returns either a normal completion containing a Boolean or an abrupt completion. It performs the following steps when called:

1. If `Type(P)` is String, then
   a. Let `numericIndex` be `CanonicalNumericIndexString(P)`.
   b. If `numericIndex` is not `undefined`, then
      i. Perform ? `IntegerIndexedElementSet(O, numericIndex, V)`.
      ii. Return `true`.
### 10.4.5.6 [[Delete]] (P)

The [[Delete]] internal method of an Integer-Indexed exotic object O takes argument P (a property key) and returns a normal completion containing a Boolean. It performs the following steps when called:

1. If Type(P) is String, then
   a. Let numericIndex be CanonicalNumericIndexString(P).
   b. If numericIndex is not undefined, then
      i. If IsValidIntegerIndex(O, numericIndex) is false, return true; else return false.
2. Return ! OrdinaryDelete(O, P).

### 10.4.5.7 [[OwnPropertyKeys]] ()

The [[OwnPropertyKeys]] internal method of an Integer-Indexed exotic object O takes no arguments and returns a normal completion containing a List of property keys. It performs the following steps when called:

1. Let keys be a new empty List.
2. If IsDetachedBuffer(O, [[ViewedArrayBuffer]]) is false, then
   a. For each integer i starting with 0 such that i < O, [[ArrayLength]], in ascending order, do
      i. Add ! ToString(𝔽(i)) as the last element of keys.
3. For each own property key P of O such that Type(P) is String and P is not an integer index, in ascending chronological order of property creation, do
   a. Add P as the last element of keys.
4. For each own property key P of O such that Type(P) is Symbol, in ascending chronological order of property creation, do
   a. Add P as the last element of keys.
5. Return keys.

### 10.4.5.8 IntegerIndexedObjectCreate (prototype)

The abstract operation IntegerIndexedObjectCreate takes argument prototype and returns an Integer-Indexed exotic object. It is used to specify the creation of new Integer-Indexed exotic objects. It performs the following steps when called:

1. Let internalSlotsList be « [[Prototype]], [[Extensible]], [[ViewedArrayBuffer]], [[TypedArrayName]],
   [[ContentType]], [[ByteLength]], [[ByteOffset]], [[ArrayLength]] ».
2. Let A be MakeBasicObject(internalSlotsList).
3. Set A.[[OwnProperty]] as specified in 10.4.5.1.
4. Set A.[[HasProperty]] as specified in 10.4.5.2.
5. Set A.[[DefineOwnProperty]] as specified in 10.4.5.3.
6. Set A.[[Get]] as specified in 10.4.5.4.
7. Set A.[[Set]] as specified in 10.4.5.5.
8. Set A.[[Delete]] as specified in 10.4.5.6.
9. Set A.[[OwnPropertyKeys]] as specified in 10.4.5.7.
10. Set A.[[Prototype]] to prototype.
11. Return A.
10.4.5.9 IsValidIntegerIndex (O, index)

The abstract operation IsValidIntegerIndex takes arguments O (an Integer-Indexed exotic object) and index (a Number) and returns a Boolean. It performs the following steps when called:

1. If IsDetachedBuffer(O, [[ViewedArrayBuffer]]) is true, return false.
2. If IsIntegralNumber(index) is false, return false.
3. If index is -0𝔽, return false.
4. If ℝ(index) < 0 or ℝ(index) ≥ O, [[ArrayLength]], return false.
5. Return true.

10.4.5.10 IntegerIndexedElementGet (O, index)

The abstract operation IntegerIndexedElementGet takes arguments O (an Integer-Indexed exotic object) and index (a Number) and returns a Number, a BigInt, or undefined. It performs the following steps when called:

1. If IsValidIntegerIndex(O, index) is false, return undefined.
2. Let offset be O, [[ByteOffset]].
3. Let elementSize be TypedArrayElementSize(O).
4. Let indexedPosition be (ℝ(index) × elementSize) + offset.
5. Let elementType be TypedArrayElementType(O).
6. Return GetValueFromBuffer(O, [[ViewedArrayBuffer]], indexedPosition, elementType, true, Unordered).

10.4.5.11 IntegerIndexedElementSet (O, index, value)

The abstract operation IntegerIndexedElementSet takes arguments O (an Integer-Indexed exotic object), index (a Number), and value (an ECMAScript language value) and returns either a normal completion containing unused or an abrupt completion. It performs the following steps when called:

1. If O, [[ContentType]] is BigInt, let numValue be ? ToBigInt(value).
2. Otherwise, let numValue be ? ToNumber(value).
3. If IsValidIntegerIndex(O, index) is true, then
   a. Let offset be O, [[ByteOffset]].
   b. Let elementSize be TypedArrayElementSize(O).
   c. Let indexedPosition be (ℝ(index) × elementSize) + offset.
   d. Let elementType be TypedArrayElementType(O).
   e. Perform SetValueInBuffer(O, [[ViewedArrayBuffer]], indexedPosition, elementType, numValue, true, Unordered).
4. Return unused.

NOTE This operation always appears to succeed, but it has no effect when attempting to write past the end of a TypedArray or to a TypedArray which is backed by a detached ArrayBuffer.

10.4.6 Module Namespace Exotic Objects

A module namespace exotic object is an exotic object that exposes the bindings exported from an ECMAScript Module (See 16.2.3). There is a one-to-one correspondence between the String-keyed own properties of a module namespace exotic object and the binding names exported by the Module. The exported bindings include any bindings that are indirectly exported using export * export items. Each
String-valued own property key is the stringValue of the corresponding exported binding name. These are the only String-keyed properties of a module namespace exotic object. Each such property has the attributes ( [[Writable]]: true, [[Enumerable]]: true, [[Configurable]]: false ). Module namespace exotic objects are not extensible.

An object is a module namespace exotic object if its [[GetPrototypeOf]], [[SetPrototypeOf]], [[IsExtensible]], [[PreventExtensions]], [[GetOwnProperty]], [[DefineOwnProperty]], [[HasProperty]], [[Get]], [[Set]], [[Delete]], and [[OwnPropertyKeys]] internal methods use the definitions in this section, and its other essential internal methods use the definitions found in 10.1. These methods are installed by ModuleNamespaceCreate.

Module namespace exotic objects have the internal slots defined in Table 35.

<table>
<thead>
<tr>
<th>Internal Slot</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>[[Module]]</td>
<td>a Module Record</td>
<td>The Module Record whose exports this namespace exposes.</td>
</tr>
<tr>
<td>[[Exports]]</td>
<td>a List of Strings</td>
<td>A List whose elements are the String values of the exported names exposed as own properties of this object. The list is ordered as if an Array of those String values had been sorted using %Array.prototype.sort% using undefined as comparefn.</td>
</tr>
</tbody>
</table>

10.4.6.1 [[GetPrototypeOf]] ( )

The [[GetPrototypeOf]] internal method of a module namespace exotic object takes no arguments and returns a normal completion containing null. It performs the following steps when called:

1. Return null.

10.4.6.2 [[SetPrototypeOf]] ( V )

The [[SetPrototypeOf]] internal method of a module namespace exotic object O takes argument V (an Object or null) and returns a normal completion containing a Boolean. It performs the following steps when called:


10.4.6.3 [[IsExtensible]] ( )

The [[IsExtensible]] internal method of a module namespace exotic object takes no arguments and returns a normal completion containing false. It performs the following steps when called:

1. Return false.

10.4.6.4 [[PreventExtensions]] ( )

The [[PreventExtensions]] internal method of a module namespace exotic object takes no arguments and returns a normal completion containing true. It performs the following steps when called:

1. Return true.
10.4.6.5 [[GetOwnProperty]] ( P )

The [[GetOwnProperty]] internal method of a module namespace exotic object O takes argument P (a property key) and returns either a normal completion containing either a Property Descriptor or undefined, or an abrupt completion. It performs the following steps when called:

1. If Type(P) is Symbol, return OrdinaryGetOwnProperty(O, P).
2. Let exports be O.[[Exports]].
3. If P is not an element of exports, return undefined.
5. Return PropertyDescriptor ( [[Value]]: value, [[Writable]]: true, [[Enumerable]]: true, [[Configurable]]: false).

10.4.6.6 [[DefineOwnProperty]] ( P, Desc )

The [[DefineOwnProperty]] internal method of a module namespace exotic object O takes arguments P (a property key) and Desc (a Property Descriptor) and returns either a normal completion containing a Boolean or an abrupt completion. It performs the following steps when called:

1. If Type(P) is Symbol, return ! OrdinaryDefineOwnProperty(O, P, Desc).
2. Let current be ? O.[[GetOwnProperty]](P).
3. If current is undefined, return false.
4. If Desc has a [[Configurable]] field and Desc.[[Configurable]] is true, return false.
5. If Desc has an [[Enumerable]] field and Desc.[[Enumerable]] is false, return false.
6. If IsAccessorDescriptor(Desc) is true, return false.
7. If Desc has a [[Writable]] field and Desc.[[Writable]] is false, return false.
8. If Desc has a [[Value]] field, return SameValue(Desc.[[Value]], current.[[Value]]).
9. Return true.

10.4.6.7 [[HasProperty]] ( P )

The [[HasProperty]] internal method of a module namespace exotic object O takes argument P (a property key) and returns a normal completion containing a Boolean. It performs the following steps when called:

1. If Type(P) is Symbol, return ! OrdinaryHasProperty(O, P).
2. Let exports be O.[[Exports]].
3. If P is an element of exports, return true.
4. Return false.

10.4.6.8 [[Get]] ( P, Receiver )

The [[Get]] internal method of a module namespace exotic object O takes arguments P (a property key) and Receiver (an ECMAScript language value) and returns either a normal completion containing an ECMAScript language value or an abrupt completion. It performs the following steps when called:

1. If Type(P) is Symbol, then
2. Let exports be O.[[Exports]].
3. If P is not an element of exports, return undefined.
4. Let m be O.[[Module]].
5. Let `binding` be `m.ResolveExport(P)`.

6. Assert: `binding` is a ResolvedBinding Record.

7. Let `targetModule` be `binding.[[Module]]`.

8. Assert: `targetModule` is not `undefined`.

9. If `binding.[[BindingName]]` is namespace, then

10. Let `targetEnv` be `targetModule.[[Environment]]`.

11. If `targetEnv` is empty, throw a `ReferenceError` exception.

12. Return `? targetEnv.GetBindingValue(binding.[[BindingName]], true)`.

**NOTE** ResolveExport is side-effect free. Each time this operation is called with a specific `exportName, resolveSet` pair as arguments it must return the same result. An implementation might choose to pre-compute or cache the ResolveExport results for the `[[Exports]]` of each module namespace exotic object.

**10.4.6.9 \[[Set]\] (P, V, Receiver)**

The \[[Set]\] internal method of a module namespace exotic object takes arguments `P` (a property key), `V` (an ECMAScript language value), and `Receiver` (an ECMAScript language value) and returns a normal completion containing `false`. It performs the following steps when called:

1. Return `false`.

**10.4.6.10 \[[Delete]\] (P)**

The \[[Delete]\] internal method of a module namespace exotic object `O` takes argument `P` (a property key) and returns a normal completion containing a Boolean. It performs the following steps when called:

1. If `Type(P)` is Symbol, then
   a. Return `! OrdinaryDelete(O, P)`.

2. Let `exports` be `O.[[Exports]]`.

3. If `P` is an element of `exports`, return `false`.

4. Return `true`.

**10.4.6.11 \[[OwnPropertyKeys]\] ( )**

The \[[OwnPropertyKeys]\] internal method of a module namespace exotic object `O` takes no arguments and returns a normal completion containing a List of property keys. It performs the following steps when called:

1. Let `exports` be `O.[[Exports]]`.

2. Let `symbolKeys` be `OrdinaryOwnPropertyKeys(O)`.

3. Return the list-concatenation of `exports` and `symbolKeys`.

**10.4.6.12 ModuleNamespaceCreate (module, exports)**

The abstract operation ModuleNamespaceCreate takes arguments `module` (a Module Record) and `exports` (a List of Strings) and returns a module namespace exotic object. It is used to specify the creation of new module namespace exotic objects. It performs the following steps when called:

1. Assert: `module.[[Namespace]]` is empty.
2. Let \textit{internalSlotsList} be the internal slots listed in Table 35.

3. Let \( M \) be \texttt{MakeBasicObject}(\textit{internalSlotsList}).

4. Set \( M \)’s essential internal methods to the definitions specified in 10.4.6.

5. Set \( M .[[\text{Module}]] \) to \texttt{module}.

6. Let \( \text{sortedExports} \) be a \texttt{List} whose elements are the elements of \textit{exports} ordered as if an \texttt{Array} of the same values had been sorted using \texttt{%Array.prototype.sort%} using \texttt{undefined} as \texttt{comparefn}.

7. Set \( M .[[\text{Exports}]] \) to \texttt{sortedExports}.

8. Create own properties of \( M \) corresponding to the definitions in 28.3.

9. Set \( \texttt{module.}[[\text{Namespace}]] \) to \( M \).

10. Return \( M \).

### 10.4.7 Immutable Prototype Exotic Objects

An \textit{immutable prototype exotic object} is an \textit{exotic object} that has a \([\text{[Prototype]}]\) internal slot that will not change once it is initialized.

An object is an \textit{immutable prototype exotic object} if its \([\text{[SetPrototypeOf]}]\) internal method uses the following implementation. (Its other essential internal methods may use any implementation, depending on the specific immutable prototype exotic object in question.)

**NOTE** Unlike other exotic objects, there is not a dedicated creation abstract operation provided for immutable prototype exotic objects. This is because they are only used by \texttt{%Object.prototype%} and by host environments, and in host environments, the relevant objects are potentially exotic in other ways and thus need their own dedicated creation operation.

#### 10.4.7.1 \([\text{[SetPrototypeOf]}](\ V)\)

The \([\text{[SetPrototypeOf]}]\) internal method of an immutable prototype exotic object \( O \) takes argument \( V \) (an Object or \texttt{null}) and returns either a \textit{normal completion} containing a Boolean or an \textit{abrupt completion}. It performs the following steps when called:

1. Return ? \texttt{SetImmutablePrototype}(\( O, V \)).

#### 10.4.7.2 \texttt{SetImmutablePrototype}(\( O, V \))

The abstract operation \texttt{SetImmutablePrototype} takes arguments \( O \) and \( V \) (an Object or \texttt{null}) and returns either a \textit{normal completion} containing a Boolean or an \textit{abrupt completion}. It performs the following steps when called:

1. Let \( \textit{current} \) be ? \( O .[[\text{GetPrototypeOf}]]() \).
2. If \texttt{SameValue}(\( V, \textit{current} \)) is \texttt{true}, return \texttt{true}.
3. Return \texttt{false}.

### 10.5 Proxy Object Internal Methods and Internal Slots

A Proxy object is an \textit{exotic object} whose essential internal methods are partially implemented using ECMAScript code. Every Proxy object has an internal slot called \([\text{[ProxyHandler]}]\). The value of \([\text{[ProxyHandler]}]\) is an object, called the proxy’s \textit{handler object}, or \texttt{null}. Methods (see Table 36) of a handler object may be used to augment the implementation for one or more of the Proxy object’s internal methods. Every Proxy object also has an internal slot called \([\text{[ProxyTarget]}]\) whose value is either an object or the \texttt{null} value. This object is called the proxy’s \textit{target object}.
An object is a _Proxy exotic object_ if its essential internal methods (including `[[Call]]` and `[[Construct]]`, if applicable) use the definitions in this section. These internal methods are installed in `ProxyCreate`.

**Table 36: Proxy Handler Methods**

<table>
<thead>
<tr>
<th>Internal Method</th>
<th>Handler Method</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>[[GetPrototypeOf]]</code></td>
<td><code>getPrototypeOf</code></td>
</tr>
<tr>
<td><code>[[SetPrototypeOf]]</code></td>
<td><code>setPrototypeOf</code></td>
</tr>
<tr>
<td><code>[[IsExtensible]]</code></td>
<td><code>isExtensible</code></td>
</tr>
<tr>
<td><code>[[PreventExtensions]]</code></td>
<td><code>preventExtensions</code></td>
</tr>
<tr>
<td><code>[[GetOwnProperty]]</code></td>
<td><code>getOwnPropertyDescriptor</code></td>
</tr>
<tr>
<td><code>[[DefineOwnProperty]]</code></td>
<td><code>defineProperty</code></td>
</tr>
<tr>
<td><code>[[HasProperty]]</code></td>
<td><code>has</code></td>
</tr>
<tr>
<td><code>[[Get]]</code></td>
<td><code>get</code></td>
</tr>
<tr>
<td><code>[[Set]]</code></td>
<td><code>set</code></td>
</tr>
<tr>
<td><code>[[Delete]]</code></td>
<td><code>deleteProperty</code></td>
</tr>
<tr>
<td><code>[[OwnPropertyKeys]]</code></td>
<td><code>ownKeys</code></td>
</tr>
<tr>
<td><code>[[Call]]</code></td>
<td><code>apply</code></td>
</tr>
<tr>
<td><code>[[Construct]]</code></td>
<td><code>construct</code></td>
</tr>
</tbody>
</table>

When a handler method is called to provide the implementation of a Proxy object internal method, the handler method is passed the proxy's target object as a parameter. A proxy's handler object does not necessarily have a method corresponding to every essential internal method. Invoking an internal method on the proxy results in the invocation of the corresponding internal method on the proxy's target object if the handler object does not have a method corresponding to the internal trap.

The `[[ProxyHandler]]` and `[[ProxyTarget]]` internal slots of a Proxy object are always initialized when the object is created and typically may not be modified. Some Proxy objects are created in a manner that permits them to be subsequently _revoked_. When a proxy is revoked, its `[[ProxyHandler]]` and `[[ProxyTarget]]` internal slots are set to `_null_` causing subsequent invocations of internal methods on that Proxy object to throw a _TypeError_ exception.

Because Proxy objects permit the implementation of internal methods to be provided by arbitrary ECMAScript code, it is possible to define a Proxy object whose handler methods violates the invariants defined in 6.1.7.3. Some of the internal method invariants defined in 6.1.7.3 are essential integrity invariants. These invariants are explicitly enforced by the Proxy object internal methods specified in this section. An ECMAScript implementation must be robust in the presence of all possible invariant violations.

In the following algorithm descriptions, assume `O` is an ECMAScript Proxy object, `P` is a property key value, `V` is any ECMAScript language value and `Desc` is a Property Descriptor record.

### 10.5.1 `[[GetPrototypeOf]]` ( )

The `[[GetPrototypeOf]]` internal method of a _Proxy exotic object_ `O` takes no arguments and returns either a normal completion containing either an Object or `_null_`, or an abrupt completion. It performs the following steps when called:

1. Let `handler` be `O.[[ProxyHandler]]`.
2. If `handler` is `_null_`, throw a _TypeError_ exception.
3. Assert: Type(handler) is Object.
4. Let target be O.[[ProxyTarget]].
5. Let trap be ? GetMethod(handler, "getPrototypeOf").
6. If trap is undefined, then
   a. Return ? target.[[GetPrototypeOf]]().
7. Let handlerProto be ? Call(trap, handler, « target »).
8. If Type(handlerProto) is neither Object nor Null, throw a TypeError exception.
10. If extensibleTarget is true, return handlerProto.
11. Let targetProto be ? target.[[GetPrototypeOf]]().
12. If SameValue(handlerProto, targetProto) is false, throw a TypeError exception.

NOTE  [[GetPrototypeOf]] for Proxy objects enforces the following invariants:
- The result of [[GetPrototypeOf]] must be either an Object or null.
- If the target object is not extensible, [[GetPrototypeOf]] applied to the Proxy object must return the same value as [[GetPrototypeOf]] applied to the Proxy object's target object.

10.5.2  [[SetPrototypeOf]] ( V )

The [[SetPrototypeOf]] internal method of a Proxy exotic object O takes argument V (an Object or null) and returns either a normal completion containing a Boolean or an abrupt completion. It performs the following steps when called:

1. Let handler be O.[[ProxyHandler]].
2. If handler is null, throw a TypeError exception.
3. Assert: Type(handler) is Object.
4. Let target be O.[[ProxyTarget]].
5. Let trap be ? GetMethod(handler, "setPrototypeOf").
6. If trap is undefined, then
7. Let booleanTrapResult be ToBoolean(? Call(trap, handler, « target, V »)).
8. If booleanTrapResult is false, return false.
10. If extensibleTarget is true, return true.
11. Let targetProto be ? target.[[GetPrototypeOf]]().
12. If SameValue(V, targetProto) is false, throw a TypeError exception.
13. Return true.

NOTE  [[SetPrototypeOf]] for Proxy objects enforces the following invariants:
- The result of [[SetPrototypeOf]] is a Boolean value.
- If the target object is not extensible, the argument value must be the same as the result of [[GetPrototypeOf]] applied to target object.
10.5.3 `[[IsExtensible]]()`  

The `[[IsExtensible]]` internal method of a `Proxy` exotic object `O` takes no arguments and returns either a normal completion containing a Boolean or an abrupt completion. It performs the following steps when called:

1. Let `handler` be `O.[[ProxyHandler]]`.  
2. If `handler` is `null`, throw a `TypeError` exception.  
3. Assert: Type(`handler`) is Object.  
4. Let `target` be `O.[[ProxyTarget]]`.  
5. Let `trap` be `?GetMethod(handler, "isExtensible")`.  
6. If `trap` is `undefined`, then
7. Let `booleanTrapResult` be `ToBoolean(?Call(trap, handler, « target »))`.  
9. If `SameValue(booleanTrapResult, targetResult)` is `false`, throw a `TypeError` exception.  
10. Return `booleanTrapResult`.

NOTE `[[IsExtensible]]` for `Proxy` objects enforces the following invariants:

- The result of `[[IsExtensible]]` is a Boolean value.
- `[[IsExtensible]]` applied to the `Proxy` object must return the same value as `[[IsExtensible]]` applied to the `Proxy` object's target object with the same argument.

10.5.4 `[[PreventExtensions]]()`  

The `[[PreventExtensions]]` internal method of a `Proxy` exotic object `O` takes no arguments and returns either a normal completion containing a Boolean or an abrupt completion. It performs the following steps when called:

1. Let `handler` be `O.[[ProxyHandler]]`.  
2. If `handler` is `null`, throw a `TypeError` exception.  
3. Assert: Type(`handler`) is Object.  
4. Let `target` be `O.[[ProxyTarget]]`.  
5. Let `trap` be `?GetMethod(handler, "preventExtensions")`.  
6. If `trap` is `undefined`, then
7. Let `booleanTrapResult` be `ToBoolean(?Call(trap, handler, « target »))`.  
8. If `booleanTrapResult` is `true`, then
   a. Let `extensibleTarget` be `?IsExtensible(target)`.  
   b. If `extensibleTarget` is `true`, throw a `TypeError` exception.  
9. Return `booleanTrapResult`.

NOTE `[[PreventExtensions]]` for `Proxy` objects enforces the following invariants:

- The result of `[[PreventExtensions]]` is a Boolean value.
- `[[PreventExtensions]]` applied to the `Proxy` object only returns `true` if `[[IsExtensible]]` applied to the `Proxy` object's target object is `false`.  

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10.5.5 [[GetOwnProperty]] (P)

The [[GetOwnProperty]] internal method of a Proxy exotic object O takes argument P (a property key) and returns either a normal completion containing either a Property Descriptor or undefined, or an abrupt completion. It performs the following steps when called:

1. Let handler be O.[[ProxyHandler]].
2. If handler is null, throw a TypeError exception.
3. Assert: Type(handler) is Object.
4. Let target be O.[[ProxyTarget]].
5. Let trap be ? GetMethod(handler, "getOwnPropertyDescriptor").
6. If trap is undefined, then
7. Let trapResultObj be ? Call(trap, handler, « target, P »).
8. If Type(trapResultObj) is neither Object nor Undefined, throw a TypeError exception.
10. If trapResultObj is undefined, then
    a. If targetDesc is undefined, return undefined.
    b. If targetDesc.[[Configurable]] is false, throw a TypeError exception.
    c. Let extensibleTarget be ? IsExtensible(target).
    d. If extensibleTarget is false, throw a TypeError exception.
    e. Return undefined.
12. Let resultDesc be ? ToPropertyDescriptor(trapResultObj).
13. Perform CompletePropertyDescriptor(resultDesc).
14. Let valid be IsCompatiblePropertyDescriptor(extensibleTarget, resultDesc, targetDesc).
15. If valid is false, throw a TypeError exception.
16. If resultDesc.[[Configurable]] is false, then
    a. If targetDesc is undefined or targetDesc.[[Configurable]] is true, then
       i. Throw a TypeError exception.
    b. If resultDesc has a [[Writable]] field and resultDesc.[[Writable]] is false, then
       i. Assert: targetDesc has a [[Writable]] field.
       ii. If targetDesc.[[Writable]] is true, throw a TypeError exception.
17. Return resultDesc.

NOTE  [[GetOwnProperty]] for Proxy objects enforces the following invariants:

- The result of [[GetOwnProperty]] must be either an Object or undefined.
- A property cannot be reported as non-existent, if it exists as a non-configurable own property of the target object.
- A property cannot be reported as non-existent, if it exists as an own property of a non-extensible target object.
- A property cannot be reported as existent, if it does not exist as an own property of the target object and the target object is not extensible.
- A property cannot be reported as non-configurable, unless it exists as a non-configurable own property of the target object.
- A property cannot be reported as both non-configurable and non-writable, unless it exists as a non-configurable, non-writable own property of the target object.
The [[DefineOwnProperty]] internal method of a Proxy exotic object \( O \) takes arguments \( P \) (a property key) and \( Desc \) (a Property Descriptor) and returns either a normal completion containing a Boolean or an abrupt completion. It performs the following steps when called:

1. Let \( handler \) be \( O\).
2. If \( handler \) is null, throw a TypeError exception.
3. Assert: Type \( handler \) is Object.
4. Let \( target \) be \( O\).
5. Let \( trap \) be ? GetMethod \( handler \), "defineProperty".
6. If \( trap \) is undefined, then
   a. Return ? \( target\).
7. Let \( descObj \) be FromPropertyDescriptor \( Desc \).
8. Let \( booleanTrapResult \) be ToBoolean ? Call \( trap \), \( handler \), \( target \), \( P \), \( descObj \) ».
9. If \( booleanTrapResult \) is false, return false.
10. Let \( targetDesc \) be ? \( target\).
11. Let \( extensibleTarget \) be ? IsExtensible \( target \).
12. If \( Desc \) has a [[Configurable]] field and if \( Desc\).[[Configurable]] is false, then
   a. Let settingConfigFalse be true.
13. Else, let settingConfigFalse be false.
14. If \( targetDesc \) is undefined, then
   a. If \( extensibleTarget \) is false, throw a TypeError exception.
   b. If settingConfigFalse is true, throw a TypeError exception.
15. Else,
   a. If IsCompatiblePropertyDescriptor \( extensibleTarget \), \( Desc \), \( targetDesc \) is false, throw a TypeError exception.
   b. If settingConfigFalse is true and \( targetDesc\).[[Configurable]] is true, throw a TypeError exception.
   c. If IsDataDescriptor \( targetDesc \) is true, \( targetDesc\).[[Configurable]] is false, and \( targetDesc\).
      [[Writable]] is true, then
      i. If \( Desc \) has a [[Writable]] field and \( Desc\).[[Writable]] is false, throw a TypeError exception.
16. Return true.

NOTE

[[DefineOwnProperty]] for Proxy objects enforces the following invariants:

- The result of [[DefineOwnProperty]] is a Boolean value.
- A property cannot be added, if the target object is not extensible.
- A property cannot be non-configurable, unless there exists a corresponding non-configurable own property of the target object.
- A non-configurable property cannot be non-writable, unless there exists a corresponding non-configurable, non-writable own property of the target object.
- If a property has a corresponding target object property then applying the Property Descriptor of the property to the target object using [[DefineOwnProperty]] will not throw an exception.
10.5.7 \([\text{HasProperty}]\) (P)

The \([\text{HasProperty}]\) internal method of a Proxy exotic object \(O\) takes argument \(P\) (a property key) and returns either a normal completion containing a Boolean or an abrupt completion. It performs the following steps when called:

1. Let \(\text{handler}\) be \(O.\text{[[ProxyHandler]]}\).
2. If \(\text{handler}\) is \(\text{null}\), throw a \(\text{TypeError}\) exception.
3. Assert: \(\text{Type(}\text{handler}\text{)}\) is Object.
4. Let \(\text{target}\) be \(O.\text{[[ProxyTarget]]}\).
5. Let \(\text{trap}\) be \? \(\text{GetMethod(}\text{handler}, \text{"has"})\).
6. If \(\text{trap}\) is \(\text{undefined}\), then
   a. Return \? \(\text{target.}\text{[[HasProperty]]}(P)\).
7. Let \(\text{booleanTrapResult}\) be \(\text{ToBoolean(}\text{Call(}\text{trap}, \text{handler}, \text{« target, P »})\)).
8. If \(\text{booleanTrapResult}\) is \(\text{false}\), then
   a. Let \(\text{targetDesc}\) be \? \(\text{target.}\text{[[GetOwnProperty]]}(P)\).
   b. If \(\text{targetDesc}\) is not \(\text{undefined}\), then
      i. If \(\text{targetDesc.}\text{[[Configurable]]}\) is \(\text{false}\), throw a \(\text{TypeError}\) exception.
      ii. Let \(\text{extensibleTarget}\) be \? \(\text{IsExtensible(target)}\).
      iii. If \(\text{extensibleTarget}\) is \(\text{false}\), throw a \(\text{TypeError}\) exception.
9. Return \(\text{booleanTrapResult}\).

NOTE

\([\text{HasProperty}]\) for Proxy objects enforces the following invariants:

- The result of \([\text{HasProperty}]\) is a Boolean value.
- A property cannot be reported as non-existent, if it exists as a non-configurable own property of the target object.
- A property cannot be reported as non-existent, if it exists as an own property of the target object and the target object is not extensible.

10.5.8 \([\text{Get}]\) (P, Receiver)

The \([\text{Get}]\) internal method of a Proxy exotic object \(O\) takes arguments \(P\) (a property key) and \(\text{Receiver}\) (an ECMA Script language value) and returns either a normal completion containing an ECMA Script language value or an abrupt completion. It performs the following steps when called:

1. Let \(\text{handler}\) be \(O.\text{[[ProxyHandler]]}\).
2. If \(\text{handler}\) is \(\text{null}\), throw a \(\text{TypeError}\) exception.
3. Assert: \(\text{Type(}\text{handler}\text{)}\) is Object.
4. Let \(\text{target}\) be \(O.\text{[[ProxyTarget]]}\).
5. Let \(\text{trap}\) be \? \(\text{GetMethod(}\text{handler}, \text{"get"})\).
6. If \(\text{trap}\) is \(\text{undefined}\), then
   a. Return \? \(\text{target.}\text{[[Get]]}(P, \text{Receiver})\).
7. Let \(\text{trapResult}\) be \? \(\text{Call(}\text{trap}, \text{handler}, \text{« target, P, Receiver »})\).
8. Let \(\text{targetDesc}\) be \? \(\text{target.}\text{[[GetOwnProperty]]}(P)\).
9. If \(\text{targetDesc}\) is not \(\text{undefined}\) and \(\text{targetDesc.}\text{[[Configurable]]}\) is \(\text{false}\), then
   a. If \(\text{IsDataDescriptor(}\text{targetDesc}\text{)}\) is \(\text{true}\) and \(\text{targetDesc.}\text{[[Writable]]}\) is \(\text{false}\), then
      i. If \(\text{SameValue(}\text{trapResult}, \text{targetDesc.}\text{[[Value]]})\) is \(\text{false}\), throw a \(\text{TypeError}\) exception.
   b. If \(\text{IsAccessorDescriptor(}\text{targetDesc}\text{)}\) is \(\text{true}\) and \(\text{targetDesc.}\text{[[Get]]}\) is \(\text{undefined}\), then
      i. If \(\text{trapResult}\) is not \(\text{undefined}\), throw a \(\text{TypeError}\) exception.
10. Return `trapResult`.

**NOTE**  
[[Get]] for Proxy objects enforces the following invariants:

- The value reported for a property must be the same as the value of the corresponding target object property if the target object property is a non-writable, non-configurable own data property.
- The value reported for a property must be `undefined` if the corresponding target object property is a non-configurable own accessor property that has `undefined` as its `[[Get]]` attribute.

10.5.9 **[[Set]]** ( \( P, V, \text{Receiver} \) )

The `[[Set]]` internal method of a Proxy exotic object \( O \) takes arguments \( P \) (a property key), \( V \) (an ECMAScript language value), and `Receiver` (an ECMAScript language value) and returns either a normal completion containing a Boolean or an abrupt completion. It performs the following steps when called:

1. Let `handler` be \( O.\text{[[ProxyHandler]]} \).
2. If `handler` is `null`, throw a `TypeError` exception.
3. Assert: Type(`handler`) is `Object`.
4. Let `target` be \( O.\text{[[ProxyTarget]]} \).
5. Let `trap` be `? GetMethod(handler, "set")`.
6. If `trap` is `undefined`, then
7. Let `booleanTrapResult` be `ToBoolean(? Call(trap, handler, « target, P, V, \text{Receiver} »))`.
8. If `booleanTrapResult` is `false`, return `false`.
9. Let `targetDesc` be `? target.\text{[[GetOwnProperty]]}(P)`.
10. If `targetDesc` is not `undefined` and `targetDesc.\text{[[Configurable]]}` is `false`, then
   a. If `IsDataDescriptor(targetDesc)` is `true` and `targetDesc.\text{[[Writable]]}` is `false`, then
      i. If `SameValue(V, targetDesc.\text{[[Value]]})` is `false`, throw a `TypeError` exception.
   b. If `IsAccessorDescriptor(targetDesc)` is `true`, then
      i. If `targetDesc.\text{[[Set]]}` is `undefined`, throw a `TypeError` exception.
11. Return `true`.

**NOTE**  
[[Set]] for Proxy objects enforces the following invariants:

- The result of `[[Set]]` is a Boolean value.
- Cannot change the value of a property to be different from the value of the corresponding target object property if the corresponding target object property is a non-writable, non-configurable own data property.
- Cannot set the value of a property if the corresponding target object property is a non-configurable own accessor property that has `undefined` as its `[[Set]]` attribute.

10.5.10 **[[Delete]]** ( \( P \) )

The `[[Delete]]` internal method of a Proxy exotic object \( O \) takes argument \( P \) (a property key) and returns either a normal completion containing a Boolean or an abrupt completion. It performs the following steps when called:

1. Let `handler` be \( O.\text{[[ProxyHandler]]} \).
2. If `handler` is `null`, throw a `TypeError` exception.
3. Assert: Type(handler) is Object.
4. Let target be O.[[ProxyTarget]].
5. Let trap be ? GetMethod(handler, "deleteProperty").
6. If trap is undefined, then
7. Let booleanTrapResult be ToBoolean(? Call(trap, handler, « target, P »)).
8. If booleanTrapResult is false, return false.
10. If targetDesc is undefined, return true.
11. If targetDesc.[[Configurable]] is false, throw a TypeError exception.
12. Let extensibleTarget be ? IsExtensible(target).
13. If extensibleTarget is false, throw a TypeError exception.

NOTE [[Delete]] for Proxy objects enforces the following invariants:

- The result of [[Delete]] is a Boolean value.
- A property cannot be reported as deleted, if it exists as a non-configurable own property of the target object.
- A property cannot be reported as deleted, if it exists as an own property of the target object and the target object is non-extensible.

10.5.11 [[OwnPropertyKeys]] ( )

The [[OwnPropertyKeys]] internal method of a Proxy exotic object O takes no arguments and returns either a normal completion containing a List of property keys or an abrupt completion. It performs the following steps when called:

1. Let handler be O.[[ProxyHandler]].
2. If handler is null, throw a TypeError exception.
3. Assert: Type(handler) is Object.
4. Let target be O.[[ProxyTarget]].
5. Let trap be ? GetMethod(handler, "ownKeys").
6. If trap is undefined, then
   a. Return ? target.[[OwnPropertyKeys]]().
7. Let trapResultArray be ? Call(trap, handler, « target »).
8. Let trapResult be ? CreateListFromArrayLike(trapResultArray, « String, Symbol »).
9. If trapResult contains any duplicate entries, throw a TypeError exception.
10. Let extensibleTarget be ? IsExtensible(target).
11. Let targetKeys be ? target.[[OwnPropertyKeys]]().
12. Assert: targetKeys is a List of property keys.
14. Let targetConfigurableKeys be a new empty List.
15. Let targetNonconfigurableKeys be a new empty List.
16. For each element key of targetKeys, do
   a. Let desc be ? target.[[GetOwnProperty]](key).
   b. If desc is not undefined and desc.[[Configurable]] is false, then
      i. Append key as an element of targetNonconfigurableKeys.
   c. Else,
i. Append \textit{key} as an element of \texttt{targetConfigurableKeys}.

17. If \texttt{extensibleTarget} is \texttt{true} and \texttt{targetNonconfigurableKeys} is empty, then
   a. Return \texttt{trapResult}.

18. Let \texttt{uncheckedResultKeys} be a \texttt{List} whose elements are the elements of \texttt{trapResult}.

19. For each element \texttt{key} of \texttt{targetNonconfigurableKeys}, do
   a. If \texttt{key} is not an element of \texttt{uncheckedResultKeys}, throw a \texttt{TypeError} exception.
   b. Remove \texttt{key} from \texttt{uncheckedResultKeys}.

20. If \texttt{extensibleTarget} is \texttt{true}, return \texttt{trapResult}.

21. For each element \texttt{key} of \texttt{targetConfigurableKeys}, do
   a. If \texttt{key} is not an element of \texttt{uncheckedResultKeys}, throw a \texttt{TypeError} exception.
   b. Remove \texttt{key} from \texttt{uncheckedResultKeys}.

22. If \texttt{uncheckedResultKeys} is not empty, throw a \texttt{TypeError} exception.

23. Return \texttt{trapResult}.

\textbf{NOTE} \[\texttt{OwnPropertyKeys} \] for Proxy objects enforces the following invariants:

- The result of \[\texttt{OwnPropertyKeys} \] is a \texttt{List}.
- The returned \texttt{List} contains no duplicate entries.
- The Type of each result \texttt{List} element is either \texttt{String} or \texttt{Symbol}.
- The result \texttt{List} must contain the keys of all non-configurable own properties of the target object.
- If the target object is not extensible, then the result \texttt{List} must contain all the keys of the own properties of the target object and no other values.

\textbf{10.5.12 \[\texttt{Call} \]} ( \texttt{thisArgument, argumentsList} )

The \[\texttt{Call} \] internal method of a Proxy exotic object \texttt{O} takes arguments \texttt{thisArgument} (an ECMAScript language value) and \texttt{argumentsList} (a \texttt{List} of ECMAScript language values) and returns either a normal completion containing an ECMAScript language value or an abrupt completion. It performs the following steps when called:

1. Let \texttt{handler} be \texttt{O.}[\[\texttt{ProxyHandler} \]].
2. If \texttt{handler} is \texttt{null}, throw a \texttt{TypeError} exception.
3. Assert: Type(\texttt{handler}) is Object.
4. Let \texttt{target} be \texttt{O.}[\[\texttt{ProxyTarget} \]].
5. Let \texttt{trap} be ? \texttt{GetMethod(handler, }"\texttt{apply}"").
6. If \texttt{trap} is \texttt{undefined}, then
   a. Return ? \texttt{Call(target, thisArgument, argumentsList)}.
7. Let \texttt{argArray} be \texttt{CreateArrayFromList(argumentsList)}.
8. Return ? \texttt{Call(trap, handler, }« \texttt{target, thisArgument, argArray »).}

\textbf{NOTE} A Proxy exotic object only has a \[\texttt{Call} \] internal method if the initial value of its \[\texttt{ProxyTarget} \] internal slot is an object that has a \[\texttt{Call} \] internal method.

\textbf{10.5.13 \[\texttt{Construct} \]} ( \texttt{argumentsList, newTarget} )

The \[\texttt{Construct} \] internal method of a Proxy exotic object \texttt{O} takes arguments \texttt{argumentsList} (a \texttt{List} of ECMAScript language values) and \texttt{newTarget} (a constructor) and returns either a normal completion containing an Object or an abrupt completion. It performs the following steps when called:
1. Let `handler` be `O.[[ProxyHandler]].
2. If `handler` is `null`, throw a `TypeError` exception.
3. Assert: Type(`handler`) is Object.
4. Let `target` be `O.[[ProxyTarget]].
5. Assert: IsConstructor(`target`) is `true`.
7. If `trap` is `undefined`, then
8. Let `argArray` be CreateArrayFromList(`argumentsList`).
9. Let `newObj` be ? Call(`trap`, `handler`, « `target`, `argArray`, `newTarget` »).
10. If Type(`newObj`) is not `Object`, throw a `TypeError` exception.
11. Return `newObj`.

**NOTE 1**  A Proxy exotic object only has a `[[Construct]]` internal method if the initial value of its `[[ProxyTarget]]` internal slot is an object that has a `[[Construct]]` internal method.

**NOTE 2**  `[[Construct]]` for Proxy objects enforces the following invariants:
- The result of `[[Construct]]` must be an `Object`.

### 10.5.14 ProxyCreate ( `target`, `handler` )

The abstract operation ProxyCreate takes arguments `target` and `handler` and returns either a normal completion containing a Proxy exotic object or an abrupt completion. It is used to specify the creation of new Proxy objects. It performs the following steps when called:

1. If Type(`target`) is not `Object`, throw a `TypeError` exception.
2. If Type(`handler`) is not `Object`, throw a `TypeError` exception.
3. Let `P` be MakeBasicObject(« `[[ProxyHandler]]`, `[[ProxyTarget]]` »).
4. Set `P`'s essential internal methods, except for `[[Call]]` and `[[Construct]]`, to the definitions specified in 10.5.
5. If IsCallable(`target`) is `true`, then
   a. Set `P`.[[`Call`]] as specified in 10.5.12.
      b. If IsConstructor(`target`) is `true`, then
         i. Set `P`.[[`Construct`]] as specified in 10.5.13.
6. Set `P`.[[`ProxyTarget`]] to `target`.
7. Set `P`.[[`ProxyHandler`]] to `handler`.
8. Return `P`.

### 11 ECMAScript Language: Source Text

### 11.1 Source Text

Syntax
ECMAScript code is expressed using Unicode. ECMAScript source text is a sequence of code points. All Unicode code point values from U+0000 to U+10FFFF, including surrogate code points, may occur in source text where permitted by the ECMAScript grammars. The actual encodings used to store and interchange ECMAScript source text is not relevant to this specification. Regardless of the external source text encoding, a conforming ECMAScript implementation processes the source text as if it was an equivalent sequence of \texttt{SourceCharacter} values, each \texttt{SourceCharacter} being a Unicode code point. Conforming ECMAScript implementations are not required to perform any normalization of source text, or behave as though they were performing normalization of source text.

The components of a combining character sequence are treated as individual Unicode code points even though a user might think of the whole sequence as a single character.

\textbf{NOTE} In string literals, regular expression literals, template literals and identifiers, any Unicode code point may also be expressed using Unicode escape sequences that explicitly express a code point's numeric value. Within a comment, such an escape sequence is effectively ignored as part of the comment.

ECMAScript differs from the Java programming language in the behaviour of Unicode escape sequences. In a Java program, if the Unicode escape sequence \texttt{\u000A}, for example, occurs within a single-line comment, it is interpreted as a line terminator (Unicode code point U+000A is LINE FEED (LF)) and therefore the next code point is not part of the comment. Similarly, if the Unicode escape sequence \texttt{\u000A} occurs within a string literal in a Java program, it is likewise interpreted as a line terminator, which is not allowed within a string literal—one must write \texttt{\n} instead of \texttt{\u000A} to cause a LINE FEED (LF) to be part of the String value of a string literal. In an ECMAScript program, a Unicode escape sequence occurring within a comment is never interpreted and therefore cannot contribute to termination of the comment. Similarly, a Unicode escape sequence occurring within a string literal in an ECMAScript program always contributes to the literal and is never interpreted as a line terminator or as a code point that might terminate the string literal.

11.1.1 Static Semantics: \texttt{UTF16EncodeCodePoint ( cp )}

The abstract operation \texttt{UTF16EncodeCodePoint} takes argument \texttt{cp} (a Unicode code point) and returns a String. It performs the following steps when called:

1. \texttt{Assert:} 0 ≤ \texttt{cp} ≤ 0x10FFFF.
2. If \texttt{cp} ≤ 0xFFFF, return the String value consisting of the code unit whose value is \texttt{cp}.
3. Let \texttt{cu1} be the code unit whose value is floor((\texttt{cp} - 0x10000) / 0x400) + 0xD800.
4. Let \texttt{cu2} be the code unit whose value is ((\texttt{cp} - 0x10000) modulo 0x400) + 0xDC00.
5. Return the string-concatenation of \texttt{cu1} and \texttt{cu2}.

11.1.2 Static Semantics: \texttt{CodePointsToString ( text )}

The abstract operation \texttt{CodePointsToString} takes argument \texttt{text} (a sequence of Unicode code points) and returns a String. It converts \texttt{text} into a String value, as described in 6.1.4. It performs the following steps when called:

1. Let \texttt{result} be the empty String.
2. For each code point \texttt{cp} of \texttt{text}, do
   a. Set \texttt{result} to the string-concatenation of \texttt{result} and \texttt{UTF16EncodeCodePoint(cp)}.
3. Return \texttt{result}.
11.1.3 Static Semantics: UTF16SurrogatePairToCodePoint (lead, trail)

The abstract operation UTF16SurrogatePairToCodePoint takes arguments lead (a code unit) and trail (a code unit) and returns a code point. Two code units that form a UTF-16 surrogate pair are converted to a code point. It performs the following steps when called:

1. Assert: lead is a leading surrogate and trail is a trailing surrogate.
2. Let cp be (lead - 0xD800) × 0x400 + (trail - 0xDC00) + 0x10000.
3. Return the code point cp.

11.1.4 Static Semantics: CodePointAt (string, position)

The abstract operation CodePointAt takes arguments string (a String) and position (a non-negative integer) and returns a Record with fields [[CodePoint]] (a code point), [[CodeUnitCount]] (a positive integer), and [[IsUnpairedSurrogate]] (a Boolean). It interprets string as a sequence of UTF-16 encoded code points, as described in 6.1.4, and reads from it a single code point starting with the code unit at index position. It performs the following steps when called:

1. Let size be the length of string.
2. Assert: position ≥ 0 and position < size.
3. Let first be the code unit at index position within string.
4. Let cp be the code point whose numeric value is that of first.
5. If first is not a leading surrogate or trailing surrogate, then
   a. Return the Record { [[CodePoint]]: cp, [[CodeUnitCount]]: 1, [[IsUnpairedSurrogate]]: false }.
6. If first is a trailing surrogate or position + 1 = size, then
   a. Return the Record { [[CodePoint]]: cp, [[CodeUnitCount]]: 1, [[IsUnpairedSurrogate]]: true }.
7. Let second be the code unit at index position + 1 within string.
8. If second is not a trailing surrogate, then
   a. Return the Record { [[CodePoint]]: cp, [[CodeUnitCount]]: 1, [[IsUnpairedSurrogate]]: true }.
9. Set cp to UTF16SurrogatePairToCodePoint(first, second).
10. Return the Record { [[CodePoint]]: cp, [[CodeUnitCount]]: 2, [[IsUnpairedSurrogate]]: false }.

11.1.5 Static Semantics: StringToCodePoints (string)

The abstract operation StringToCodePoints takes argument string (a String) and returns a List of code points. It returns the sequence of Unicode code points that results from interpreting string as UTF-16 encoded Unicode text as described in 6.1.4. It performs the following steps when called:

1. Let codePoints be a new empty List.
2. Let size be the length of string.
3. Let position be 0.
4. Repeat, while position < size,
   a. Let cp be CodePointAt(string, position).
   b. Append cp.[[CodePoint]] to codePoints.
   c. Set position to position + cp.[[CodeUnitCount]].
5. Return codePoints.
### 11.1.6 Static Semantics: ParseText (sourceText, goalSymbol)

The abstract operation ParseText takes arguments sourceText (a sequence of Unicode code points) and goalSymbol (a nonterminal in one of the ECMAScript grammars) and returns a Parse Node or a non-empty List of SyntaxError objects. It performs the following steps when called:

1. Attempt to parse sourceText using goalSymbol as the goal symbol, and analyse the parse result for any early error conditions. Parsing and early error detection may be interleaved in an implementation-defined manner.
2. If the parse succeeded and no early errors were found, return the Parse Node (an instance of goalSymbol) at the root of the parse tree resulting from the parse.
3. Otherwise, return a List of one or more SyntaxError objects representing the parsing errors and/or early errors. If more than one parsing error or early error is present, the number and ordering of error objects in the list is implementation-defined, but at least one must be present.

**NOTE 1**
Consider a text that has an early error at a particular point, and also a syntax error at a later point. An implementation that does a parse pass followed by an early errors pass might report the syntax error and not proceed to the early errors pass. An implementation that interleaves the two activities might report the early error and not proceed to find the syntax error. A third implementation might report both errors. All of these behaviours are conformant.

**NOTE 2**
See also clause 17.

### 11.2 Types of Source Code

There are four types of ECMAScript code:

- **Global code** is source text that is treated as an ECMAScript Script. The global code of a particular Script does not include any source text that is parsed as part of a FunctionDeclaration, FunctionExpression, GeneratorDeclaration, GeneratorExpression, AsyncFunctionDeclaration, AsyncFunctionExpression, AsyncGeneratorDeclaration, AsyncGeneratorExpression, MethodDefinition, ArrowFunction, AsyncArrowFunction, ClassDeclaration, or ClassExpression.

- **Eval code** is the source text supplied to the built-in eval function. More precisely, if the parameter to the built-in eval function is a String, it is treated as an ECMAScript Script. The eval code for a particular invocation of eval is the global code portion of that Script.

- **Function code** is source text that is parsed to supply the value of the [[ECMAScriptCode]] and [[FormalParameters]] internal slots (see 10.2) of an ECMAScript function object. The function code of a particular ECMAScript function does not include any source text that is parsed as the function code of a nested FunctionDeclaration, FunctionExpression, GeneratorDeclaration, GeneratorExpression, AsyncFunctionDeclaration, AsyncFunctionExpression, AsyncGeneratorExpression, MethodDefinition, ArrowFunction, AsyncArrowFunction, ClassDeclaration, or ClassExpression.

In addition, if the source text referred to above is parsed as:

- the FormalParameters and FunctionBody of a FunctionDeclaration or FunctionExpression,
- the FormalParameters and GeneratorBody of a GeneratorDeclaration or GeneratorExpression,
- the FormalParameters and AsyncFunctionBody of an AsyncFunctionDeclaration or AsyncFunctionExpression, or
- the FormalParameters and AsyncGeneratorBody of an AsyncGeneratorDeclaration or AsyncGeneratorExpression,

then the source text matched by the BindingIdentifier (if any) of that declaration or expression is also included in the function code of the corresponding function.
Module code is source text that is code that is provided as a ModuleBody. It is the code that is directly evaluated when a module is initialized. The module code of a particular module does not include any source text that is parsed as part of a nested FunctionDeclaration, FunctionExpression, GeneratorDeclaration, GeneratorExpression, AsyncFunctionDeclaration, AsyncFunctionExpression, AsyncGeneratorDeclaration, AsyncGeneratorExpression, MethodDefinition, ArrowFunction, AsyncArrowFunction, ClassDeclaration, or ClassExpression.

Notes:

Note 1: Function code is generally provided as the bodies of Function Definitions (15.2), Arrow Function Definitions (15.3), Method Definitions (15.4), Generator Function Definitions (15.5), Async Function Definitions (15.8), Async Generator Function Definitions (15.6), and Async Arrow Functions (15.9). Function code is also derived from the arguments to the Function constructor (20.2.1.1), the GeneratorFunction constructor (27.3.1.1), and the AsyncFunction constructor (27.7.1.1).

Note 2: The practical effect of including the BindingIdentifier in function code is that the Early Errors for strict mode code are applied to a BindingIdentifier that is the name of a function whose body contains a "use strict" directive, even if the surrounding code is not strict mode code.

11.2.1 Directive Prologues and the Use Strict Directive

A Directive Prologue is the longest sequence of ExpressionStatements occurring as the initial StatementListItems or ModuleItems of a FunctionBody, a ScriptBody, or a ModuleBody and where each ExpressionStatement in the sequence consists entirely of a StringLiteral token followed by a semicolon. The semicolon may appear explicitly or may be inserted by automatic semicolon insertion (12.9). A Directive Prologue may be an empty sequence.

A Use Strict Directive is an ExpressionStatement in a Directive Prologue whose StringLiteral is either of the exact code point sequences "use strict" or 'use strict'. A Use Strict Directive may not contain an EscapeSequence or LineContinuation.

A Directive Prologue may contain more than one Use Strict Directive. However, an implementation may issue a warning if this occurs.

Note: The ExpressionStatements of a Directive Prologue are evaluated normally during evaluation of the containing production. Implementations may define implementation specific meanings for ExpressionStatements which are not a Use Strict Directive and which occur in a Directive Prologue. If an appropriate notification mechanism exists, an implementation should issue a warning if it encounters in a Directive Prologue an ExpressionStatement that is not a Use Strict Directive and which does not have a meaning defined by the implementation.

11.2.2 Strict Mode Code

An ECMAScript syntactic unit may be processed using either unrestricted or strict mode syntax and semantics (4.3.2). Code is interpreted as strict mode code in the following situations:

- Global code is strict mode code if it begins with a Directive Prologue that contains a Use Strict Directive.
- Module code is always strict mode code.
- All parts of a ClassDeclaration or a ClassExpression are strict mode code.
- Eval code is strict mode code if it begins with a Directive Prologue that contains a Use Strict Directive or if the call to eval is a direct eval that is contained in strict mode code.
- Function code is strict mode code if the associated FunctionDeclaration, FunctionExpression, GeneratorDeclaration, GeneratorExpression, AsyncFunctionDeclaration, AsyncFunctionExpression, AsyncGeneratorDeclaration, AsyncGeneratorExpression, MethodDefinition, ArrowFunction, or AsyncArrowFunction is contained in strict mode code or if the code that produces the value of the function's [[ECMAScriptCode]] internal slot begins with a Directive Prologue that contains a Use Strict Directive.
Function code that is supplied as the arguments to the built-in Function, Generator, AsyncFunction, and AsyncGenerator constructors is strict mode code if the last argument is a String that when processed is a FunctionBody that begins with a Directive Prologue that contains a Use Strict Directive.

ECMAScript code that is not strict mode code is called non-strict code.

### 11.2.3 Non-ECMAScript Functions

An ECMAScript implementation may support the evaluation of function exotic objects whose evaluative behaviour is expressed in some host-defined form of executable code other than via ECMAScript code. Whether a function object is an ECMAScript code function or a non-ECMAScript function is not semantically observable from the perspective of an ECMAScript code function that calls or is called by such a non-ECMAScript function.

### 12 ECMAScript Language: Lexical Grammar

The source text of an ECMAScript Script or Module is first converted into a sequence of input elements, which are tokens, line terminators, comments, or white space. The source text is scanned from left to right, repeatedly taking the longest possible sequence of code points as the next input element.

There are several situations where the identification of lexical input elements is sensitive to the syntactic grammar context that is consuming the input elements. This requires multiple goal symbols for the lexical grammar. The `InputElementRegExpOrTemplateTail` goal is used in syntactic grammar contexts where a `RegularExpressionLiteral`, a `TemplateMiddle`, or a `TemplateTail` is permitted. The `InputElementRegExp` goal symbol is used in all syntactic grammar contexts where a `RegularExpressionLiteral` is permitted but neither a `TemplateMiddle`, nor a `TemplateTail` is permitted. The `InputElementTemplateTail` goal is used in all syntactic grammar contexts where a `TemplateMiddle` or a `TemplateTail` is permitted but a `RegularExpressionLiteral` is not permitted. In all other contexts, `InputElementDiv` is used as the lexical goal symbol.

**NOTE** The use of multiple lexical goals ensures that there are no lexical ambiguities that would affect automatic semicolon insertion. For example, there are no syntactic grammar contexts where both a leading division or division-assignment, and a leading `RegularExpressionLiteral` are permitted. This is not affected by semicolon insertion (see 12.9); in examples such as the following:

```
   a = b
   /hi/g.exec(c).map(d);
```

where the first non-whitespace, non-comment code point after a `LineTerminator` is U+002F (SOLIDUS) and the syntactic context allows division or division-assignment, no semicolon is inserted at the `LineTerminator`. That is, the above example is interpreted in the same way as:

```
   a = b / hi / g.exec(c).map(d);
```

**Syntax**

```
InputElementDiv ::= 
  WhiteSpace 
  LineTerminator 
  Comment 
  CommonToken 
  DivPunctuator 
  RightBracePunctuator 
InputElementRegExp ::= 
  WhiteSpace 
```
The Unicode format-control characters (i.e., the characters in category “Cf” in the Unicode Character Database such as LEFT-TO-RIGHT MARK or RIGHT-TO-LEFT MARK) are control codes used to control the formatting of a range of text in the absence of higher-level protocols for this (such as mark-up languages).

It is useful to allow format-control characters in source text to facilitate editing and display. All format control characters may be used within comments, and within string literals, template literals, and regular expression literals.

U+200C (ZERO WIDTH NON-JOINER) and U+200D (ZERO WIDTH JOINER) are format-control characters that are used to make necessary distinctions when forming words or phrases in certain languages. In ECMAScript source text these code points may also be used in an IdentifierName after the first character.

U+FEFF (ZERO WIDTH NO-BREAK SPACE) is a format-control character used primarily at the start of a text to mark it as Unicode and to allow detection of the text’s encoding and byte order. <ZWNBSP> characters intended for this purpose can sometimes also appear after the start of a text, for example as a result of concatenating files. In ECMAScript source text <ZWNBSP> code points are treated as white space characters (see 12.2).

The special treatment of certain format-control characters outside of comments, string literals, and regular expression literals is summarized in Table 37.

<table>
<thead>
<tr>
<th>Code Point</th>
<th>Name</th>
<th>Abbreviation</th>
<th>Usage</th>
</tr>
</thead>
<tbody>
<tr>
<td>U+200C</td>
<td>ZERO WIDTH NON-JOINER</td>
<td>&lt;ZWNJ&gt;</td>
<td>IdentifierPart</td>
</tr>
<tr>
<td>U+200D</td>
<td>ZERO WIDTH JOINER</td>
<td>&lt;ZWJ&gt;</td>
<td>IdentifierPart</td>
</tr>
<tr>
<td>U+FEFF</td>
<td>ZERO WIDTH NO-BREAK SPACE</td>
<td>&lt;ZWNBSP&gt;</td>
<td>WhiteSpace</td>
</tr>
</tbody>
</table>
12.2 White Space

White space code points are used to improve source text readability and to separate tokens (indivisible lexical units) from each other, but are otherwise insignificant. White space code points may occur between any two tokens and at the start or end of input. White space code points may occur within a StringLiteral, a RegularExpressionLiteral, a Template, or a TemplateSubstitutionTail where they are considered significant code points forming part of a literal value. They may also occur within a Comment, but cannot appear within any other kind of token.

The ECMAScript white space code points are listed in Table 38.

<table>
<thead>
<tr>
<th>Code Point</th>
<th>Name</th>
<th>Abbreviation</th>
</tr>
</thead>
<tbody>
<tr>
<td>U+0009</td>
<td>CHARACTER TABULATION</td>
<td>&lt;TAB&gt;</td>
</tr>
<tr>
<td>U+000B</td>
<td>LINE TABULATION</td>
<td>&lt;VT&gt;</td>
</tr>
<tr>
<td>U+000C</td>
<td>FORM FEED (FF)</td>
<td>&lt;FF&gt;</td>
</tr>
<tr>
<td>U+FEFF</td>
<td>ZERO WIDTH NO-BREAK SPACE</td>
<td>&lt;ZWNBSP&gt;</td>
</tr>
<tr>
<td>Category “Zs”</td>
<td>Any Unicode “Space_Separator” code point</td>
<td>&lt;USP&gt;</td>
</tr>
</tbody>
</table>

NOTE 1 U+0020 (SPACE) and U+00A0 (NO-BREAK SPACE) code points are part of <USP>.

NOTE 2 Other than for the code points listed in Table 38, ECMAScript WhiteSpace intentionally excludes all code points that have the Unicode “White_Space” property but which are not classified in category “Space_Separator” (“Zs”).

Syntax

WhiteSpace ::
  <TAB>
  <VT>
  <FF>
  <ZWNBSP>
  <USP>

12.3 Line Terminators

Like white space code points, line terminator code points are used to improve source text readability and to separate tokens (indivisible lexical units) from each other. However, unlike white space code points, line terminators have some influence over the behaviour of the syntactic grammar. In general, line terminators may occur between any two tokens, but there are a few places where they are forbidden by the syntactic grammar. Line terminators also affect the process of automatic semicolon insertion (12.9). A line terminator cannot occur within any token except a StringLiteral, Template, or TemplateSubstitutionTail. <LF> and <CR> line terminators cannot occur within a StringLiteral token except as part of a LineContinuation.

A line terminator can occur within a MultiLineComment but cannot occur within a SingleLineComment.

Line terminators are included in the set of white space code points that are matched by the \s class in regular expressions.

The ECMAScript line terminator code points are listed in Table 39.
Table 39: Line Terminator Code Points

<table>
<thead>
<tr>
<th>Code Point</th>
<th>Unicode Name</th>
<th>Abbreviation</th>
</tr>
</thead>
<tbody>
<tr>
<td>U+000A</td>
<td>LINE FEED (LF)</td>
<td>&lt;LF&gt;</td>
</tr>
<tr>
<td>U+000D</td>
<td>CARRIAGE RETURN (CR)</td>
<td>&lt;CR&gt;</td>
</tr>
<tr>
<td>U+2028</td>
<td>LINE SEPARATOR</td>
<td>&lt;LS&gt;</td>
</tr>
<tr>
<td>U+2029</td>
<td>PARAGRAPH SEPARATOR</td>
<td>&lt;PS&gt;</td>
</tr>
</tbody>
</table>

Only the Unicode code points in Table 39 are treated as line terminators. Other new line or line breaking Unicode code points are not treated as line terminators but are treated as white space if they meet the requirements listed in Table 38. The sequence <CR><LF> is commonly used as a line terminator. It should be considered a single SourceCharacter for the purpose of reporting line numbers.

Syntax

```
LineTerminator ::
  <LF>
  <CR>
  <LS>
  <PS>

LineTerminatorSequence ::
  <LF>
  <CR> [lookahead ≠ <LF>]
  <LS>
  <PS>
  <CR> <LF>
```

12.4 Comments

Comments can be either single or multi-line. Multi-line comments cannot nest.

Because a single-line comment can contain any Unicode code point except a LineTerminator code point, and because of the general rule that a token is always as long as possible, a single-line comment always consists of all code points from the // marker to the end of the line. However, the LineTerminator at the end of the line is not considered to be part of the single-line comment; it is recognized separately by the lexical grammar and becomes part of the stream of input elements for the syntactic grammar. This point is very important, because it implies that the presence or absence of single-line comments does not affect the process of automatic semicolon insertion (see 12.9).

Comments behave like white space and are discarded except that, if a MultiLineComment contains a line terminator code point, then the entire comment is considered to be a LineTerminator for purposes of parsing by the syntactic grammar.

Syntax

```
Comment ::
  MultiLineComment
  SingleLineComment

MultiLineComment ::
  /* MultiLineCommentChars opt */
```
```
MultiLineCommentChars ::
    MultiLineNotAsteriskChar MultiLineCommentChars opt
    * PostAsteriskCommentChars opt

PostAsteriskCommentChars ::
    MultiLineNotForwardSlashOrAsteriskChar MultiLineCommentChars opt
    * PostAsteriskCommentChars opt

MultiLineNotAsteriskChar ::
    SourceCharacter but not *

MultiLineNotForwardSlashOrAsteriskChar ::
    SourceCharacter but not one of / or *

SingleLineComment ::
    // SingleLineCommentChars opt

SingleLineCommentChars ::
    SingleLineCommentChar SingleLineCommentChars opt

SingleLineCommentChar ::
    SourceCharacter but not LineTerminator
```

A number of productions in this section are given alternative definitions in section B.1.1

### 12.5 Tokens

**Syntax**

```
CommonToken ::
    IdentifierName
    PrivateIdentifier
    Punctuator
    NumericLiteral
    StringLiteral
    Template
```

**NOTE** The `DivPunctuator`, `RegularExpressionLiteral`, `RightBracePunctuator`, and `TemplateSubstitutionTail` productions derive additional tokens that are not included in the `CommonToken` production.

### 12.6 Names and Keywords

`IdentifierName` and `ReservedWord` are tokens that are interpreted according to the Default Identifier Syntax given in Unicode Standard Annex #31, Identifier and Pattern Syntax, with some small modifications. `ReservedWord` is an enumerated subset of `IdentifierName`. The syntactic grammar defines `Identifier` as an `IdentifierName` that is not a `ReservedWord`. The Unicode identifier grammar is based on character properties specified by the Unicode Standard. The Unicode code points in the specified categories in the latest version of the Unicode Standard must be treated as in those categories by all conforming ECMAScript implementations. ECMAScript implementations may recognize identifier code points defined in later editions of the Unicode Standard.
NOTE 1 This standard specifies specific code point additions: U+0024 (DOLLAR SIGN) and U+005F (LOW LINE) are permitted anywhere in an IdentifierName, and the code points U+200C (ZERO WIDTH NON-JOINER) and U+200D (ZERO WIDTH JOINER) are permitted anywhere after the first code point of an IdentifierName.

Syntax

```
PrivateIdentifier ::
   # IdentifierName

IdentifierName ::
   IdentifierStart IdentifierName IdentifierPart

IdentifierStart ::
   IdentifierStartChar
   \ UnicodeEscapeSequence

IdentifierPart ::
   IdentifierPartChar
   \ UnicodeEscapeSequence

IdentifierStartChar ::
   UnicodeIDStart
   $  
   _  

IdentifierPartChar ::
   UnicodeIDContinue
   $  
   <ZWNJ>
   <ZWJ>

UnicodeIDStart ::
   any Unicode code point with the Unicode property “ID_Start”

UnicodeIDContinue ::
   any Unicode code point with the Unicode property “ID_Continue”
```

The definitions of the nonterminal `UnicodeEscapeSequence` is given in 12.8.4.

NOTE 2 The nonterminal IdentifierPart derives _ via UnicodeIDContinue.

NOTE 3 The sets of code points with Unicode properties “ID_Start” and “ID_Continue” include, respectively, the code points with Unicode properties “Other_ID_Start” and “Other_ID_Continue”.

12.6.1 Identifier Names

Unicode escape sequences are permitted in an IdentifierName, where they contribute a single Unicode code point to the IdentifierName. The code point is expressed by the CodePoint of the UnicodeEscapeSequence (see 12.8.4). The \ preceding the UnicodeEscapeSequence and the u and { } code units, if they appear, do not contribute code points to the IdentifierName. A UnicodeEscapeSequence cannot be used to put a code point into an IdentifierName that would otherwise be illegal. In other words, if a UnicodeEscapeSequence sequence were replaced by the SourceCharacter it contributes, the result must still be a valid IdentifierName.
that has the exact same sequence of SourceCharacter elements as the original IdentifierName. All interpretations of IdentifierName within this specification are based upon their actual code points regardless of whether or not an escape sequence was used to contribute any particular code point.

Two IdentifierNames that are canonically equivalent according to the Unicode Standard are not equal unless, after replacement of each UnicodeEscapeSequence, they are represented by the exact same sequence of code points.

### 12.6.1.1 Static Semantics: Early Errors

**IdentifierStart :: \ UnicodeEscapeSequence**

- It is a Syntax Error if IdentifierCodePoint of UnicodeEscapeSequence is not some Unicode code point matched by the IdentifierStartChar lexical grammar production.

**IdentifierPart :: \ UnicodeEscapeSequence**

- It is a Syntax Error if IdentifierCodePoint of UnicodeEscapeSequence is not some Unicode code point matched by the IdentifierPartChar lexical grammar production.

### 12.6.1.2 Static Semantics: IdentifierCodePoints

The syntax-directed operation IdentifierCodePoints takes no arguments and returns a List of code points. It is defined piecewise over the following productions:

**IdentifierName :: IdentifierStart**

1. Let \( cp \) be IdentifierCodePoint of IdentifierStart.
2. Return « \( cp \) ».

**IdentifierName :: IdentifierName IdentifierPart**

1. Let \( cps \) be IdentifierCodePoints of the derived IdentifierName.
2. Let \( cp \) be IdentifierCodePoint of IdentifierPart.
3. Return the list-concatenation of \( cps \) and « \( cp \) ».

### 12.6.1.3 Static Semantics: IdentifierCodePoint

The syntax-directed operation IdentifierCodePoint takes no arguments and returns a code point. It is defined piecewise over the following productions:

**IdentifierStart :: IdentifierStartChar**

1. Return the code point matched by IdentifierStartChar.

**IdentifierPart :: IdentifierPartChar**

1. Return the code point matched by IdentifierPartChar.

**UnicodeEscapeSequence :: u Hex4Digits**

1. Return the code point whose numeric value is the MV of Hex4Digits.

**UnicodeEscapeSequence :: u\{ CodePoint \}**

1. Return the code point whose numeric value is the MV of CodePoint.
12.6.2 Keywords and Reserved Words

A **keyword** is a token that matches `IdentifierName`, but also has a syntactic use; that is, it appears literally, in a fixed width font, in some syntactic production. The keywords of ECMAScript include `if`, `while`, `async`, `await`, and many others.

A **reserved word** is an `IdentifierName` that cannot be used as an identifier. Many keywords are reserved words, but some are not, and some are reserved only in certain contexts. `if` and `while` are reserved words. `await` is reserved only inside async functions and modules. `async` is not reserved; it can be used as a variable name or statement label without restriction.

This specification uses a combination of grammatical productions and early error rules to specify which names are valid identifiers and which are reserved words. All tokens in the `ReservedWord` list below, except for `await` and `yield`, are unconditionally reserved. Exceptions for `await` and `yield` are specified in 13.1, using parameterized syntactic productions. Lastly, several early error rules restrict the set of valid identifiers. See 13.1.1, 14.3.1.1, 14.7.5.1, and 15.7.1. In summary, there are five categories of identifier names:

- Those that are always allowed as identifiers, and are not keywords, such as `Math`, `window`, `toString`, and `_`;
- Those that are never allowed as identifiers, namely the `ReservedWords` listed below except `await` and `yield`;
- Those that are contextually allowed as identifiers, namely `await` and `yield`;
- Those that are contextually disallowed as identifiers, in strict mode code: `let`, `static`, `implements`, `interface`, `package`, `private`, `protected`, and `public`;
- Those that are always allowed as identifiers, but also appear as keywords within certain syntactic productions, at places where `Identifier` is not allowed: `as`, `async`, `from`, `get`, `meta`, `of`, `set`, and `target`.

The term **conditional keyword**, or **contextual keyword**, is sometimes used to refer to the keywords that fall in the last three categories, and thus can be used as identifiers in some contexts and as keywords in others.

**Syntax**

```
ReservedWord :: one of
    await break case catch class const continue debugger default delete do
else enum export extends false finally for function if import in
instanceof new null return super switch this throw true try typeof
var void while with yield
```

**NOTE 1** Per 5.1.5, keywords in the grammar match literal sequences of specific `SourceCharacter` elements. A code point in a keyword cannot be expressed by a `\UnicodeEscapeSequence`. An `IdentifierName` can contain `\UnicodeEscapeSequences`, but it is not possible to declare a variable named "else" by spelling it `els\u{65}`. The early error rules in 13.1.1 rule out identifiers with the same `StringValue` as a reserved word.

**NOTE 2** `enum` is not currently used as a keyword in this specification. It is a future reserved word, set aside for use as a keyword in future language extensions.

Similarly, `implements`, `interface`, `package`, `private`, `protected`, and `public` are future reserved words in strict mode code.

**NOTE 3** The names `arguments` and `eval` are not keywords, but they are subject to some restrictions in strict mode code. See 13.1.1, 8.5.4, 15.2.1, 15.5.1, 15.6.1, and 15.8.1.
12.7 Punctuators

Syntax

\[
\text{Punctuator ::}
\]
\[
\text{OptionalChainingPunctuator}
\]
\[
\text{OtherPunctuator}
\]

\[
\text{OptionalChainingPunctuator ::}
\]
\[
? \cdot \text{[lookahead} \notin \text{DecimalDigit]\text{]}
\]

\[
\text{OtherPunctuator :: \ one of}
\]
\[
\{ ( ) [ ] \ldots ; , < > <= >= !== === != == + - % ** ++ -- <= << >> >> &
\]
\[
\cdot ^ ! ~ \& \& | | \? \? ? : = += -= *%= **= <<= >>= >>>&= |= ^= &= ||= ??= =>
\]

\[
\text{DivPunctuator ::}
\]
\[
/ \\
/=
\]

\[
\text{RightBracePunctuator ::}
\]

12.8 Literals

12.8.1 Null Literals

Syntax

\[
\text{NullLiteral ::}
\]
\[
\text{null}
\]

12.8.2 Boolean Literals

Syntax

\[
\text{BooleanLiteral ::}
\]
\[
\text{true}
\]
\[
\text{false}
\]

12.8.3 Numeric Literals

Syntax

\[
\text{NumericLiteralSeparator ::}
\]
\[
\text{NumericLiteral ::}
\]
\[
\text{DecimalLiteral}
\]
\[
\text{DecimalBigIntegerLiteral}
\]
\[
\text{NonDecimalIntegerLiteral}_{[\text{+Sep]]}
\]
\[
\text{NonDecimalIntegerLiteral}_{[\text{+Sep]],BigIntLiteralSuffix}
\]
\[
\text{LegacyOctalIntegerLiteral}
\]
DecimalBigIntegerLiteral ::
  0 BigIntLiteralSuffix
  NonZeroDigit DecimalDigits [+Sep] opt BigIntLiteralSuffix
  NonZeroDigit NumericLiteralSeparator DecimalDigits [+Sep] BigIntLiteralSuffix

NonDecimalIntegerLiteral [Sep] ::
  BinaryIntegerLiteral [?Sep]
  OctalIntegerLiteral [?Sep]
  HexIntegerLiteral [?Sep]

BigIntLiteralSuffix ::
  n

DecimalLiteral ::
  DecimalIntegerLiteral . DecimalDigits [+Sep] opt ExponentPart [+Sep] opt
  . DecimalDigits [+Sep] ExponentPart [+Sep] opt
  DecimalIntegerLiteral ExponentPart [+Sep] opt

DecimalIntegerLiteral ::
  0
  NonZeroDigit
  NonZeroDigit NumericLiteralSeparator opt DecimalDigits [+Sep]
  NonOctalDecimalIntegerLiteral

DecimalDigits [Sep] ::
  DecimalDigit
  DecimalDigits [?Sep] DecimalDigit
  [+Sep] DecimalDigits [+Sep] NumericLiteralSeparator DecimalDigit

DecimalDigit :: one of
  0 1 2 3 4 5 6 7 8 9

NonZeroDigit :: one of
  1 2 3 4 5 6 7 8 9

ExponentPart [Sep] ::
  ExponentIndicator SignedInteger [?Sep]

ExponentIndicator :: one of
e E

SignedInteger [Sep] ::
  DecimalDigits [?Sep]
  + DecimalDigits [?Sep]
  - DecimalDigits [?Sep]

BinaryIntegerLiteral [Sep] ::
  0b BinaryDigits [?Sep]
  0B BinaryDigits [?Sep]

BinaryDigits [Sep] ::
  BinaryDigit
  BinaryDigits [?Sep] BinaryDigit
  [+Sep] BinaryDigits [+Sep] NumericLiteralSeparator BinaryDigit

BinaryDigit :: one of
  0 1

OctalIntegerLiteral [Sep] ::
  0o OctalDigits [?Sep]
  00 OctalDigits [?Sep]

OctalDigits [Sep] ::
OctalDigit
OctalDigits[?Sep] OctalDigit
[+Sep] OctalDigits[+Sep] NumericLiteralSeparator OctalDigit

LegacyOctalIntegerLiteral ::
  0 OctalDigit
  LegacyOctalIntegerLiteral OctalDigit

NonOctalDecimalIntegerLiteral ::
  0 NonOctalDigit
  LegacyOctalLikeDecimalIntegerLiteral NonOctalDigit
  NonOctalDecimalIntegerLiteral DecimalDigit

LegacyOctalLikeDecimalIntegerLiteral ::
  0 OctalDigit
  LegacyOctalLikeDecimalIntegerLiteral OctalDigit

OctalDigit :: one of
  0 1 2 3 4 5 6 7

NonOctalDigit :: one of
  8 9

HexIntegerLiteral[Sep] ::
  0x HexDigits[?Sep]
  0X HexDigits[?Sep]

HexDigits[Sep] ::
  HexDigit
  HexDigits[?Sep] HexDigit
  [+Sep] HexDigits[+Sep] NumericLiteralSeparator HexDigit

HexDigit :: one of
  0 1 2 3 4 5 6 7 8 9 a b c d e f A B C D E F

The SourceCharacter immediately following a NumericLiteral must not be an IdentifierStart or DecimalDigit.

NOTE For example: 3in is an error and not the two input elements 3 and in.

12.8.3.1 Static Semantics: Early Errors

NumericLiteral :: LegacyOctalIntegerLiteral
DecimalIntegerLiteral :: NonOctalDecimalIntegerLiteral

- It is a Syntax Error if the source text matched by this production is strict mode code.

NOTE In non-strict code, this syntax is Legacy.

12.8.3.2 Static Semantics: MV

A numeric literal stands for a value of the Number type or the BigInt type.

- The MV of DecimalLiteral :: DecimalIntegerLiteral . DecimalDigits is the MV of DecimalIntegerLiteral plus (the MV of DecimalDigits \( \times 10^n \)), where \( n \) is the number of code points in DecimalDigits, excluding all occurrences of NumericLiteralSeparator.
- The MV of DecimalLiteral :: DecimalIntegerLiteral . ExponentPart is the MV of DecimalIntegerLiteral \( \times 10^e \), where \( e \) is the MV of ExponentPart.
- The MV of DecimalLiteral :: DecimalIntegerLiteral . DecimalDigits ExponentPart is (the MV of DecimalIntegerLiteral plus (the MV of DecimalDigits \( \times 10^n \))) \( \times 10^e \), where \( n \) is the number of code points in DecimalDigits, excluding all occurrences of NumericLiteralSeparator and \( e \) is the MV of ExponentPart.
12.8.3.3 Static Semantics: NumericValue

The syntax-directed operation NumericValue takes no arguments and returns a Number or a BigInt. It is defined piecewise over the following productions:

- The MV of `DecimalLiteral :: . DecimalDigits` is the MV of `DecimalDigits × 10^n`, where `n` is the number of code points in `DecimalDigits`, excluding all occurrences of NumericLiteralSeparator.
- The MV of `DecimalLiteral :: . DecimalDigits ExponentPart` is the MV of `DecimalDigits × 10^6 · n`, where `n` is the number of code points in `DecimalDigits`, excluding all occurrences of NumericLiteralSeparator, and `e` is the MV of ExponentPart.
- The MV of `DecimalLiteral :: DecimalIntegerLiteral ExponentPart` is the MV of `DecimalIntegerLiteral × 10^e`, where `e` is the MV of ExponentPart.
- The MV of `DecimalIntegerLiteral :: 0` is 0.
- The MV of `DecimalIntegerLiteral :: NonZeroDigit NumericLiteralSeparator opt DecimalDigits` is (the MV of `NonZeroDigit × 10^n`) plus the MV of `DecimalDigits`, where `n` is the number of code points in `DecimalDigits`, excluding all occurrences of NumericLiteralSeparator.
- The MV of `DecimalDigits :: DecimalDigits DecimalDigit` is (the MV of `DecimalDigits × 10`) plus the MV of `DecimalDigit`.
- The MV of `DecimalDigits :: DecimalDigits NumericLiteralSeparator DecimalDigit` is (the MV of `DecimalDigits × 10`) plus the MV of `DecimalDigit`.
- The MV of `ExponentPart :: ExponentIndicator SignedInteger` is the MV of `SignedInteger`.
- The MV of `SignedInteger :: − DecimalDigits` is the negative of the MV of `DecimalDigits`.
- The MV of `DecimalLiteral :: 0` or of `HexDigit :: 0` or of `OctalDigit :: 0` or of `LegacyOctalEscapeSequence :: 0` or of `BinaryDigit :: 0` is 0.
- The MV of `DecimalDigit :: 1` or of `NonZeroDigit :: 1` or of `HexDigit :: 1` or of `OctalDigit :: 1` or of `BinaryDigit :: 1` is 1.
- The MV of `DecimalDigit :: 2` or of `NonZeroDigit :: 2` or of `HexDigit :: 2` or of `OctalDigit :: 2` is 2.
- The MV of `DecimalDigit :: 3` or of `NonZeroDigit :: 3` or of `HexDigit :: 3` or of `OctalDigit :: 3` is 3.
- The MV of `DecimalDigit :: 4` or of `NonZeroDigit :: 4` or of `HexDigit :: 4` or of `OctalDigit :: 4` is 4.
- The MV of `DecimalDigit :: 5` or of `NonZeroDigit :: 5` or of `HexDigit :: 5` or of `OctalDigit :: 5` is 5.
- The MV of `DecimalDigit :: 6` or of `NonZeroDigit :: 6` or of `HexDigit :: 6` or of `OctalDigit :: 6` is 6.
- The MV of `DecimalDigit :: 7` or of `NonZeroDigit :: 7` or of `HexDigit :: 7` or of `OctalDigit :: 7` is 7.
- The MV of `DecimalDigit :: 8` or of `NonZeroDigit :: 8` or of `OctalDigit :: 8` or of `HexDigit :: 8` is 8.
- The MV of `DecimalDigit :: 9` or of `NonZeroDigit :: 9` or of `OctalDigit :: 9` or of `HexDigit :: 9` is 9.
- The MV of `HexDigit :: a` or of `HexDigit :: A` is 10.
- The MV of `HexDigit :: b` or of `HexDigit :: B` is 11.
- The MV of `HexDigit :: c` or of `HexDigit :: C` is 12.
- The MV of `HexDigit :: d` or of `HexDigit :: D` is 13.
- The MV of `HexDigit :: e` or of `HexDigit :: E` is 14.
- The MV of `HexDigit :: f` or of `HexDigit :: F` is 15.
- The MV of `BinaryDigits :: BinaryDigits BinaryDigit` is (the MV of `BinaryDigits × 2`) plus the MV of `BinaryDigit`.
- The MV of `BinaryDigits :: BinaryDigits NumericLiteralSeparator BinaryDigit` is (the MV of `BinaryDigits × 2`) plus the MV of `BinaryDigit`.
- The MV of `OctalDigits :: OctalDigits OctalDigit` is (the MV of `OctalDigits × 8`) plus the MV of `OctalDigit`.
- The MV of `OctalDigits :: OctalDigits NumericLiteralSeparator OctalDigit` is (the MV of `OctalDigits × 8`) plus the MV of `OctalDigit`.
- The MV of `LegacyOctalIntegerLiteral :: LegacyOctalIntegerLiteral OctalDigit` is (the MV of `LegacyOctalIntegerLiteral times 8`) plus the MV of `OctalDigit`.
- The MV of `NonOctalDecimalIntegerLiteral :: LegacyOctalLikeDecimalIntegerLiteral NonOctalDigit` is (the MV of `LegacyOctalLikeDecimalIntegerLiteral times 10`) plus the MV of `NonOctalDigit`.
- The MV of `NonOctalDecimalIntegerLiteral :: NonOctalDecimalIntegerLiteral DecimalDigit` is (the MV of `LegacyOctalLikeDecimalIntegerLiteral times 10`) plus the MV of `DecimalDigit`.
- The MV of `LegacyOctalLikeDecimalIntegerLiteral :: LegacyOctalLikeDecimalIntegerLiteral OctalDigit` is (the MV of `LegacyOctalLikeDecimalIntegerLiteral times 10`) plus the MV of `OctalDigit`.
- The MV of `HexDigits :: HexDigits HexDigit` is (the MV of `HexDigits × 16`) plus the MV of `HexDigit`.
- The MV of `HexDigits :: HexDigits NumericLiteralSeparator HexDigit` is (the MV of `HexDigits × 16`) plus the MV of `HexDigit`.

12.8.3.3 Static Semantics: NumericValue

The syntax-directed operation NumericValue takes no arguments and returns a Number or a BigInt. It is defined piecewise over the following productions:
NumericLiteral :: DecimalLiteral

1. Return RoundMVResult(MV of DecimalLiteral).

NumericLiteral :: NonDecimalIntegerLiteral

1. Return \( \mathbb{F} \) (MV of NonDecimalIntegerLiteral).

NumericLiteral :: LegacyOctalIntegerLiteral

1. Return \( \mathbb{F} \) (MV of LegacyOctalIntegerLiteral).

NumericLiteral :: NonDecimalIntegerLiteral BigIntLiteralSuffix

1. Return the BigInt value that represents the MV of NonDecimalIntegerLiteral.

DecimalBigIntegerLiteral :: 0 BigIntLiteralSuffix

1. Return \( 0_{\mathbb{Z}} \).

DecimalBigIntegerLiteral :: NonZeroDigit BigIntLiteralSuffix

1. Return the BigInt value that represents the MV of NonZeroDigit.

DecimalBigIntegerLiteral :: NonZeroDigit DecimalDigits BigIntLiteralSuffix NonZeroDigit NumericLiteralSeparator DecimalDigits BigIntLiteralSuffix

1. Let \( n \) be the number of code points in DecimalDigits, excluding all occurrences of NumericLiteralSeparator.
2. Let \( mv \) be (the MV of NonZeroDigit \( \times 10^n \)) plus the MV of DecimalDigits.
3. Return \( \mathbb{Z}(mv) \).

12.8.4 String Literals

NOTE 1 A string literal is 0 or more Unicode code points enclosed in single or double quotes. Unicode code points may also be represented by an escape sequence. All code points may appear literally in a string literal except for the closing quote code points, U+005C (REVERSE SOLIDUS), U+000D (CARRIAGE RETURN), and U+000A (LINE FEED). Any code points may appear in the form of an escape sequence. String literals evaluate to ECMAScript String values. When generating these String values Unicode code points are UTF-16 encoded as defined in 11.1.1. Code points belonging to the Basic Multilingual Plane are encoded as a single code unit element of the string. All other code points are encoded as two code unit elements of the string.

Syntax

StringLiteral ::

" DoubleStringCharacters_opt "
'
SingleStringCharacters_opt '

DoubleStringCharacters ::

DoubleStringCharacter DoubleStringCharacters_opt

SingleStringCharacters ::

SingleStringCharacter SingleStringCharacters_opt

DoubleStringCharacter ::

SourceCharacter but not one of " or \ or LineTerminator
EscapeSequence ::
  CharacterEscapeSequence
  0 [lookahead \( \not\in \) DecimalDigit]
  LegacyOctalEscapeSequence
  NonOctalDecimalEscapeSequence
  HexEscapeSequence
  UnicodeEscapeSequence
CharacterEscapeSequence ::
  SingleEscapeCharacter
  NonEscapeCharacter

SingleEscapeCharacter :: one of
  ' " \ b f n r t v'

NonEscapeCharacter ::
  SourceCharacter but not one of EscapeCharacter or LineTerminator

EscapeCharacter ::
  SingleEscapeCharacter
  DecimalDigit
  x
  u

LegacyOctalEscapeSequence ::
  0 [lookahead \( \in \{ 8, 9 \} \)]
  NonZeroOctalDigit [lookahead \( \not\in \) OctalDigit]
  ZeroToThree OctalDigit [lookahead \( \not\in \) OctalDigit]
  FourToSeven OctalDigit
  ZeroToThree OctalDigit OctalDigit

NonZeroOctalDigit ::
  OctalDigit but not 0

ZeroToThree :: one of
  0 1 2 3

FourToSeven :: one of
  4 5 6 7

NonOctalDecimalEscapeSequence :: one of
  8 9

HexEscapeSequence ::
  x HexDigit HexDigit

UnicodeEscapeSequence ::
  u Hex4Digits
  u{ CodePoint }

Hex4Digits ::
  HexDigit HexDigit HexDigit HexDigit

The definition of the nonterminal \textit{HexDigit} is given in 12.8.3. \textit{SourceCharacter} is defined in 11.1.
NOTE 2  \(<LF>\) and \(<CR>\) cannot appear in a string literal, except as part of a LineContinuation to produce the empty code points sequence. The proper way to include either in the String value of a string literal is to use an escape sequence such as  \(\text{\textbackslash n}\) or  \(\text{\textbackslash 000A}\).

12.8.4.1 Static Semantics: Early Errors

EscapeSequence ::
  LegacyOctalEscapeSequence
  NonOctalDecimalEscapeSequence

- It is a Syntax Error if the source text matched by this production is strict mode code.

NOTE 1  In non-strict code, this syntax is Legacy.

NOTE 2  It is possible for string literals to precede a Use Strict Directive that places the enclosing code in strict mode, and implementations must take care to enforce the above rules for such literals. For example, the following source text contains a Syntax Error:

```
function invalid() { "\7"; "use strict"; }
```

12.8.4.2 Static Semantics: SV

The syntax-directed operation SV takes no arguments and returns a String.

A string literal stands for a value of the String type. SV produces String values for string literals through recursive application on the various parts of the string literal. As part of this process, some Unicode code points within the string literal are interpreted as having a mathematical value, as described below or in 12.8.3.

- The SV of  \(\text{StringLiteral} :: \"\"\) is the empty String.
- The SV of  \(\text{StringLiteral} :: '\\'\) is the empty String.
- The SV of  \(\text{DoubleStringCharacters} :: \text{DoubleStringCharacter DoubleStringCharacters}\) is the string-concatenation of the SV of DoubleStringCharacter and the SV of DoubleStringCharacters.
- The SV of  \(\text{SingleStringCharacters} :: \text{SingleStringCharacter SingleStringCharacters}\) is the string-concatenation of the SV of SingleStringCharacter and the SV of SingleStringCharacters.
- The SV of  \(\text{DoubleStringCharacter} :: \text{SourceCharacter but not one of }'\text{ or }\backslash\text{ or LineTerminator}\) is the result of performing UTF16EncodeCodePoint on the code point matched by SourceCharacter.
- The SV of  \(\text{DoubleStringCharacter} :: <LS>\) is the String value consisting of the code unit 0x2028 (LINE SEPARATOR).
- The SV of  \(\text{DoubleStringCharacter} :: <PS>\) is the String value consisting of the code unit 0x2029 (PARAGRAPH SEPARATOR).
- The SV of  \(\text{DoubleStringCharacter} :: \text{LineContinuation}\) is the empty String.
- The SV of  \(\text{SingleStringCharacter} :: \text{SourceCharacter but not one of }'\text{ or }\backslash\text{ or LineTerminator}\) is the result of performing UTF16EncodeCodePoint on the code point matched by SourceCharacter.
- The SV of  \(\text{SingleStringCharacter} :: <LS>\) is the String value consisting of the code unit 0x2028 (LINE SEPARATOR).
- The SV of  \(\text{SingleStringCharacter} :: <PS>\) is the String value consisting of the code unit 0x2029 (PARAGRAPH SEPARATOR).
- The SV of  \(\text{SingleStringCharacter} :: \text{LineContinuation}\) is the empty String.
- The SV of  \(\text{EscapeSequence} :: 0\) is the String value consisting of the code unit 0x0000 (NULL).
- The SV of  \(\text{CharacterEscapeSequence} :: \text{SingleEscapeCharacter}\) is the String value consisting of the code unit whose value is determined by the SingleEscapeCharacter according to Table 40.
Table 40: String Single Character Escape Sequences

<table>
<thead>
<tr>
<th>Escape Sequence</th>
<th>Code Unit Value</th>
<th>Unicode Character Name</th>
<th>Symbol</th>
</tr>
</thead>
<tbody>
<tr>
<td>\b</td>
<td>0x0008</td>
<td>BACKSPACE</td>
<td>&lt;BS&gt;</td>
</tr>
<tr>
<td>\t</td>
<td>0x0009</td>
<td>CHARACTER TABULATION</td>
<td>&lt;HT&gt;</td>
</tr>
<tr>
<td>\n</td>
<td>0x000A</td>
<td>LINE FEED (LF)</td>
<td>&lt;LF&gt;</td>
</tr>
<tr>
<td>\v</td>
<td>0x000B</td>
<td>LINE TABULATION</td>
<td>&lt;VT&gt;</td>
</tr>
<tr>
<td>\f</td>
<td>0x000C</td>
<td>FORM FEED (FF)</td>
<td>&lt;FF&gt;</td>
</tr>
<tr>
<td>\r</td>
<td>0x000D</td>
<td>CARRIAGE RETURN (CR)</td>
<td>&lt;CR&gt;</td>
</tr>
<tr>
<td>&quot;</td>
<td>0x0022</td>
<td>QUOTATION MARK</td>
<td>&quot;</td>
</tr>
<tr>
<td>'</td>
<td>0x0027</td>
<td>APOSTROPHE</td>
<td>'</td>
</tr>
<tr>
<td>\</td>
<td>0x005C</td>
<td>REVERSE SOLIDUS</td>
<td>\</td>
</tr>
</tbody>
</table>

- The SV of `NonEscapeCharacter :: SourceCharacter` but not one of `EscapeCharacter` or `LineTerminator` is the result of performing `UTF16EncodeCodePoint` on the code point matched by `SourceCharacter`.
- The SV of `EscapeSequence :: LegacyOctalEscapeSequence` is the String value consisting of the code unit whose value is the MV of `LegacyOctalEscapeSequence`.
- The SV of `NonOctalDecimalEscapeSequence :: 8` is the String value consisting of the code unit 0x0038 (DIGIT EIGHT).
- The SV of `NonOctalDecimalEscapeSequence :: 9` is the String value consisting of the code unit 0x0039 (DIGIT NINE).
- The SV of `HexEscapeSequence :: x HexDigit HexDigit` is the String value consisting of the code unit whose value is the MV of `HexEscapeSequence`.
- The SV of `Hex4Digits :: HexDigit HexDigit HexDigit HexDigit` is the String value consisting of the code unit whose value is the MV of `Hex4Digits`.
- The SV of `UnicodeEscapeSequence :: u{ CodePoint }` is the result of performing `UTF16EncodeCodePoint` on the MV of `CodePoint`.
- The SV of `TemplateEscapeSequence :: 0` is the String value consisting of the code unit 0x0000 (NULL).

12.8.4.3 Static Semantics: MV

- The MV of `LegacyOctalEscapeSequence :: ZeroToThree OctalDigit` is (8 times the MV of `ZeroToThree`) plus the MV of `OctalDigit`.
- The MV of `LegacyOctalEscapeSequence :: FourToSeven OctalDigit` is (8 times the MV of `FourToSeven`) plus the MV of `OctalDigit`.
- The MV of `LegacyOctalEscapeSequence :: ZeroToThree OctalDigit OctalDigit` is (64 (that is, \(8^2\)) times the MV of `ZeroToThree`) plus (8 times the MV of the first `OctalDigit`) plus the MV of the second `OctalDigit`.
- The MV of `ZeroToThree :: 0` is 0.
- The MV of `ZeroToThree :: 1` is 1.
- The MV of `ZeroToThree :: 2` is 2.
- The MV of `ZeroToThree :: 3` is 3.
- The MV of `FourToSeven :: 4` is 4.
- The MV of `FourToSeven :: 5` is 5.
- The MV of `FourToSeven :: 6` is 6.
- The MV of `FourToSeven :: 7` is 7.
- The MV of `HexEscapeSequence :: x HexDigit HexDigit` is (16 times the MV of the first `HexDigit`) plus the MV of the second `HexDigit`.
- The MV of `Hex4Digits :: HexDigit HexDigit HexDigit HexDigit` is (0x1000 \(\times\) the MV of the first `HexDigit`) plus (0x100 \(\times\) the MV of the second `HexDigit`) plus (0x10 \(\times\) the MV of the third `HexDigit`) plus (0x10 \(\times\) the MV of the fourth `HexDigit`).
12.8.5 Regular Expression Literals

NOTE 1 A regular expression literal is an input element that is converted to a RegExp object (see 22.2) each time the literal is evaluated. Two regular expression literals in a program evaluate to regular expression objects that never compare as === to each other even if the two literals’ contents are identical. A RegExp object may also be created at runtime by new RegExp or calling the RegExp constructor as a function (see 22.2.3).

The productions below describe the syntax for a regular expression literal and are used by the input element scanner to find the end of the regular expression literal. The source text comprising the RegularExpressionBody and the RegularExpressionFlags are subsequently parsed again using the more stringent ECMAScript Regular Expression grammar (22.2.1).

An implementation may extend the ECMAScript Regular Expression grammar defined in 22.2.1, but it must not extend the RegularExpressionBody and RegularExpressionFlags productions defined below or the productions used by these productions.

Syntax

```plaintext
RegularExpressionLiteral ::
  / RegularExpressionBody / RegularExpressionFlags
RegularExpressionBody ::
  RegularExpressionFirstChar RegularExpressionChars
RegularExpressionChars ::
  [empty]
  RegularExpressionChars RegularExpressionChar
RegularExpressionFirstChar ::
  RegularExpressionNonTerminator but not one of * or \ or / or [ 
  RegularExpressionBackslashSequence
  RegularExpressionClass
RegularExpressionChar ::
  RegularExpressionNonTerminator but not one of \ or / or [ 
  RegularExpressionBackslashSequence
  RegularExpressionClass
RegularExpressionBackslashSequence ::
  \ RegularExpressionNonTerminator
RegularExpressionNonTerminator ::
  SourceCharacter but not LineTerminator
RegularExpressionClass ::
  [ RegularExpressionClassChars ]
RegularExpressionClassChars ::
  [empty]
  RegularExpressionClassChars RegularExpressionClassChar
RegularExpressionClassChar ::
  RegularExpressionNonTerminator but not one of ] or \ 
  RegularExpressionBackslashSequence
RegularExpressionFlags ::
  [empty]
  RegularExpressionFlags IdentifierPartChar
```

NOTE 2 Regular expression literals may not be empty; instead of representing an empty regular expression literal, the code unit sequence // starts a single-line comment. To specify an empty regular expression, use: /(?::)/.
12.8.5.1 Static Semantics: BodyText

The syntax-directed operation BodyText takes no arguments and returns source text. It is defined piecewise over the following productions:

\[
\text{RegularExpressionLiteral} :: / \text{RegularExpressionBody} / \text{RegularExpressionFlags}
\]

1. Return the source text that was recognized as \textit{RegularExpressionBody}.

12.8.5.2 Static Semantics: FlagText

The syntax-directed operation FlagText takes no arguments and returns source text. It is defined piecewise over the following productions:

\[
\text{RegularExpressionLiteral} :: / \text{RegularExpressionBody} / \text{RegularExpressionFlags}
\]

1. Return the source text that was recognized as \textit{RegularExpressionFlags}.

12.8.6 Template Literal Lexical Components

Syntax

\[
\text{Template} ::
\begin{align*}
& \text{NoSubstitutionTemplate} \\
& \text{TemplateHead} \\
& \text{NoSubstitutionTemplate} :: \\
& \quad ` \text{TemplateCharacters}_{\text{opt}}` \\
& \text{TemplateHead} :: \\
& \quad ` \text{TemplateCharacters}_{\text{opt}}$\{ \\
& \text{TemplateSubstitutionTail} :: \\
& \quad \text{TemplateMiddle} \\
& \quad \text{TemplateTail} \\
& \text{TemplateMiddle} :: \\
& \quad \{ \text{TemplateCharacters}_{\text{opt}}$\{ \\
& \text{TemplateTail} :: \\
& \quad \} \text{TemplateCharacters}_{\text{opt}}` \\
& \text{TemplateCharacters} :: \\
& \quad \text{TemplateCharacter} \text{TemplateCharacters}_{\text{opt}} \\
& \text{TemplateCharacter} :: \\
& \quad $ [\text{lookahead} \neq \{] \\
& \quad \backslash \text{TemplateEscapeSequence} \\
& \quad \backslash \text{NotEscapeSequence} \\
& \quad \text{LineContinuation} \\
& \quad \text{LineTerminatorSequence} \\
& \quad \text{SourceCharacter} \text{ but not one of } ` \text{ or } \backslash \text{ or } $ \text{ or } \text{LineTerminator} \\
& \text{TemplateEscapeSequence} :: \\
& \quad \text{CharacterEscapeSequence} \\
& \quad 0 [\text{lookahead} \notin \text{DecimalDigit}] \\
& \quad \text{HexEscapeSequence} \\
& \quad \text{UnicodeEscapeSequence} \\
& \text{NotEscapeSequence} :: \\
& \quad 0 \text{ DecimalDigit} \\
& \quad \text{DecimalDigit} \text{ but not } 0
\end{align*}
\]
x [lookahead ? HexDigit]
x HexDigit [lookahead ? HexDigit]
u [lookahead ? HexDigit] [lookahead ? \{]
u HexDigit [lookahead ? HexDigit]
u HexDigit HexDigit [lookahead ? HexDigit]
u HexDigit HexDigit HexDigit [lookahead ? HexDigit]
u \{ [lookahead ? HexDigit]
u \{ NotCodePoint [lookahead ? HexDigit]
u \{ CodePoint [lookahead ? HexDigit] [lookahead ? \}]

NotCodePoint ::
    HexDigits [-~Sep] but only if MV of HexDigits > 0x10FFFF

CodePoint ::
    HexDigits [-~Sep] but only if MV of HexDigits ≤ 0x10FFFF

NOTE TemplateSubstitutionTail is used by the InputElementTemplateTail alternative lexical goal.

12.8.6.1 Static Semantics: TV

The syntax-directed operation TV takes no arguments and returns a String or undefined. A template literal component is interpreted by TV as a value of the String type. TV is used to construct the indexed components of a template object (colloquially, the template values). In TV, escape sequences are replaced by the UTF-16 code unit(s) of the Unicode code point represented by the escape sequence.

• The TV of NoSubstitutionTemplate :: \`\` is the empty String.
• The TV of TemplateHead :: \$\{ is the empty String.
• The TV of TemplateMiddle :: } $\{ is the empty String.
• The TV of TemplateTail :: \` is the empty String.
• The TV of TemplateCharacters :: TemplateCharacter TemplateCharacters is undefined if either the TV of TemplateCharacter is undefined or the TV of TemplateCharacters is undefined. Otherwise, it is the string-concatenation of the TV of TemplateCharacter and the TV of TemplateCharacters.
• The TV of TemplateCharacter :: SourceCharacter but not one of ` or \ or $ or LineTerminator is the result of performing UTF16EncodeCodePoint on the code point matched by SourceCharacter.
• The TV of TemplateCharacter :: $ is the String value consisting of the code unit 0x0024 (DOLLAR SIGN).
• The TV of TemplateCharacter :: \ TemplateEscapeSequence is the SV of TemplateEscapeSequence.
• The TV of TemplateCharacter :: \ NotEscapeSequence is undefined.
• The TV of TemplateCharacter :: LineTerminatorSequence is the TRV of LineTerminatorSequence.
• The TV of LineContinuation :: \ LineTerminatorSequence is the empty String.

12.8.6.2 Static Semantics: TRV

The syntax-directed operation TRV takes no arguments and returns a String. A template literal component is interpreted by TRV as a value of the String type. TRV is used to construct the raw components of a template object (colloquially, the template raw values). TRV is similar to TV with the difference being that in TRV, escape sequences are interpreted as they appear in the literal.

• The TRV of NoSubstitutionTemplate :: \`\` is the empty String.
• The TRV of TemplateHead :: \$\{ is the empty String.
• The TRV of TemplateMiddle :: } $\{ is the empty String.
• The TRV of TemplateTail :: \` is the empty String.
• The TRV of TemplateCharacters :: TemplateCharacter TemplateCharacters is the string-concatenation of the TV of TemplateCharacter and the TRV of TemplateCharacters.
• The TRV of TemplateCharacter :: SourceCharacter but not one of ` or \ or $ or LineTerminator is the result of performing UTF16EncodeCodePoint on the code point matched by SourceCharacter.
• The TRV of TemplateCharacter :: $ is the String value consisting of the code unit 0x0024 (DOLLAR SIGN).
- The TRV of TemplateCharacter :: \ TemplateEscapeSequence is the string-concatenation of the code unit 0x005C (REVERSE SOLIDUS) and the TRV of TemplateEscapeSequence.
- The TRV of TemplateCharacter :: \ NotEscapeSequence is the string-concatenation of the code unit 0x005C (REVERSE SOLIDUS) and the TRV of NotEscapeSequence.
- The TRV of TemplateEscapeSequence :: 0 is the String value consisting of the code unit 0x0030 (DIGIT ZERO).
- The TRV of NotEscapeSequence :: 0 DecimalDigit is the string-concatenation of the code unit 0x0030 (DIGIT ZERO) and the TRV of DecimalDigit.
- The TRV of NotEscapeSequence :: x [lookahead \notin HexDigit] is the String value consisting of the code unit 0x0078 (LATIN SMALL LETTER X).
- The TRV of NotEscapeSequence :: x HexDigit [lookahead \notin HexDigit] is the string-concatenation of the code unit 0x0078 (LATIN SMALL LETTER X) and the TRV of HexDigit.
- The TRV of NotEscapeSequence :: u [lookahead \notin HexDigit] [lookahead \notin \{} is the String value consisting of the code unit 0x0078 (LATIN SMALL LETTER U).
- The TRV of NotEscapeSequence :: u HexDigit [lookahead \notin HexDigit] is the string-concatenation of the code unit 0x0078 (LATIN SMALL LETTER U) and the TRV of HexDigit.
- The TRV of NotEscapeSequence :: u HexDigit HexDigit HexDigit [lookahead \notin HexDigit] is the string-concatenation of the code unit 0x0078 (LATIN SMALL LETTER U) and the TRV of HexDigit, the TRV of the second HexDigit, and the TRV of the third HexDigit.
- The TRV of NotEscapeSequence :: u \{ [lookahead \notin HexDigit] is the string-concatenation of the code unit 0x0078 (LATIN SMALL LETTER U) and the code unit 0x007B (LEFT CURLY BRACKET).
- The TRV of NotEscapeSequence :: u \{ NotCodePoint [lookahead \notin HexDigit] is the string-concatenation of the code unit 0x0078 (LATIN SMALL LETTER U), the code unit 0x007B (LEFT CURLY BRACKET), and the TRV of NotCodePoint.
- The TRV of NotEscapeSequence :: u \{ CodePoint [lookahead \notin HexDigit] [lookahead \notin \} is the string-concatenation of the code unit 0x0078 (LATIN SMALL LETTER U), the code unit 0x007B (LEFT CURLY BRACKET), and the TRV of CodePoint.
- The TRV of DecimalDigit :: one of 0 1 2 3 4 5 6 7 8 9 is the result of performing UTF16EncodeCodePoint on the single code point matched by this production.
- The TRV of CharacterEscapeSequence :: NonEscapeCharacter is the SV of NonEscapeCharacter.
- The TRV of SingleEscapeCharacter :: one of \ " \ b \ n \ r \ t \ v \ is the result of performing UTF16EncodeCodePoint on the single code point matched by this production.
- The TRV of HexEscapeSequence :: x HexDigit HexDigit [lookahead \notin HexDigit] is the string-concatenation of the code unit 0x0078 (LATIN SMALL LETTER X), the TRV of the first HexDigit, and the TRV of the second HexDigit.
- The TRV of UnicodeEscapeSequence :: u Hex4Digits is the string-concatenation of the code unit 0x0078 (LATIN SMALL LETTER U) and the TRV of Hex4Digits.
- The TRV of UnicodeEscapeSequence :: u \{ CodePoint \} is the string-concatenation of the code unit 0x0078 (LATIN SMALL LETTER U), the code unit 0x007B (LEFT CURLY BRACKET), the TRV of CodePoint, and the code unit 0x007D (RIGHT CURLY BRACKET).
- The TRV of Hex4Digits :: HexDigit HexDigit HexDigit HexDigit HexDigit is the string-concatenation of the TRV of the first HexDigit, the TRV of the second HexDigit, the TRV of the third HexDigit, and the TRV of the fourth HexDigit.
- The TRV of HexDigits :: HexDigits HexDigit is the string-concatenation of the TRV of HexDigits and the TRV of HexDigit.
- The TRV of HexDigit :: one of 0 1 2 3 4 5 6 7 8 9 a b c d e f A B C D E F is the result of performing UTF16EncodeCodePoint on the single code point matched by this production.
- The TRV of LineContinuationSequence :: \ LineTerminatorSequence is the string-concatenation of the code unit 0x000C (REVERSE SOLIDUS) and the TRV of LineTerminatorSequence.
- The TRV of LineTerminatorSequence :: \<LF> is the String value consisting of the code unit 0x000A (LINE FEED).
- The TRV of LineTerminatorSequence :: \<CR> is the String value consisting of the code unit 0x000A (LINE FEED).
- The TRV of LineTerminatorSequence :: \<LS> is the String value consisting of the code unit 0x2028 (LINE SEPARATOR).
- The TRV of LineTerminatorSequence :: \<PS> is the String value consisting of the code unit 0x2029 (PARAGRAPH SEPARATOR).
- The TRV of LineTerminatorSequence :: \<CR> <LF> is the String value consisting of the code unit 0x000A (LINE FEED).
12.9 Automatic Semicolon Insertion

Most ECMAScript statements and declarations must be terminated with a semicolon. Such semicolons may always appear explicitly in the source text. For convenience, however, such semicolons may be omitted from the source text in certain situations. These situations are described by saying that semicolons are automatically inserted into the source code token stream in those situations.

12.9.1 Rules of Automatic Semicolon Insertion

In the following rules, “token” means the actual recognized lexical token determined using the current lexical goal symbol as described in clause 12.

There are three basic rules of semicolon insertion:

1. When, as the source text is parsed from left to right, a token (called the offending token) is encountered that is not allowed by any production of the grammar, then a semicolon is automatically inserted before the offending token if one or more of the following conditions is true:

   - The offending token is separated from the previous token by at least one LineTerminator.
   - The offending token is }.
   - The previous token is ) and the inserted semicolon would then be parsed as the terminating semicolon of a do-while statement (14.7.2).

2. When, as the source text is parsed from left to right, the end of the input stream of tokens is encountered and the parser is unable to parse the input token stream as a single instance of the goal nonterminal, then a semicolon is automatically inserted at the end of the input stream.

3. When, as the source text is parsed from left to right, a token is encountered that is allowed by some production of the grammar, but the production is a restricted production and the token would be the first token for a terminal or nonterminal immediately following the annotation “[no LineTerminator here]” within the restricted production (and therefore such a token is called a restricted token), and the restricted token is separated from the previous token by at least one LineTerminator, then a semicolon is automatically inserted before the restricted token.

However, there is an additional overriding condition on the preceding rules: a semicolon is never inserted automatically if the semicolon would then be parsed as an empty statement or if that semicolon would become one of the two semicolons in the header of a for statement (see 14.7.4).
The following are the only restricted productions in the grammar:

**UpdateExpression**

- `LeftHandSideExpression [+Yield, +Await] [no LineTerminator here] ++`
- `LeftHandSideExpression [+Yield, +Await] [no LineTerminator here] --`

**ContinueStatement**

- `continue [no LineTerminator here] LabelIdentifier [+Yield, +Await] ;`

**BreakStatement**


**ReturnStatement**

- `return [no LineTerminator here] Expression [+In, +Yield, +Await] ;`

**ThrowStatement**

- `throw [no LineTerminator here] Expression [+In, +Yield, +Await] ;`

**YieldExpression**

- `yield [+In, +Yield, +Await] AssignmentExpression [+Yield, +Await] ;`
- `yield [+In, +Yield, +Await] * AssignmentExpression [+Yield, +Await] ;`

**ArrowFunction**

- `AsyncFunctionDeclaration [+Yield, +Await, Default] :
  [Default] async [no LineTerminator here] function (FormalParameters [+Yield, +Await] ) { AsyncFunctionBody }

**AsyncFunctionExpression**


**AsyncMethod**


**AsyncGeneratorDeclaration**


**AsyncGeneratorExpression**

AsyncGeneratorMethod: [Yield, Await] :

AsyncArrowFunction: [In, Yield, Await] :
  CoverCallExpressionAndAsyncArrowHead[?Yield, ?Await] [no LineTerminator here] =>
    AsyncConciseBody[?In]

AsyncArrowHead:

The practical effect of these restricted productions is as follows:

- When a ++ or -- token is encountered where the parser would treat it as a postfix operator, and at least one LineTerminator occurred between the preceding token and the ++ or -- token, then a semicolon is automatically inserted before the ++ or -- token.
- When a continue, break, return, throw, or yield token is encountered and a LineTerminator is encountered before the next token, a semicolon is automatically inserted after the continue, break, return, throw, or yield token.
- When arrow function parameter(s) are followed by a LineTerminator before a => token, a semicolon is automatically inserted and the punctuator causes a syntax error.
- When an async token is followed by a LineTerminator before a function or IdentifierName or ( token, a semicolon is automatically inserted and the async token is not treated as part of the same expression or class element as the following tokens.
- When an async token is followed by a LineTerminator before a * token, a semicolon is automatically inserted and the punctuator causes a syntax error.

The resulting practical advice to ECMAScript programmers is:

- A postfix ++ or -- operator should be on the same line as its operand.
- An Expression in a return or throw statement or an AssignmentExpression in a yield expression should start on the same line as the return, throw, or yield token.
- A LabelIdentifier in a break or continue statement should be on the same line as the break or continue token.
- The end of an arrow function's parameter(s) and its => should be on the same line.
- The async token preceding an asynchronous function or method should be on the same line as the immediately following token.

12.9.2 Examples of Automatic Semicolon Insertion

This section is non-normative.

The source

{ 1 2 } 3

is not a valid sentence in the ECMAScript grammar, even with the automatic semicolon insertion rules. In contrast, the source

{ 1 2 } 3

is also not a valid ECMAScript sentence, but is transformed by automatic semicolon insertion into the following:
which is a valid ECMAScript sentence.

The source

```
for (a; b )
```

is not a valid ECMAScript sentence and is not altered by automatic semicolon insertion because the semicolon is needed for the header of a `for` statement. Automatic semicolon insertion never inserts one of the two semicolons in the header of a `for` statement.

The source

```
return a + b
```

is transformed by automatic semicolon insertion into the following:

```
return;
a + b;
```

**NOTE 1** The expression `a + b` is not treated as a value to be returned by the `return` statement, because a `LineTerminator` separates it from the token `return`.

The source

```
a = b
++c
```

is transformed by automatic semicolon insertion into the following:

```
a = b;
++c;
```

**NOTE 2** The token `++` is not treated as a postfix operator applying to the variable `b`, because a `LineTerminator` occurs between `b` and `++`.

The source

```
if (a > b)
else c = d
```

is not a valid ECMAScript sentence and is not altered by automatic semicolon insertion before the `else` token, even though no production of the grammar applies at that point, because an automatically inserted semicolon would then be parsed as an empty statement.

The source

```
a = b + c
(d + e).print()
```

is not transformed by automatic semicolon insertion, because the parenthesized expression that begins the second line can be interpreted as an argument list for a function call:

```
a = b + c(d + e).print()
```
In the circumstance that an assignment statement must begin with a left parenthesis, it is a good idea for the programmer to provide an explicit semicolon at the end of the preceding statement rather than to rely on automatic semicolon insertion.

12.9.3 Interesting Cases of Automatic Semicolon Insertion

This section is non-normative.

ECMAScript programs can be written in a style with very few semicolons by relying on automatic semicolon insertion. As described above, semicolons are not inserted at every newline, and automatic semicolon insertion can depend on multiple tokens across line terminators.

As new syntactic features are added to ECMAScript, additional grammar productions could be added that cause lines relying on automatic semicolon insertion preceding them to change grammar productions when parsed.

For the purposes of this section, a case of automatic semicolon insertion is considered interesting if it is a place where a semicolon may or may not be inserted, depending on the source text which precedes it. The rest of this section describes a number of interesting cases of automatic semicolon insertion in this version of ECMAScript.

12.9.3.1 Interesting Cases of Automatic Semicolon Insertion in Statement Lists

In a StatementList, many StatementListItems end in semicolons, which may be omitted using automatic semicolon insertion. As a consequence of the rules above, at the end of a line ending an expression, a semicolon is required if the following line begins with any of the following:

- An opening parenthesis (()). Without a semicolon, the two lines together are treated as a CallExpression.
- An opening square bracket ([)]. Without a semicolon, the two lines together are treated as property access, rather than an ArrayLiteral or ArrayAssignmentPattern.
- A template literal (``). Without a semicolon, the two lines together are interpreted as a tagged Template (13.3.11), with the previous expression as the MemberExpression.
- Unary + or -. Without a semicolon, the two lines together are interpreted as a usage of the corresponding binary operator.
- A RegExp literal. Without a semicolon, the two lines together may be parsed instead as the /MultiplicativeOperator/, for example if the RegExp has flags.

12.9.3.2 Cases of Automatic Semicolon Insertion and “[no LineTerminator here]”

This section is non-normative.

ECMAScript contains grammar productions which include “[no LineTerminator here]”. These productions are sometimes a means to have optional operands in the grammar. Introducing a LineTerminator in these locations would change the grammar production of a source text by using the grammar production without the optional operand.

The rest of this section describes a number of productions using “[no LineTerminator here]” in this version of ECMAScript.

12.9.3.2.1 List of Grammar Productions with Optional Operands and “[no LineTerminator here]”

- UpdateExpression.
- ContinueStatement.
- BreakStatement.
- ReturnStatement.
- YieldExpression.
13 ECMAScript Language: Expressions

13.1 Identifiers

Syntax

\[\text{IdentifierReference} \stackrel{\text{[Yield, Await]}}{\Rightarrow} \begin{align*}
\text{Identifier} \\
[-\text{Yield}] \text{yield} \\
[-\text{Await}] \text{await}
\end{align*}\]

\[\text{BindingIdentifier} \stackrel{\text{[Yield, Await]}}{\Rightarrow} \begin{align*}
\text{Identifier} \\
\text{yield} \\
\text{await}
\end{align*}\]

\[\text{LabelIdentifier} \stackrel{\text{[Yield, Await]}}{\Rightarrow} \begin{align*}
\text{Identifier} \\
[-\text{Yield}] \text{yield} \\
[-\text{Await}] \text{await}
\end{align*}\]

\[\text{Identifier} : \begin{align*}
\text{IdentifierName} \text{ but not ReservedWord}
\end{align*}\]

**NOTE**  
*yield* and *await* are permitted as *BindingIdentifier* in the grammar, and prohibited with static semantics below, to prohibit automatic semicolon insertion in cases such as

\[
\begin{align*}
\text{let} \\
\text{await 0;}
\end{align*}
\]

13.1.1 Static Semantics: Early Errors

*BindingIdentifier*: *Identifier*

- It is a Syntax Error if the source text matched by this production is contained in strict mode code and the *StringValue* of *Identifier* is "*arguments*" or "*eval*".

*IdentifierReference*: *yield*

*BindingIdentifier*: *yield*

*LabelIdentifier*: *yield*

- It is a Syntax Error if the source text matched by this production is contained in strict mode code.

*IdentifierReference*: *await*

*BindingIdentifier*: *await*

*LabelIdentifier*: *await*

- It is a Syntax Error if the goal symbol of the syntactic grammar is *Module*. 
BindingIdentifier[Yield, Await] : yield

- It is a Syntax Error if this production has a [Yield] parameter.

BindingIdentifier[Yield, Await] : await

- It is a Syntax Error if this production has an [Await] parameter.

IdentifierReference[Yield, Await] : Identifier
BindingIdentifier[Yield, Await] : Identifier
LabelIdentifier[Yield, Await] : Identifier

- It is a Syntax Error if this production has a [Yield] parameter and StringValue of Identifier is "yield".
- It is a Syntax Error if this production has an [Await] parameter and StringValue of Identifier is "await".

NOTE StringValue of IdentifierName normalizes any Unicode escape sequences in IdentifierName hence such escapes cannot be used to write an Identifier whose code point sequence is the same as a ReservedWord.

13.1.2 Static Semantics: StringValue

The syntax-directed operation StringValue takes no arguments and returns a String. It is defined piecewise over the following productions:

IdentifierName ::=
    IdentifierStart
    IdentifierName IdentifierPart

1. Let idTextUnescaped be IdentifierCodePoints of IdentifierName.
2. Return CodePointsToString(idTextUnescaped).

IdentifierReference : yield
BindingIdentifier : yield
LabelIdentifier : yield

1. Return "yield".

IdentifierReference : await
BindingIdentifier : await
LabelIdentifier : await

1. Return "await".

Identifier : IdentifierName but not ReservedWord

1. Return the StringValue of IdentifierName.
PrivateIdentifier ::
    # IdentifierName

  1. Return the string-concatenation of 0x0023 (NUMBER SIGN) and the StringValue of IdentifierName.

ModuleExportName : StringLiteral

  1. Return the SV of StringLiteral.

13.1.3 Runtime Semantics: Evaluation

IdentifierReference : Identifier

  1. Return ? ResolveBinding(StringValue of Identifier).

IdentifierReference : yield

  1. Return ? ResolveBinding("yield").

IdentifierReference : await

  1. Return ? ResolveBinding("await").

NOTE 1 The result of evaluating an IdentifierReference is always a value of type Reference.

NOTE 2 In non-strict code, the keyword yield may be used as an identifier. Evaluating the IdentifierReference resolves the binding of yield as if it was an Identifier. Early Error restriction ensures that such an evaluation only can occur for non-strict code.

13.2 Primary Expression

Syntax

PrimaryExpression[Yield, Await] :
    this
    IdentifierReference[Yield, Await]
    Literal
    ArrayLiteral[Yield, Await]
    ObjectLiteral[Yield, Await]
    FunctionExpression
    ClassExpression[Yield, Await]
    GeneratorExpression
    AsyncFunctionExpression
    AsyncGeneratorExpression
    RegularExpressionLiteral
    TemplateLiteral[Yield, Await, ~Tagged]
    CoverParenthesizedExpressionAndArrowParameterList[Yield, Await]

CoverParenthesizedExpressionAndArrowParameterList[Yield, Await] :

    ( Expression[+In, Yield, Await] )
    ( Expression[+In, Yield, Await] , )
    ( )
When processing an instance of the production `PrimaryExpression`\[Yield, Await\]
```
CoverParenthesizedExpressionAndArrowParameterList
```
the interpretation of `CoverParenthesizedExpressionAndArrowParameterList` is refined using the following grammar:
```
ParenthesizedExpression\[Yield, Await\] :
  ( Expression\[+In, ?Yield, ?Await\], ... BindingIdentifier\[?Yield, ?Await\] )
```

### 13.2.1 The `this` Keyword

#### 13.2.1.1 Runtime Semantics: Evaluation

```
PrimaryExpression : this
  1. Return ? ResolveThisBinding().
```

### 13.2.2 Identifier Reference

See 13.1 for `IdentifierReference`.

### 13.2.3 Literals

#### Syntax
```
Literal :
  NullLiteral
  BooleanLiteral
  NumericLiteral
  StringLiteral
```

#### 13.2.3.1 Runtime Semantics: Evaluation

```
Literal : NullLiteral
  1. Return null.

Literal : BooleanLiteral
  1. If `BooleanLiteral` is the token `false`, return `false`.
  2. If `BooleanLiteral` is the token `true`, return `true`.

Literal : NumericLiteral
  1. Return the `NumericValue` of `NumericLiteral` as defined in 12.8.3.
```
Literal : StringLiteral

1. Return the SV of StringLiteral as defined in 12.8.4.2.

13.2.4 Array Initializer

NOTE An ArrayLiteral is an expression describing the initialization of an Array, using a list, of zero or more expressions each of which represents an array element, enclosed in square brackets. The elements need not be literals; they are evaluated each time the array initializer is evaluated.

Array elements may be elided at the beginning, middle or end of the element list. Whenever a comma in the element list is not preceded by an AssignmentExpression (i.e., a comma at the beginning or after another comma), the missing array element contributes to the length of the Array and increases the index of subsequent elements. Elided array elements are not defined. If an element is elided at the end of an array, that element does not contribute to the length of the Array.

Syntax

ArrayLiteral [Yield, Await] :
   [ Elisionopt ]
   [ ElementList [?Yield, ?Await], Elisionopt ]

ElementList [Yield, Await] :
   Elisionopt AssignmentExpression [+In, ?Yield, ?Await]
   Elisionopt SpreadElement [Yield, ?Await]
   ElementList [?Yield, ?Await], Elisionopt
   AssignmentExpression [+In, ?Yield, ?Await]
   ElementList [?Yield, ?Await], Elisionopt SpreadElement [?Yield, ?Await]

Elision :
   ,
   Elision ,

SpreadElement [Yield, Await] :
   ... AssignmentExpression [+In, ?Yield, ?Await]

13.2.4.1 Runtime Semantics: ArrayAccumulation

The syntax-directed operation ArrayAccumulation takes arguments array (an Array) and nextIndex (an integer) and returns either a normal completion containing an integer or an abrupt completion. It is defined piecewise over the following productions:

Elision :

1. Let len be nextIndex + 1.
2. Perform ? Set(array, "length", F(len), true).
3. NOTE: The above step throws if len exceeds 2^{32}-1.
4. Return len.

Elision : Elision ,

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1. Return ? ArrayAccumulation of Elision with arguments array and (nextIndex + 1).

ElementList : Elision_opt AssignmentExpression

1. If Elision is present, then
   a. Set nextIndex to ? ArrayAccumulation of Elision with arguments array and nextIndex.
2. Let initResult be the result of evaluating AssignmentExpression.
3. Let initValue be ? GetValue(initResult).
4. Let created be ! CreateDataPropertyOrThrow(array, ! ToString(f(nextIndex)), initValue).
5. Return nextIndex + 1.

ElementList : Elision_opt SpreadElement

1. If Elision is present, then
   a. Set nextIndex to ? ArrayAccumulation of Elision with arguments array and nextIndex.
2. Return ? ArrayAccumulation of SpreadElement with arguments array and nextIndex.

ElementList : ElementList , Elision_opt AssignmentExpression

1. Set nextIndex to ? ArrayAccumulation of ElementList with arguments array and nextIndex.
2. If Elision is present, then
   a. Set nextIndex to ? ArrayAccumulation of Elision with arguments array and nextIndex.
3. Let initResult be the result of evaluating AssignmentExpression.
4. Let initValue be ? GetValue(initResult).
5. Let created be ! CreateDataPropertyOrThrow(array, ! ToString(f(nextIndex)), initValue).
6. Return nextIndex + 1.

ElementList : ElementList , Elision_opt SpreadElement

1. Set nextIndex to ? ArrayAccumulation of ElementList with arguments array and nextIndex.
2. If Elision is present, then
   a. Set nextIndex to ? ArrayAccumulation of Elision with arguments array and nextIndex.
3. Return ? ArrayAccumulation of SpreadElement with arguments array and nextIndex.

SpreadElement : ... AssignmentExpression

1. Let spreadRef be the result of evaluating AssignmentExpression.
2. Let spreadObj be ? GetValue(spreadRef).
3. Let iteratorRecord be ? GetIterator(spreadObj).
4. Repeat,
   a. Let next be ? IteratorStep(iteratorRecord).
   b. If next is false, return nextIndex.
   c. Let nextValue be ? IteratorValue(next).
   d. Perform ! CreateDataPropertyOrThrow(array, ! ToString(f(nextIndex)), nextValue).
   e. Set nextIndex to nextIndex + 1.

NOTE CreateDataPropertyOrThrow is used to ensure that own properties are defined for the array even if the standard built-in Array prototype object has been modified in a manner that would preclude the creation of new own properties using [[Set]].
13.2.4.2 Runtime Semantics: Evaluation

**ArrayLiteral**: `[ Elision_opt ]`

1. Let `array` be `ArrayCreate(0)`.
2. If `Elision` is present, then
   a. Perform `? ArrayAccumulation of Elision` with arguments `array` and `0`.
3. Return `array`.

**ArrayLiteral**: `[ ElementList ]`

1. Let `array` be `ArrayCreate(0)`.
2. Perform `? ArrayAccumulation of ElementList` with arguments `array` and `0`.
3. Return `array`.

**ArrayLiteral**: `[ ElementList, Elision_opt ]`

1. Let `array` be `ArrayCreate(0)`.
2. Let `nextIndex` be `? ArrayAccumulation of ElementList` with arguments `array` and `0`.
3. If `Elision` is present, then
   a. Perform `? ArrayAccumulation of Elision` with arguments `array` and `nextIndex`.
4. Return `array`.

### NOTE 1
An object initializer is an expression describing the initialization of an Object, written in a form resembling a literal. It is a list of zero or more pairs of **property keys** and associated values, enclosed in curly brackets. The values need not be literals; they are evaluated each time the object initializer is evaluated.

**Syntax**

\[
ObjectLiteral \begin{cases}
  \{ \} \\
  \{ PropertyDefinitionList \} \\
  \{ PropertyDefinitionList, PropertyDefinition \}
\end{cases}
\]

\[
PropertyDefinitionList \begin{cases}
  PropertyDefinition \\
  PropertyDefinitionList, PropertyDefinition
\end{cases}
\]

\[
PropertyDefinition \begin{cases}
  IdentifierReference \\
  CoverInitializedName \\
  PropertyName : AssignmentExpression [+In, ?Yield, ?Await] \\
  MethodDefinition [+In, ?Yield, ?Await] \\
  ... AssignmentExpression
\end{cases}
\]

\[
PropertyName \begin{cases}
  LiteralPropertyName \\
  ComputedPropertyName
\end{cases}
\]
LiteralPropertyName:
   IdentifierName
   StringLiteral
   Numeric Literal
ComputedPropertyName[Yield, Await] :
   [ AssignmentExpression[+In, ?Yield, ?Await] ]
CoverInitializedName[Yield, Await] :
   IdentifierReference[?Yield, ?Await]Initializer[+In, ?Yield, ?Await]

NOTE 2 MethodDefinition is defined in 15.4.

NOTE 3 In certain contexts, ObjectLiteral is used as a cover grammar for a more restricted secondary grammar. The CoverInitializedName production is necessary to fully cover these secondary grammars. However, use of this production results in an early Syntax Error in normal contexts where an actual ObjectLiteral is expected.

13.2.5.1 Static Semantics: Early Errors

PropertyDefinition : MethodDefinition

- It is a Syntax Error if HasDirectSuper of MethodDefinition is true.
- It is a Syntax Error if PrivateBoundIdentifiers of MethodDefinition is not empty.

In addition to describing an actual object initializer the ObjectLiteral productions are also used as a cover grammar for ObjectAssignmentPattern and may be recognized as part of a CoverParenthesizedExpressionAndArrowParameterList. When ObjectLiteral appears in a context where ObjectAssignmentPattern is required the following Early Error rules are not applied. In addition, they are not applied when initially parsing a CoverParenthesizedExpressionAndArrowParameterList or CoverCallExpressionAndAsyncArrowHead.

PropertyDefinition : CoverInitializedName

- It is a Syntax Error if any source text is matched by this production.

NOTE 1 This production exists so that ObjectLiteral can serve as a cover grammar for ObjectAssignmentPattern. It cannot occur in an actual object initializer.

ObjectLiteral :
   { PropertyDefinitionList }
   { PropertyDefinitionList , }

- It is a Syntax Error if PropertyNameList of PropertyDefinitionList contains any duplicate entries for "__proto__" and at least two of those entries were obtained from productions of the form PropertyDefinition : PropertyName : AssignmentExpression. This rule is not applied if this ObjectLiteral is contained within a Script that is being parsed for JSON.parse (see step 4 of JSON.parse).

NOTE 2 The List returned by PropertyNameList does not include property names defined using a ComputedPropertyName.
13.2.5.2 Static Semantics: IsComputedPropertyKey

The syntax-directed operation `IsComputedPropertyKey` takes no arguments and returns a Boolean. It is defined piecewise over the following productions:

\[
\text{PropertyName}: \text{LiteralPropertyName}
\]

1. Return `false`.

\[
\text{PropertyName}: \text{ComputedPropertyName}
\]

1. Return `true`.

13.2.5.3 Static Semantics: PropertyNameList

The syntax-directed operation `PropertyNameList` takes no arguments and returns a `List` of Strings. It is defined piecewise over the following productions:

\[
\text{PropertyDefinitionList}: \text{PropertyDefinition}
\]

1. Let \(\text{propName}\) be `PropName` of `PropertyDefinition`.
2. If `propName` is empty, return a new empty `List`.
3. Return `« propName »`.

\[
\text{PropertyDefinitionList}: \text{PropertyDefinitionList} , \text{PropertyDefinition}
\]

1. Let \(\text{list}\) be `PropertyNameList` of `PropertyDefinitionList`.
2. Let \(\text{propName}\) be `PropName` of `PropertyDefinition`.
3. If `propName` is empty, return `list`.
4. Return the list-concatenation of `list` and `« propName »`.

13.2.5.4 Runtime Semantics: Evaluation

\[
\text{ObjectLiteral}: \{ \}
\]

1. Return `OrdinaryObjectCreate(%Object.prototype%)`.

\[
\text{ObjectLiteral}:
\{ \text{PropertyDefinitionList} \}
\{ \text{PropertyDefinitionList} , \}
\]

1. Let \(\text{obj}\) be `OrdinaryObjectCreate(%Object.prototype%)`.
3. Return `obj`.

\[
\text{LiteralPropertyName}: \text{IdentifierName}
\]

1. Return `StringValue` of `IdentifierName`.

\[
\text{LiteralPropertyName}: \text{StringLiteral}
\]

1. Return the `SV` of `StringLiteral`.

\[
\text{LiteralPropertyName}: \text{NumericLiteral}
\]

1. Let \(\text{nbr}\) be the `NumericValue` of `NumericLiteral`.
2. Return ! ToString(nbr).

ComputedPropertyName : [ AssignmentExpression ]

1. Let exprValue be the result of evaluating AssignmentExpression.
2. Let propName be ? GetValue(exprValue).
3. Return ? ToPropertyKey(propName).

13.2.5.5 Runtime Semantics: PropertyDefinitionEvaluation

The syntax-directed operation PropertyDefinitionEvaluation takes argument object and returns either a normal completion containing unused or an abrupt completion. It is defined piecewise over the following productions:

PropertyDefinitionList : PropertyDefinitionList , PropertyDefinition

1. Perform ? PropertyDefinitionEvaluation of PropertyDefinitionList with argument object.
3. Return unused.

PropertyDefinition : ... AssignmentExpression

1. Let exprValue be the result of evaluating AssignmentExpression.
2. Let fromValue be ? GetValue(exprValue).
3. Let excludedNames be a new empty List.
5. Return unused.

PropertyDefinition : IdentifierReference

1. Let propName be StringValue of IdentifierReference.
2. Let exprValue be the result of evaluating IdentifierReference.
3. Let propValue be ? GetValue(exprValue).
4. Assert: object is an ordinary, extensible object with no non-configurable properties.
5. Perform ! CreateDataPropertyOrThrow(object, propName, propValue).
6. Return unused.

PropertyDefinition : PropertyName : AssignmentExpression

1. Let propKey be the result of evaluating PropertyName.
2. ReturnIfAbrupt(propKey).
3. If this PropertyDefinition is contained within a Script that is being evaluated for JSON.parse (see step 7 of JSON.parse), then
   a. Let isProtoSetter be false.
4. Else if propKey is the String value "__proto__" and if IsComputedPropertyKey of PropertyName is false, then
   a. Let isProtoSetter be true.
5. Else,
   a. Let isProtoSetter be false.
6. If IsAnonymousFunctionDefinition(AssignmentExpression) is true and isProtoSetter is false, then
   a. Let propValue be ? NamedEvaluation of AssignmentExpression with argument propKey.
7. Else,
   a. Let exprValueRef be the result of evaluating AssignmentExpression.
b. Let propValue be ? GetValue(exprValueRef).

8. If isProtoSetter is true, then
   a. If Type(propValue) is either Object or Null, then
      i. Perform ! object.[[SetPrototypeOf]](propValue).
   b. Return unused.

9. Assert: object is an ordinary, extensible object with no non-configurable properties.

10. Perform ! CreateDataPropertyOrThrow(object, propKey, propValue).

11. Return unused.

**PropertyDefinition : MethodDefinition**

   2. Return unused.

### 13.2.6 Function Defining Expressions

See 15.2 for PrimaryExpression : FunctionExpression.

See 15.5 for PrimaryExpression : GeneratorExpression.

See 15.7 for PrimaryExpression : ClassExpression.

See 15.8 for PrimaryExpression : AsyncFunctionExpression.

See 15.6 for PrimaryExpression : AsyncGeneratorExpression.

### 13.2.7 Regular Expression Literals

**Syntax**

See 12.8.5.

#### 13.2.7.1 Static Semantics: Early Errors

*PrimaryExpression : RegularExpressionLiteral*

- It is a Syntax Error if IsValidRegularExpressionLiteral(RegularExpressionLiteral) is false.

#### 13.2.7.2 Static Semantics: IsValidRegularExpressionLiteral (literal)

The abstract operation IsValidRegularExpressionLiteral takes argument literal (a RegularExpressionLiteral Parse Node) and returns a Boolean. It determines if its argument is a valid regular expression literal. It performs the following steps when called:

1. If FlagText of literal contains any code points other than g, i, m, s, u, or y, or if it contains the same code point more than once, return false.
2. Let patternText be BodyText of literal.
3. If FlagText of literal contains u, let u be true; else let u be false.
4. If u is false, then
   a. Let stringValue be CodePointsToString(patternText).
   b. Set patternText to the sequence of code points resulting from interpreting each of the 16-bit elements of stringValue as a Unicode BMP code point. UTF-16 decoding is not applied to the elements.
5. Let `parseResult` be `ParsePattern(patternText, u)`.
6. If `parseResult` is a Parse Node, return `true`; else return `false`.

### 13.2.7.3 Runtime Semantics: Evaluation

**PrimaryExpression**: `RegularExpressionLiteral`

1. Let `pattern` be `CodePointsToString(BodyText of RegularExpressionLiteral)`.
2. Let `flags` be `CodePointsToString(FlagText of RegularExpressionLiteral)`.
3. Return `!RegExpCreate(pattern, flags)`.

### 13.2.8 Template Literals

**Syntax**

- `TemplateLiteral [Yield, Await, Tagged]`:
  - `NoSubstitutionTemplate`
  - `SubstitutionTemplate [Yield, ?Await, ?Tagged]`

- `SubstitutionTemplate [Yield, Await, Tagged]`:
  - `TemplateHead Expression [+In, ?Yield, ?Await]`

- `TemplateSpans [Yield, Await, Tagged]`:
  - `TemplateTail`
  - `TemplateMiddleList [Yield, ?Await, ?Tagged]` `TemplateMiddle`

- `TemplateMiddleList [Yield, Await, Tagged]`:
  - `TemplateMiddleExpression [+In, ?Yield, ?Await]`
  - `TemplateMiddle` `Expression [+In, ?Yield, ?Await]`

### 13.2.8.1 Static Semantics: Early Errors

- `TemplateLiteral [Yield, Await, Tagged]`:
  - `NoSubstitutionTemplate`

- It is a Syntax Error if the `Tagged` parameter was not set and `NoSubstitutionTemplate Contains NotEscapeSequence`.

- `TemplateLiteral [Yield, Await, Tagged]`:
  - `SubstitutionTemplate [Yield, ?Await, ?Tagged]`

- It is a Syntax Error if the number of elements in the result of `TemplateStrings` of `TemplateLiteral` with argument `false` is greater than `2^{32} - 1`.

- `SubstitutionTemplate [Yield, Await, Tagged]`:
  - `TemplateHead Expression [+In, ?Yield, ?Await]`
  - `TemplateSpans [Yield, ?Await, ?Tagged]`

- It is a Syntax Error if the `Tagged` parameter was not set and `TemplateHead Contains NotEscapeSequence`.

- `TemplateSpans [Yield, Await, Tagged]`:
  - `TemplateTail`
• It is a Syntax Error if the [Tagged] parameter was not set and TemplateTail Contains NotEscapeSequence.

TemplateMiddleList [%Yield, Await, Tagged] :
    TemplateMiddle Expression [+In, ?Yield, ?Await]

• It is a Syntax Error if the [Tagged] parameter was not set and TemplateMiddle Contains NotEscapeSequence.

### 13.2.8.2 Static Semantics: TemplateStrings

The syntax-directed operation TemplateStrings takes argument raw and returns a List of Strings. It is defined piecewise over the following productions:

**TemplateLiteral : NoSubstitutionTemplate**

1. If raw is false, then
   a. Let string be the TV of NoSubstitutionTemplate.
2. Else,
   a. Let string be the TRV of NoSubstitutionTemplate.
3. Return « string ».

**SubstitutionTemplate : TemplateHead Expression TemplateSpans**

1. If raw is false, then
   a. Let head be the TV of TemplateHead.
2. Else,
   a. Let head be the TRV of TemplateHead.
3. Let tail be TemplateStrings of TemplateSpans with argument raw.
4. Return the list-concatenation of « head » and tail.

**TemplateSpans : TemplateTail**

1. If raw is false, then
   a. Let tail be the TV of TemplateTail.
2. Else,
   a. Let tail be the TRV of TemplateTail.
3. Return « tail ».

**TemplateSpans : TemplateMiddleList TemplateTail**

1. Let middle be TemplateStrings of TemplateMiddleList with argument raw.
2. If raw is false, then
   a. Let tail be the TV of TemplateTail.
3. Else,
   a. Let tail be the TRV of TemplateTail.
4. Return the list-concatenation of middle and « tail ».

**TemplateMiddleList : TemplateMiddle Expression**

1. If raw is false, then
a. Let \( \text{string} \) be the TV of TemplateMiddle.
2. Else,
   a. Let \( \text{string} \) be the TRV of TemplateMiddle.
3. Return « \( \text{string} \) ».

TemplateMiddleList : TemplateMiddleList TemplateMiddle Expression
1. Let \( \text{front} \) be TemplateStrings of TemplateMiddleList with argument \( \text{raw} \).
2. If \( \text{raw} \) is \( \text{false} \), then
   a. Let \( \text{last} \) be the TV of TemplateMiddle.
3. Else,
   a. Let \( \text{last} \) be the TRV of TemplateMiddle.
4. Return the list-concatenation of \( \text{front} \) and « \( \text{last} \) ».

13.2.8.3 GetTemplateObject ( \text{templateLiteral} )

The abstract operation GetTemplateObject takes argument \text{templateLiteral} (a Parse Node) and returns an Array. It performs the following steps when called:

1. Let \( \text{realm} \) be the current Realm Record.
2. Let \( \text{templateRegistry} \) be \( \text{realm}[[\text{TemplateMap}]] \).
3. For each element \( e \) of \( \text{templateRegistry} \), do
   a. If \( e[[\text{Site}]] \) is the same Parse Node as \text{templateLiteral}, then
      i. Return \( e[[\text{Array}]] \).
4. Let \( \text{rawStrings} \) be TemplateStrings of \text{templateLiteral} with argument \( \text{true} \).
5. Let \( \text{cookedStrings} \) be TemplateStrings of \text{templateLiteral} with argument \( \text{false} \).
6. Let \( \text{count} \) be the number of elements in the List \text{cookedStrings}.
7. Assert: \( \text{count} \leq 2^{32} - 1 \).
8. Let \( \text{template} \) be \( ! \text{ArrayCreate}(\text{count}) \).
9. Let \( \text{rawObj} \) be \( ! \text{ArrayCreate}(\text{count}) \).
10. Let \( \text{index} \) be 0.
11. Repeat, while \( \text{index} < \text{count} \),
    a. Let \( \text{prop} \) be \( ! \text{ToString}(\text{𝔽}(\text{index})) \).
    b. Let \( \text{cookedValue} \) be \( \text{cookedStrings}[\text{index}] \).
    c. Perform \( ! \text{DefinePropertyOrThrow}(\text{template}, \text{prop}, \text{PropertyDescriptor} \{ [[\text{Value}]]: \text{cookedValue},
        [[\text{Writable}]]: \text{false}, [[\text{Enumerable}]]: \text{true}, [[\text{Configurable}]]: \text{false} \}) \).
    d. Let \( \text{rawValue} \) be the String value \( \text{rawStrings}[\text{index}] \).
    e. Perform \( ! \text{DefinePropertyOrThrow}(\text{rawObj}, \text{prop}, \text{PropertyDescriptor} \{ [[\text{Value}]]: \text{rawValue},
        [[\text{Writable}]]: \text{false}, [[\text{Enumerable}]]: \text{true}, [[\text{Configurable}]]: \text{false} \}) \).
    f. Set \( \text{index} \) to \( \text{index} + 1 \).
12. Perform \( ! \text{SetIntegrityLevel}(\text{rawObj}, \text{frozen}) \).
13. Perform \( ! \text{DefinePropertyOrThrow}(\text{template}, "\text{raw}"\text{\"}, \text{PropertyDescriptor} \{ [[\text{Value}]]: \text{rawObj}, [[\text{Writable}]]: \text{false}, [[\text{Enumerable}]]: \text{false}, [[\text{Configurable}]]: \text{false} \}) \).
14. Perform \( ! \text{SetIntegrityLevel}(\text{template}, \text{frozen}) \).
15. Append the Record \{ [[\text{Site}]]: \text{templateLiteral}, [[\text{Array}]]: \text{template} \} to \text{templateRegistry}.
16. Return \text{template}.

\text{NOTE 1} \quad \text{The creation of a template object cannot result in an abrupt completion.}
NOTE 2  Each `TemplateLiteral` in the program code of a realm is associated with a unique template object that is used in the evaluation of tagged Templates (13.2.8.5). The template objects are frozen and the same template object is used each time a specific tagged Template is evaluated. Whether template objects are created lazily upon first evaluation of the `TemplateLiteral` or eagerly prior to first evaluation is an implementation choice that is not observable to ECMAScript code.

NOTE 3  Future editions of this specification may define additional non-enumerable properties of template objects.

13.2.8.4 Runtime Semantics: SubstitutionEvaluation

The syntax-directed operation SubstitutionEvaluation takes no arguments and returns either a normal completion containing a List of ECMAScript language values or an abrupt completion. It is defined piecewise over the following productions:

`TemplateSpans : TemplateTail`

1. Return a new empty List.

`TemplateSpans : TemplateMiddleList TemplateTail`

1. Return ? SubstitutionEvaluation of TemplateMiddleList.

`TemplateMiddleList : TemplateMiddle Expression`

1. Let `subRef` be the result of evaluating Expression.
2. Let `sub` be ? GetValue(subRef).
3. Return « sub ».

`TemplateMiddleList : TemplateMiddleList TemplateMiddle Expression`

1. Let `preceding` be ? SubstitutionEvaluation of TemplateMiddleList.
2. Let `nextRef` be the result of evaluating Expression.
3. Let `next` be ? GetValue(nextRef).
4. Return the list-concatenation of preceding and « next ».

13.2.8.5 Runtime Semantics: Evaluation

`TemplateLiteral : NoSubstitutionTemplate`

1. Return the TV of NoSubstitutionTemplate as defined in 12.8.6.

`SubstitutionTemplate : TemplateHead Expression TemplateSpans`

1. Let `head` be the TV of TemplateHead as defined in 12.8.6.
2. Let `subRef` be the result of evaluating Expression.
3. Let `sub` be ? GetValue(subRef).
4. Let `middle` be ? ToString(sub).
5. Let `tail` be the result of evaluating TemplateSpans.
6. ReturnIfAbrupt(tail).
7. Return the string-concatenation of head, middle, and tail.
NOTE 1  The string conversion semantics applied to the Expression value are like String.prototype.concat rather than the + operator.

TemplateSpans : TemplateTail

1. Return the TV of TemplateTail as defined in 12.8.6.

TemplateSpans : TemplateMiddleList TemplateTail

1. Let head be the result of evaluating TemplateMiddleList.
2. ReturnIfAbrupt(head).
3. Let tail be the TV of TemplateTail as defined in 12.8.6.
4. Return the string-concatenation of head and tail.

TemplateMiddleList : TemplateMiddle Expression

1. Let head be the TV of TemplateMiddle as defined in 12.8.6.
2. Let subRef be the result of evaluating Expression.
3. Let sub be ? GetValue(subRef).
4. Let middle be ? ToString(sub).
5. Return the string-concatenation of head and middle.

NOTE 2  The string conversion semantics applied to the Expression value are like String.prototype.concat rather than the + operator.

TemplateMiddleList : TemplateMiddleList TemplateMiddle Expression

1. Let rest be the result of evaluating TemplateMiddleList.
2. ReturnIfAbrupt(rest).
3. Let middle be the TV of TemplateMiddle as defined in 12.8.6.
4. Let subRef be the result of evaluating Expression.
5. Let sub be ? GetValue(subRef).
7. Return the string-concatenation of rest, middle, and last.

NOTE 3  The string conversion semantics applied to the Expression value are like String.prototype.concat rather than the + operator.

13.2.9  The Grouping Operator

13.2.9.1  Static Semantics: Early Errors

PrimaryExpression : CoverParenthesizedExpressionAndArrowParameterList

- CoverParenthesizedExpressionAndArrowParameterList must cover a ParenthesizedExpression.
13.2.9.2  Runtime Semantics: Evaluation

**PrimaryExpression**: CoverParenthesizedExpressionAndArrowParameterList

1. Let `expr` be the ParenthesizedExpression that is covered by CoverParenthesizedExpressionAndArrowParameterList.
2. Return the result of evaluating `expr`.

**ParenthesizedExpression**: ( Expression )

1. Return the result of evaluating `Expression`. This may be of type Reference.

**NOTE** This algorithm does not apply GetValue to the result of evaluating `Expression`. The principal motivation for this is so that operators such as `delete` and `typeof` may be applied to parenthesized expressions.

13.3  Left-Hand-Side Expressions

**Syntax**

```
MemberExpression[Yield, Await] :
  PrimaryExpression[Yield, Await]
  MemberExpression[Yield, Await] [ Expression[+In, Yield, Await] ]
  MemberExpression[Yield, Await] . IdentifierName
  MemberExpression[Yield, Await] TemplateLiteral[Yield, Await, +Tagged]
  SuperProperty[Yield, Await]
  MetaProperty
    new MemberExpression[Yield, Await] Arguments[Yield, Await]
  MemberExpression[Yield, Await] . PrivateIdentifier

SuperProperty[Yield, Await] :
  super [ Expression[+In, Yield, Await] ]
  super . IdentifierName

MetaProperty:
  NewTarget
  ImportMeta

NewTarget:
  new . target

ImportMeta:
  import . meta

NewExpression[Yield, Await] :
  MemberExpression[Yield, Await]
  new NewExpression[Yield, Await]

CallExpression[Yield, Await] :
  CoverCallExpressionAndAsyncArrowHead[Yield, Await]
  SuperCall[Yield, Await]
  ImportCall[Yield, Await]
  CallExpression[Yield, Await] Arguments[Yield, Await]
  CallExpression[Yield, Await] [ Expression[+In, Yield, Await] ]
```
When processing an instance of the production
\[ \text{CallExpression} : \text{CoverCallExpressionAndAsyncArrowHead} \]
the interpretation of \text{CoverCallExpressionAndAsyncArrowHead} is refined using the following grammar:

\[ \text{CallMemberExpression} [\text{Yield}, \text{Await}] : \]
\[ \text{MemberExpression} [\text{Yield}, \text{Await}] \text{ Arguments} [\text{Yield}, \text{Await}] \]
### 13.3.1 Static Semantics

#### 13.3.1.1 Static Semantics: Early Errors

OptionalChain:

```plaintext
? . TemplateLiteral
OptionalChain TemplateLiteral
```

- It is a Syntax Error if any source text is matched by this production.

**NOTE**

This production exists in order to prevent automatic semicolon insertion rules (12.9) from being applied to the following code:

```plaintext
da?.b
  `c`
```

so that it would be interpreted as two valid statements. The purpose is to maintain consistency with similar code without optional chaining:

```plaintext
da.b
  `c`
```

which is a valid statement and where automatic semicolon insertion does not apply.

ImportMeta:

```plaintext
import . meta
```

- It is a Syntax Error if the syntactic goal symbol is not `Module`.

#### 13.3.2 Property Accessors

**NOTE**

Properties are accessed by name, using either the dot notation:

- `MemberExpression . IdentifierName`
- `CallExpression . IdentifierName`

or the bracket notation:

- `MemberExpression [Expression]`
- `CallExpression [Expression]`

The dot notation is explained by the following syntactic conversion:

- `MemberExpression . IdentifierName`

is identical in its behaviour to

- `MemberExpression [ <identifier-name-string> ]`

and similarly

- `CallExpression . IdentifierName`

is identical in its behaviour to

- `CallExpression [ <identifier-name-string> ]`

where `<identifier-name-string>` is the result of evaluating `StringValue` of `IdentifierName`. 
13.3.2.1 Runtime Semantics: Evaluation

MemberExpression : MemberExpression [ Expression ]

1. Let baseReference be the result of evaluating MemberExpression.
2. Let baseValue be ? GetValue(baseReference).
3. If the source text matched by this MemberExpression is strict mode code, let strict be true; else let strict be false.

MemberExpression : MemberExpression . IdentifierName

1. Let baseReference be the result of evaluating MemberExpression.
2. Let baseValue be ? GetValue(baseReference).
3. If the source text matched by this MemberExpression is strict mode code, let strict be true; else let strict be false.
4. Return EvaluatePropertyAccessWithIdentifierKey(baseValue, IdentifierName, strict).

MemberExpression : MemberExpression . PrivateIdentifier

1. Let baseReference be the result of evaluating MemberExpression.
2. Let baseValue be ? GetValue(baseReference).
3. Let fieldNameString be the StringValue of PrivateIdentifier.
4. Return MakePrivateReference(baseValue, fieldNameString).

CallExpression : CallExpression [ Expression ]

1. Let baseReference be the result of evaluating CallExpression.
2. Let baseValue be ? GetValue(baseReference).
3. If the source text matched by this CallExpression is strict mode code, let strict be true; else let strict be false.

CallExpression : CallExpression . IdentifierName

1. Let baseReference be the result of evaluating CallExpression.
2. Let baseValue be ? GetValue(baseReference).
3. If the source text matched by this CallExpression is strict mode code, let strict be true; else let strict be false.
4. Return EvaluatePropertyAccessWithIdentifierKey(baseValue, IdentifierName, strict).

CallExpression : CallExpression . PrivateIdentifier

1. Let baseReference be the result of evaluating CallExpression.
2. Let baseValue be ? GetValue(baseReference).
3. Let fieldNameString be the StringValue of PrivateIdentifier.
4. Return MakePrivateReference(baseValue, fieldNameString).

13.3.3 EvaluatePropertyAccessWithExpressionKey ( baseValue, expression, strict )

The abstract operation EvaluatePropertyAccessWithExpressionKey takes arguments baseValue (an ECMAScript language value), expression (a Parse Node), and strict (a Boolean) and returns either a normal completion containing a Reference Record or an abrupt completion. It performs the following steps when called:
1. Let propertyNameReference be the result of evaluating expression.
2. Let propertyNameValue be ? GetValue(propertyNameReference).
3. Let propertyKey be ? ToPropertyKey(propertyNameValue).
4. Return the Reference Record { [[Base]]: baseValue, [[ReferencedName]]: propertyKey, [[Strict]]: strict, [[ThisValue]]: empty }.

13.3.4 EvaluatePropertyAccessWithIdentifierKey ( baseValue, identifierName, strict )
The abstract operation EvaluatePropertyAccessWithIdentifierKey takes arguments baseValue (an ECMAScript language value), identifierName (an IdentifierName Parse Node), and strict (a Boolean) and returns a Reference Record. It performs the following steps when called:

1. Let propertyNameString be StringValue of identifierName.
2. Return the Reference Record { [[Base]]: baseValue, [[ReferencedName]]: propertyNameString, [[Strict]]: strict, [[ThisValue]]: empty }.

13.3.5 The new Operator

13.3.5.1 Runtime Semantics: Evaluation

NewExpression : new NewExpression

MemberExpression : new MemberExpression Arguments
1. Return ? EvaluateNew(MemberExpression, Arguments).

13.3.5.1.1 EvaluateNew ( constructExpr, arguments )
The abstract operation EvaluateNew takes arguments constructExpr (a NewExpression Parse Node or a MemberExpression Parse Node) and arguments (empty or an Arguments Parse Node) and returns either a normal completion containing an ECMAScript language value or an abrupt completion. It performs the following steps when called:

1. Let ref be the result of evaluating constructExpr.
2. Let constructor be ? GetValue(ref).
3. If arguments is empty, let argList be a new empty List.
4. Else,
5. If IsConstructor(constructor) is false, throw a TypeError exception.

13.3.6 Function Calls

13.3.6.1 Runtime Semantics: Evaluation

CallExpression : CoverCallExpressionAndAsyncArrowHead
1. Let \( expr \) be the \( CallMemberExpression \) that is covered by \( CoverCallExpressionAndAsyncArrowHead \).
2. Let \( memberExpr \) be the \( MemberExpression \) of \( expr \).
3. Let \( arguments \) be the Arguments of \( expr \).
4. Let \( ref \) be the result of evaluating \( memberExpr \).
5. Let \( func \) be \( GetValue(ref) \).
6. If \( ref \) is a Reference Record, IsPropertyReference\( (ref) \) is false, and \( ref.\{[ReferencedName]\} \) is "eval", then
   a. If SameValue\( (func, %eval%) \) is true, then
      i. Let \( argList \) be ? ArgumentListEvaluation of \( arguments \).
      ii. If \( argList \) has no elements, return undefined.
      iii. Let \( evalArg \) be the first element of \( argList \).
      iv. If the source text matched by this \( CallExpression \) is strict mode code, let \( strictCaller \) be true. Otherwise let \( strictCaller \) be false.
      v. Let \( evalRealm \) be the current Realm Record.
      vi. Return ? PerformEval\( (evalArg, evalRealm, strictCaller, true) \).
7. Let \( thisCall \) be this \( CallExpression \).
8. Let \( tailCall \) be IsInTailPosition\( (thisCall) \).
9. Return ? EvaluateCall\( (func, ref, arguments, tailCall) \).

A \( CallExpression \) evaluation that executes step 6.a.vi is a direct eval.

\( CallExpression : \) \( CallExpression \) Arguments

1. Let \( ref \) be the result of evaluating \( CallExpression \).
2. Let \( func \) be \( GetValue(ref) \).
3. Let \( thisCall \) be this \( CallExpression \).
4. Let \( tailCall \) be IsInTailPosition\( (thisCall) \).
5. Return ? EvaluateCall\( (func, ref, Arguments, tailCall) \).

13.3.6.2 EvaluateCall ( \( func, ref, arguments, tailPosition \) )

The abstract operation EvaluateCall takes arguments \( func \) (an ECMAScript language value), \( ref \) (an ECMAScript language value or a Reference Record), \( arguments \) (a Parse Node), and \( tailPosition \) (a Boolean) and returns either a normal completion containing an ECMAScript language value or an abrupt completion. It performs the following steps when called:

1. If \( ref \) is a Reference Record, then
   a. If IsPropertyReference\( (ref) \) is true, then
      i. Let \( thisValue \) be GetThisValue\( (ref) \).
   b. Else,
      i. Let \( refEnv \) be \( ref.\{[Base]\} \).
      ii. Assert: \( refEnv \) is an Environment Record.
      iii. Let \( thisValue \) be \( refEnv.\)WithBaseObject().
2. Else,
   a. Let \( thisValue \) be undefined.
3. Let \( argList \) be ? ArgumentListEvaluation of \( arguments \).
4. If Type\( (func) \) is not Object, throw a TypeError exception.
5. If IsCallable\( (func) \) is false, throw a TypeError exception.
6. If \( tailPosition \) is true, perform PrepareForTailCall().
7. Return ? Call(func, thisValue, argList).

13.3.7 The super Keyword

13.3.7.1 Runtime Semantics: Evaluation

SuperProperty : super [ Expression ]

1. Let env be GetThisEnvironment().
2. Let actualThis be ? env.GetThisBinding().
3. Let propertyNameReference be the result of evaluating Expression.
4. Let propertyNameValue be ? GetValue(propertyNameReference).
5. Let propertyKey be ? ToPropertyKey(propertyNameValue).
6. If the source text matched by this SuperProperty is strict mode code, let strict be true; else let strict be false.
7. Return ? MakeSuperPropertyReference(actualThis, propertyKey, strict).

SuperProperty : super . IdentifierName

1. Let env be GetThisEnvironment().
2. Let actualThis be ? env.GetThisBinding().
3. Let propertyKey be StringValue of IdentifierName.
4. If the source text matched by this SuperProperty is strict mode code, let strict be true; else let strict be false.
5. Return ? MakeSuperPropertyReference(actualThis, propertyKey, strict).

SuperCall : super Arguments

1. Let newTarget be GetNewTarget().
2. Assert: Type(newTarget) is Object.
3. Let func be GetSuperConstructor().
5. If IsConstructor(func) is false, throw a TypeError exception.
7. Let thisER be GetThisEnvironment().
8. Perform ? thisER.BindThisValue(result).
9. Let F be thisER.[[FunctionObject]].
10. Assert: F is an ECMAScript function object.
12. Return result.

13.3.7.2 GetSuperConstructor ()

The abstract operation GetSuperConstructor takes no arguments and returns an ECMAScript language value. It performs the following steps when called:

1. Let envRec be GetThisEnvironment().
2. Assert: envRec is a function Environment Record.
3. Let activeFunction be envRec.[[FunctionObject]].
4. Assert: activeFunction is an ECMAScript function object.
5. Let superConstructor be ! activeFunction.[[GetPrototypeOf]]().
6. Return superConstructor.

13.3.7.3 MakeSuperPropertyReference ( actualThis, propertyKey, strict )

The abstract operation MakeSuperPropertyReference takes arguments actualThis, propertyKey, and strict and returns either a normal completion containing a Super Reference Record or an abrupt completion. It performs the following steps when called:

1. Let env be GetThisEnvironment().
3. Let baseValue be ? env.GetSuperBase().
4. Return the Reference Record { [[Base]]: baseValue, [[ReferencedName]]: propertyKey, [[Strict]]: strict, [[ThisValue]]: actualThis }.

13.3.8 Argument Lists

NOTE The evaluation of an argument list produces a List of values.

13.3.8.1 Runtime Semantics: ArgumentListEvaluation

The syntax-directed operation ArgumentListEvaluation takes no arguments and returns either a normal completion containing a List of ECMAScript language values or an abrupt completion. It is defined piecewise over the following productions:

Arguments : ( )

1. Return a new empty List.

ArgumentList : AssignmentExpression

1. Let ref be the result of evaluating AssignmentExpression.
2. Let arg be ? GetValue(ref).
3. Return « arg ».

ArgumentList : ... AssignmentExpression

1. Let list be a new empty List.
2. Let spreadRef be the result of evaluating AssignmentExpression.
3. Let spreadObj be ? GetValue(spreadRef).
4. Let iteratorRecord be ? GetIterator(spreadObj).
5. Repeat,
   a. Let next be ? IteratorStep(iteratorRecord).
   b. If next is false, return list.
   c. Let nextArg be ? IteratorValue(next).
   d. Append nextArg as the last element of list.

ArgumentList : ArgumentList , AssignmentExpression

2. Let ref be the result of evaluating AssignmentExpression.
3. Let arg be ? GetValue(ref).
4. Return the list-concatenation of precedingArgs and « arg ».

**ArgumentList : ArgumentList , ... AssignmentExpression**

2. Let spreadRef be the result of evaluating AssignmentExpression.
3. Let iteratorRecord be ? GetIterator(? GetValue(spreadRef)).
4. Repeat,
   a. Let next be ? IteratorStep(iteratorRecord).
   b. If next is false, return precedingArgs.
   c. Let nextArg be ? IteratorValue(next).
   d. Append nextArg as the last element of precedingArgs.

**TemplateLiteral : NoSubstitutionTemplate**

1. Let templateLiteral be this TemplateLiteral.
2. Let siteObj be GetTemplateObject(templateLiteral).
3. Return « siteObj ».

**TemplateLiteral : SubstitutionTemplate**

1. Let templateLiteral be this TemplateLiteral.
2. Let siteObj be GetTemplateObject(templateLiteral).
4. Return the list-concatenation of « siteObj » and remaining.

**SubstitutionTemplate : TemplateHead Expression TemplateSpans**

1. Let firstSubRef be the result of evaluating Expression.
2. Let firstSub be ? GetValue(firstSubRef).
3. Let restSub be ? SubstitutionEvaluation of TemplateSpans.
4. Assert: restSub is a possibly empty List.
5. Return the list-concatenation of « firstSub » and restSub.

### 13.3.9 Optional Chains

**NOTE** An optional chain is a chain of one or more property accesses and function calls, the first of which begins with the token ?.

### 13.3.9.1 Runtime Semantics: Evaluation

**OptionalExpression :**

- **MemberExpression OptionalChain**
  1. Let baseReference be the result of evaluating MemberExpression.
  2. Let baseValue be ? GetValue(baseReference).
  3. If baseValue is undefined or null, then
     a. Return undefined.

- **CallExpression OptionalChain**
1. Let baseReference be the result of evaluating CallExpression.
2. Let baseValue be ? GetValue(baseReference).
3. If baseValue is undefined or null, then
   a. Return undefined.

OptionalExpression:
   OptionalExpression OptionalChain

1. Let baseReference be the result of evaluating OptionalExpression.
2. Let baseValue be ? GetValue(baseReference).
3. If baseValue is undefined or null, then
   a. Return undefined.

13.3.9.2 Runtime Semantics: ChainEvaluation

The syntax-directed operation ChainEvaluation takes arguments baseValue and baseReference and returns either a normal completion containing an ECMAScript language value or an abrupt completion. It is defined piecewise over the following productions:

OptionalChain : ?. Arguments
   1. Let thisChain be this OptionalChain.
   2. Let tailCall be IsInTailPosition(thisChain).

OptionalChain : ?. [ Expression ]
   1. If the source text matched by this OptionalChain is strict mode code, let strict be true; else let strict be false.
   2. Return EvaluatePropertyAccessWithExpressionKey(baseValue, Expression, strict).

OptionalChain : ?. IdentifierName
   1. If the source text matched by this OptionalChain is strict mode code, let strict be true; else let strict be false.
   2. Return EvaluatePropertyAccessWithIdentifierKey(baseValue, IdentifierName, strict).

OptionalChain : ?. PrivateIdentifier
   1. Let fieldNameString be the StringValue of PrivateIdentifier.
   2. Return MakePrivateReference(baseValue, fieldNameString).

OptionalChain : OptionalChain Arguments
   1. Let optionalChain be OptionalChain.
   4. Let thisChain be this OptionalChain.
   5. Let tailCall be IsInTailPosition(thisChain).
OptionalChain : OptionalChain [ Expression ]

1. Let optionalChain be OptionalChain.
4. If the source text matched by this OptionalChain is strict mode code, let strict be true; else let strict be false.

OptionalChain : OptionalChain . IdentifierName

1. Let optionalChain be OptionalChain.
4. If the source text matched by this OptionalChain is strict mode code, let strict be true; else let strict be false.
5. Return EvaluatePropertyAccessWithIdentifierKey(newValue, IdentifierName, strict).

OptionalChain : OptionalChain . PrivateIdentifier

1. Let optionalChain be OptionalChain.
4. Let fieldNameString be the StringValue of PrivateIdentifier.
5. Return MakePrivateReference(newValue, fieldNameString).

13.3.10 Import Calls

13.3.10.1 Runtime Semantics: Evaluation

ImportCall : import ( AssignmentExpression )

1. Let referencingScriptOrModule be GetActiveScriptOrModule().
2. Let argRef be the result of evaluating AssignmentExpression.
3. Let specifier be ? GetValue(argRef).
4. Let promiseCapability be ! NewPromiseCapability(%Promise%).
5. Let specifierString be Completion(ToString(specifier)).
6. IfAbruptRejectPromise(specifierString, promiseCapability).
7. Perform HostImportModuleDynamically(referencingScriptOrModule, specifierString, promiseCapability).
8. Return promiseCapability.[[Promise]].

13.3.11 Tagged Templates

NOTE A tagged template is a function call where the arguments of the call are derived from a TemplateLiteral (13.2.8). The actual arguments include a template object (13.2.8.3) and the values produced by evaluating the expressions embedded within the TemplateLiteral.
13.3.11.1 Runtime Semantics: Evaluation

`MemberExpression : MemberExpression TemplateLiteral`

1. Let `tagRef` be the result of evaluating `MemberExpression`.
2. Let `tagFunc` be `GetValue(tagRef)`.
3. Let `thisCall` be this `MemberExpression`.
4. Let `tailCall` be `IsInTailPosition(thisCall)`.
5. Return `?EvaluateCall(tagFunc, tagRef, TemplateLiteral, tailCall)`.

`CallExpression : CallExpression TemplateLiteral`

1. Let `tagRef` be the result of evaluating `CallExpression`.
2. Let `tagFunc` be `GetValue(tagRef)`.
3. Let `thisCall` be this `CallExpression`.
4. Let `tailCall` be `IsInTailPosition(thisCall)`.
5. Return `?EvaluateCall(tagFunc, tagRef, TemplateLiteral, tailCall)`.

13.3.12 Meta Properties

13.3.12.1 Runtime Semantics: Evaluation

`NewTarget : new . target`


`ImportMeta : import . meta`

1. Let `module` be `GetActiveScriptOrModule()`.
2. Assert: `module` is a Source Text Module Record.
3. Let `importMeta` be `module`[`[ImportMeta]`].
4. If `importMeta` is empty, then
   a. Set `importMeta` to `OrdinaryObjectCreate(null)`.
   b. Let `importMetaValues` be `HostGetImportMetaProperties(module)`.
   c. For each `Record` `{ [[Key]], [[Value]] } p` of `importMetaValues`, do
      i. Perform `!CreateDataPropertyOrThrow(importMeta, p.[[Key]], p.[[Value]])`.
   d. Perform `HostFinalizeImportMeta(importMeta, module)`.
   f. Return `importMeta`.
5. Else,
   a. Assert: `Type(importMeta)` is Object.
   b. Return `importMeta`.

13.3.12.1.1 HostGetImportMetaProperties ( `moduleRecord` )

The host-defined abstract operation `HostGetImportMetaProperties` takes argument `moduleRecord` (a Module Record) and returns a List of Records with fields `[[Key]]` (a property key) and `[[Value]]` (an ECMAScript language value). It allows hosts to provide property keys and values for the object returned from `import.meta`. 
An implementation of HostGetImportMetaProperties must conform to the following requirements:

- It must return a List whose values are all Records with two fields, [[Key]] and [[Value]].
- Each such Record's [[Key]] field must be a property key, i.e., IsPropertyKey must return true when applied to it.
- Each such Record's [[Value]] field must be an ECMAScript language value.

The default implementation of HostGetImportMetaProperties is to return a new empty List.

13.3.12.1.2 HostFinalizeImportMeta ( importMeta, moduleRecord )

The host-defined abstract operation HostFinalizeImportMeta takes arguments importMeta (an Object) and moduleRecord (a Module Record) and returns unused. It allows hosts to perform any extraordinary operations to prepare the object returned from import.meta.

Most hosts will be able to simply define HostGetImportMetaProperties, and leave HostFinalizeImportMeta with its default behaviour. However, HostFinalizeImportMeta provides an "escape hatch" for hosts which need to directly manipulate the object before it is exposed to ECMAScript code.

An implementation of HostFinalizeImportMeta must conform to the following requirements:

- It must return unused.

The default implementation of HostFinalizeImportMeta is to return unused.

13.4 Update Expressions

Syntax

UpdateExpression[Yield, Await] :
  LeftHandSideExpression[?Yield, ?Await]
  LeftHandSideExpression[?Yield, ?Await] [no LineTerminator here] ++
  LeftHandSideExpression[?Yield, ?Await] [no LineTerminator here] --
  ++ UnaryExpression[?Yield, ?Await]
  -- UnaryExpression[?Yield, ?Await]

13.4.1 Static Semantics: Early Errors

UpdateExpression :
  LeftHandSideExpression ++
  LeftHandSideExpression --

- It is an early Syntax Error if AssignmentTargetType of LeftHandSideExpression is not simple.

UpdateExpression :
  ++ UnaryExpression
  -- UnaryExpression

- It is an early Syntax Error if AssignmentTargetType of UnaryExpression is not simple.
13.4.2 Postfix Increment Operator

13.4.2.1 Runtime Semantics: Evaluation

\[ \text{UpdateExpression} : \text{LeftHandSideExpression} \, \text{++} \]

1. Let \( lhs \) be the result of evaluating \( \text{LeftHandSideExpression} \).
2. Let \( oldValue \) be \( ? \, \text{ToNumeric}(\, ? \, \text{GetValue}(lhs)) \).
3. If \( \text{Type}(oldValue) \) is Number, then
   a. Let \( newValue \) be \( \text{Number::add}(oldValue, \, 1_F) \).
4. Else,
   a. Assert: \( \text{Type}(oldValue) \) is BigInt.
   b. Let \( newValue \) be \( \text{BigInt::add}(oldValue, \, 1_Z) \).
5. Perform \( ? \, \text{PutValue}(lhs, \, newValue) \).
6. Return \( oldValue \).

13.4.3 Postfix Decrement Operator

13.4.3.1 Runtime Semantics: Evaluation

\[ \text{UpdateExpression} : \text{LeftHandSideExpression} \, \text{--} \]

1. Let \( lhs \) be the result of evaluating \( \text{LeftHandSideExpression} \).
2. Let \( oldValue \) be \( ? \, \text{ToNumeric}(\, ? \, \text{GetValue}(lhs)) \).
3. If \( \text{Type}(oldValue) \) is Number, then
   a. Let \( newValue \) be \( \text{Number::subtract}(oldValue, \, 1_F) \).
4. Else,
   a. Assert: \( \text{Type}(oldValue) \) is BigInt.
   b. Let \( newValue \) be \( \text{BigInt::subtract}(oldValue, \, 1_Z) \).
5. Perform \( ? \, \text{PutValue}(lhs, \, newValue) \).
6. Return \( oldValue \).

13.4.4 Prefix Increment Operator

13.4.4.1 Runtime Semantics: Evaluation

\[ \text{UpdateExpression} : \text{++} \, \text{UnaryExpression} \]

1. Let \( expr \) be the result of evaluating \( \text{UnaryExpression} \).
2. Let \( oldValue \) be \( ? \, \text{ToNumeric}(\, ? \, \text{GetValue}(expr)) \).
3. If \( \text{Type}(oldValue) \) is Number, then
   a. Let \( newValue \) be \( \text{Number::add}(oldValue, \, 1_F) \).
4. Else,
   a. Assert: \( \text{Type}(oldValue) \) is BigInt.
   b. Let \( newValue \) be \( \text{BigInt::add}(oldValue, \, 1_Z) \).
5. Perform \( ? \, \text{PutValue}(expr, \, newValue) \).
6. Return \( newValue \).
13.4.5 Prefix Decrement Operator

13.4.5.1 Runtime Semantics: Evaluation

UpdateExpression : -- UnaryExpression

1. Let expr be the result of evaluating UnaryExpression.
2. Let oldValue be ? ToNumeric(? GetValue(expr)).
3. If Type(oldValue) is Number, then
   a. Let newValue be Number::subtract(oldValue, 1𝔽).
4. Else,
   a. Assert: Type(oldValue) is BigInt.
   b. Let newValue be BigInt::subtract(oldValue, 1ℤ).
6. Return newValue.

13.5 Unary Operators

Syntax

UnaryExpression[Yield, Await] :  
  UpdateExpression[?Yield, ?Await] 
  delete UnaryExpression[?Yield, ?Await] 
  void UnaryExpression[?Yield, ?Await] 
  typeof UnaryExpression[?Yield, ?Await] 
  + UnaryExpression[?Yield, ?Await] 
  - UnaryExpression[?Yield, ?Await] 
  ~ UnaryExpression[?Yield, ?Await] 
  ! UnaryExpression[?Yield, ?Await] 
  [+Await] AwaitExpression[?Yield]

13.5.1 The delete Operator

13.5.1.1 Static Semantics: Early Errors

UnaryExpression : delete UnaryExpression

- It is a Syntax Error if the UnaryExpression is contained in strict mode code and the derived 
  UnaryExpression is PrimaryExpression : IdentifierReference , MemberExpression : MemberExpression . 
  PrivateIdentifier , CallExpression : CallExpression . PrivateIdentifier , 
  OptionalChain : ? . PrivateIdentifier , or 
  OptionalChain : OptionalChain . PrivateIdentifier .
- It is a Syntax Error if the derived UnaryExpression is 
  PrimaryExpression : CoverParenthesizedExpressionAndArrowParameterList 
  and CoverParenthesizedExpressionAndArrowParameterList ultimately derives a phrase that, if used in 
  place of UnaryExpression, would produce a Syntax Error according to these rules. This rule is recursively 
  applied.
13.5.1.2 Runtime Semantics: Evaluation

**UnaryExpression : delete UnaryExpression**

1. Let `ref` be the result of evaluating `UnaryExpression`.
2. ReturnIfAbrupt(`ref`).
3. If `ref` is not a Reference Record, return `true`.
4. If `IsUnresolvableReference(ref)` is `true`, then
   a. Assert: `ref.[[Strict]]` is `false`.
   b. Return `true`.
5. If `IsPropertyReference(ref)` is `true`, then
   a. Assert: `IsPrivateReference(ref)` is `false`.
   b. If `IsSuperReference(ref)` is `true`, throw a `ReferenceError` exception.
   c. Let `baseObj` be `ToObject(ref.[[Base]])`.
   d. Let `deleteStatus` be `baseObj.[[Delete]](ref.[[ReferencedName]])`.
   e. If `deleteStatus` is `false` and `ref.[[Strict]]` is `true`, throw a `TypeError` exception.
   f. Return `deleteStatus`.
6. Else,
   a. Let `base` be `ref.[[Base]]`.
   b. Assert: `base` is an Environment Record.
   c. Return `base.DeleteBinding(ref.[[ReferencedName]])`.

**NOTE 1** When a `delete` operator occurs within strict mode code, a `SyntaxError` exception is thrown if its `UnaryExpression` is a direct reference to a variable, function argument, or function name. In addition, if a `delete` operator occurs within strict mode code and the property to be deleted has the attribute `{ [[Configurable]]: false }` (or otherwise cannot be deleted), a `TypeError` exception is thrown.

**NOTE 2** The object that may be created in step 5.c is not accessible outside of the above abstract operation and the ordinary object `[[Delete]]` internal method. An implementation might choose to avoid the actual creation of that object.

13.5.2 The `void` Operator

13.5.2.1 Runtime Semantics: Evaluation

**UnaryExpression : void UnaryExpression**

1. Let `expr` be the result of evaluating `UnaryExpression`.
2. Perform `GetValue(expr)`.
3. Return `undefined`.

**NOTE** `GetValue` must be called even though its value is not used because it may have observable side-effects.
13.5.3 The typeof Operator

13.5.3.1 Runtime Semantics: Evaluation

UnaryExpression : typeof UnaryExpression

1. Let val be the result of evaluating UnaryExpression.
2. If val is a Reference Record, then
   a. If IsUnresolvableReference(val) is true, return "undefined".
4. NOTE: This step is replaced in section B.3.6.3.
5. Return a String according to Table 41.

<table>
<thead>
<tr>
<th>Type of val</th>
<th>Result</th>
</tr>
</thead>
<tbody>
<tr>
<td>Undefined</td>
<td>&quot;undefined&quot;</td>
</tr>
<tr>
<td>Null</td>
<td>&quot;object&quot;</td>
</tr>
<tr>
<td>Boolean</td>
<td>&quot;boolean&quot;</td>
</tr>
<tr>
<td>Number</td>
<td>&quot;number&quot;</td>
</tr>
<tr>
<td>String</td>
<td>&quot;string&quot;</td>
</tr>
<tr>
<td>Symbol</td>
<td>&quot;symbol&quot;</td>
</tr>
<tr>
<td>BigInt</td>
<td>&quot;bigint&quot;</td>
</tr>
<tr>
<td>Object (does not implement [[Call]])</td>
<td>&quot;object&quot;</td>
</tr>
<tr>
<td>Object (implements [[Call]])</td>
<td>&quot;function&quot;</td>
</tr>
</tbody>
</table>

NOTE An additional entry related to [[IsHTMLDDA]] Internal Slot can be found in B.3.6.3.

13.5.4 Unary + Operator

NOTE The unary + operator converts its operand to Number type.

13.5.4.1 Runtime Semantics: Evaluation

UnaryExpression : + UnaryExpression

1. Let expr be the result of evaluating UnaryExpression.
2. Return ? ToNumber(? GetValue(expr)).

13.5.5 Unary − Operator

NOTE The unary − operator converts its operand to Number type and then negates it. Negating +0𝔽.
produces \(-0_{\varepsilon}\), and negating \(-0_{\varepsilon}\) produces \(+0_{\varepsilon}\).

### 13.5.5.1 Runtime Semantics: Evaluation

**UnaryExpression** : \(-\) **UnaryExpression**

1. Let `expr` be the result of evaluating **UnaryExpression**.
2. Let `oldValue` be \(?\) ToNumeric(\(?\) GetValue(`expr`)).
3. Let `T` be Type(`oldValue`).
4. If Type(`oldValue`) is Number, then
   a. Return Number::unaryMinus(`oldValue`).
5. Else,
   a. Assert: Type(`oldValue`) is BigInt.
   b. Return BigInt::unaryMinus(`oldValue`).

### 13.5.6 Bitwise NOT Operator (~)

#### 13.5.6.1 Runtime Semantics: Evaluation

**UnaryExpression** : \(~\) **UnaryExpression**

1. Let `expr` be the result of evaluating **UnaryExpression**.
2. Let `oldValue` be \(?\) ToNumeric(\(?\) GetValue(`expr`)).
3. Let `T` be Type(`oldValue`).
4. If Type(`oldValue`) is Number, then
   a. Return Number::bitwiseNOT(`oldValue`).
5. Else,
   a. Assert: Type(`oldValue`) is BigInt.
   b. Return BigInt::bitwiseNOT(`oldValue`).

### 13.5.7 Logical NOT Operator (!)

#### 13.5.7.1 Runtime Semantics: Evaluation

**UnaryExpression** : \(!\) **UnaryExpression**

1. Let `expr` be the result of evaluating **UnaryExpression**.
2. Let `oldValue` be ToBoolean(\(?\) GetValue(`expr`)).
3. If `oldValue` is true, return false.
4. Return true.
13.6 Exponentiation Operator

Syntax

\[
\text{ExponentiationExpression} : \text{UnaryExpression} \oplus \text{ExponentiationExpression} \\
\text{UnaryExpression} : \text{UpdateExpression} \oplus \text{ExponentiationExpression} \\
\text{UpdateExpression} : \text{ExponentiationExpression} \oplus \text{ExponentiationExpression}
\]

13.6.1 Runtime Semantics: Evaluation

ExponentiationExpression : UpdateExpression \oplus ExponentiationExpression

1. Return ? EvaluateStringOrNumericBinaryExpression(UpdateExpression, \oplus, ExponentiationExpression).

13.7 Multiplicative Operators

Syntax

\[
\text{MultiplicativeExpression} : \text{MultiplicativeExpression} \odot \text{MultiplicativeOperator} \text{ExponentiationExpression} \\
\text{MultiplicativeOperator} : \text{one of} \\
\ast \ / \ %
\]

NOTE

- The \ast operator performs multiplication, producing the product of its operands.
- The \(/\) operator performs division, producing the quotient of its operands.
- The \(\%\) operator yields the remainder of its operands from an implied division.

13.7.1 Runtime Semantics: Evaluation

MultiplicativeExpression : MultiplicativeExpression MultiplicativeOperator ExponentiationExpression

1. Let \text{opText} be the source text matched by MultiplicativeOperator.

13.8 Additive Operators

Syntax

\[
\text{AdditiveExpression} : \text{AdditiveExpression} \oplus \text{AdditiveExpression} \\
\text{AdditiveExpression} : \text{AdditiveExpression} + \text{AdditiveExpression} \\
\text{AdditiveExpression} : \text{AdditiveExpression} - \text{AdditiveExpression}
\]

AdditiveExpression : MultiplicativeExpression \\
AdditiveExpression : AdditiveExpression + MultiplicativeExpression \\
AdditiveExpression : AdditiveExpression - MultiplicativeExpression
13.8.1 The Addition Operator ( + )

NOTE The addition operator either performs string concatenation or numeric addition.

13.8.1.1 Runtime Semantics: Evaluation

AdditiveExpression : AdditiveExpression + MultiplicativeExpression


13.8.2 The Subtraction Operator ( - )

NOTE The - operator performs subtraction, producing the difference of its operands.

13.8.2.1 Runtime Semantics: Evaluation

AdditiveExpression : AdditiveExpression - MultiplicativeExpression


13.9 Bitwise Shift Operators

Syntax

ShiftExpression[?Yield, ?Await] :
AdditiveExpression[?Yield, ?Await]

13.9.1 The Left Shift Operator ( << )

NOTE Performs a bitwise left shift operation on the left operand by the amount specified by the right operand.

13.9.1.1 Runtime Semantics: Evaluation

ShiftExpression : ShiftExpression << AdditiveExpression

13.9.2 The Signed Right Shift Operator (\(\gg\))

**NOTE**
Performs a sign-filling bitwise right shift operation on the left operand by the amount specified by the right operand.

13.9.2.1 Runtime Semantics: Evaluation

\[\text{ShiftExpression} : \text{ShiftExpression} \gg \text{AdditiveExpression}\]

1. Return ? \(\text{EvaluateStringOrNumericBinaryExpression(ShiftExpression, \gg, AdditiveExpression)}\).

13.9.3 The Unsigned Right Shift Operator (\(\gg\))

**NOTE**
Performs a zero-filling bitwise right shift operation on the left operand by the amount specified by the right operand.

13.9.3.1 Runtime Semantics: Evaluation

\[\text{ShiftExpression} : \text{ShiftExpression} \gg \text{AdditiveExpression}\]

1. Return ? \(\text{EvaluateStringOrNumericBinaryExpression(ShiftExpression, \gg, AdditiveExpression)}\).

13.10 Relational Operators

**NOTE 1**
The result of evaluating a relational operator is always of type Boolean, reflecting whether the relationship named by the operator holds between its two operands.

### Syntax

\[
\text{RelationalExpression}_{[\text{In, Yield, Await}]} : \\
\text{ShiftExpression}_{[?\text{Yield, } ?\text{Await}]}
\]

- \(\text{RelationalExpression}_{[?\text{In, } ?\text{Yield, } ?\text{Await}] < \text{ShiftExpression}_{[?\text{Yield, } ?\text{Await}]}}\)
- \(\text{RelationalExpression}_{[?\text{In, } ?\text{Yield, } ?\text{Await}] > \text{ShiftExpression}_{[?\text{Yield, } ?\text{Await}]}}\)
- \(\text{RelationalExpression}_{[?\text{In, } ?\text{Yield, } ?\text{Await}] \leq \text{ShiftExpression}_{[?\text{Yield, } ?\text{Await}]}}\)
- \(\text{RelationalExpression}_{[?\text{In, } ?\text{Yield, } ?\text{Await}] \geq \text{ShiftExpression}_{[?\text{Yield, } ?\text{Await}]}}\)
- \(\text{RelationalExpression}_{[?\text{In, } ?\text{Yield, } ?\text{Await}] \text{ instanceof ShiftExpression}_{[?\text{Yield, } ?\text{Await}]}}\)
- \(\text{[\text{In}] RelationalExpression}_{[+\text{In}, ?\text{Yield, } ?\text{Await}] \text{ in ShiftExpression}_{[?\text{Yield, } ?\text{Await}]}}\)
- \(\text{[\text{In}] PrivateIdentifier in ShiftExpression}_{[?\text{Yield, } ?\text{Await}]}}\)

**NOTE 2**
The \([\text{In}]\) grammar parameter is needed to avoid confusing the \(\text{in}\) operator in a relational expression with the \(\text{in}\) operator in a for statement.

13.10.1 Runtime Semantics: Evaluation

\[\text{RelationalExpression} : \text{RelationalExpression} < \text{ShiftExpression}\]
1. Let `lref` be the result of evaluating `RelationalExpression`.
2. Let `lval` be `GetValue(lref)`.
3. Let `rref` be the result of evaluating `ShiftExpression`.
4. Let `rval` be `GetValue(rref)`.
5. Let `r` be `IsLessThan(lval, rval, true)`.
6. If `r` is `undefined`, return `false`. Otherwise, return `r`.

`RelationalExpression`: `RelationalExpression > ShiftExpression`

1. Let `lref` be the result of evaluating `RelationalExpression`.
2. Let `lval` be `GetValue(lref)`.
3. Let `rref` be the result of evaluating `ShiftExpression`.
4. Let `rval` be `GetValue(rref)`.
5. Let `r` be `IsLessThan(rval, lval, false)`.
6. If `r` is `undefined`, return `false`. Otherwise, return `r`.

`RelationalExpression`: `RelationalExpression <= ShiftExpression`

1. Let `lref` be the result of evaluating `RelationalExpression`.
2. Let `lval` be `GetValue(lref)`.
3. Let `rref` be the result of evaluating `ShiftExpression`.
4. Let `rval` be `GetValue(rref)`.
5. Let `r` be `IsLessThan(lval, rval, false)`.
6. If `r` is `true` or `undefined`, return `false`. Otherwise, return `true`.

`RelationalExpression`: `RelationalExpression >= ShiftExpression`

1. Let `lref` be the result of evaluating `RelationalExpression`.
2. Let `lval` be `GetValue(lref)`.
3. Let `rref` be the result of evaluating `ShiftExpression`.
4. Let `rval` be `GetValue(rref)`.
5. Let `r` be `IsLessThan(rval, lval, true)`.
6. If `r` is `true` or `undefined`, return `false`. Otherwise, return `true`.

`RelationalExpression`: `RelationalExpression instanceof ShiftExpression`

1. Let `lref` be the result of evaluating `RelationalExpression`.
2. Let `lval` be `GetValue(lref)`.
3. Let `rref` be the result of evaluating `ShiftExpression`.
4. Let `rval` be `GetValue(rref)`.
5. Return `InstanceofOperator(lval, rval)`.

`RelationalExpression`: `RelationalExpression in ShiftExpression`

1. Let `lref` be the result of evaluating `RelationalExpression`.
2. Let `lval` be `GetValue(lref)`.
3. Let `rref` be the result of evaluating `ShiftExpression`.
4. Let `rval` be `GetValue(rref)`.
5. If `Type(rval)` is not Object, throw a `TypeError` exception.
6. Return `HasProperty(rval, ToPropertyKey(lval))`.

`RelationalExpression`: `PrivateIdentifier in ShiftExpression`
1. Let `privateIdentifier` be the `StringValue` of `Privateldentifier`.
2. Let `rref` be the result of evaluating `ShiftExpression`.
3. Let `rval` be `GetValue(rref)`.
4. If `Type(rval)` is not Object, throw a `TypeError` exception.
5. Let `privateEnv` be the running execution context’s PrivateEnvironment.
6. Let `privateName` be `ResolvePrivateIdentifier(privateEnv, privateIdentifier)`.
7. If `PrivateElementFind(rval, privateName)` is not empty, return `true`.
8. Return `false`.

13.10.2 `InstanceofOperator ( V, target )`

The abstract operation `InstanceofOperator` takes arguments `V` (an ECMAScript language value) and `target` (an ECMAScript language value) and returns either a normal completion containing a Boolean or an abrupt completion. It implements the generic algorithm for determining if `V` is an instance of `target` either by consulting `target`’s `@@hasInstance` method or, if absent, determining whether the value of `target`’s “prototype” property is present in `V`’s prototype chain. It performs the following steps when called:

1. If `Type(target)` is not Object, throw a `TypeError` exception.
2. Let `instOfHandler` be `GetMethod(target, @@hasInstance)`.
3. If `instOfHandler` is not `undefined`, then
   a. Return `ToBoolean(? Call(instOfHandler, target, « V »))`.
4. If `IsCallable(target)` is `false`, throw a `TypeError` exception.
5. Return `? OrdinaryHasInstance(target, V)`.

NOTE Steps 4 and 5 provide compatibility with previous editions of ECMAScript that did not use a `@@hasInstance` method to define the `instanceof` operator semantics. If an object does not define or inherit `@@hasInstance` it uses the default `instanceof` semantics.

13.11 Equality Operators

NOTE The result of evaluating an equality operator is always of type Boolean, reflecting whether the relationship named by the operator holds between its two operands.

Syntax

```
EqualityExpression [In, Yield, Await] : 
  RelationalExpression [?In, ?Yield, ?Await] 
```
13.11.1 Runtime Semantics: Evaluation

EqualityExpression : EqualityExpression == RelationalExpression

1. Let \( l_{\text{ref}} \) be the result of evaluating EqualityExpression.
2. Let \( l_{\text{val}} \) be ? GetValue(\( l_{\text{ref}} \)).
3. Let \( r_{\text{ref}} \) be the result of evaluating RelationalExpression.
4. Let \( r_{\text{val}} \) be ? GetValue(\( r_{\text{ref}} \)).
5. Return ? IsLooselyEqual(\( r_{\text{val}} \), \( l_{\text{val}} \)).

EqualityExpression : EqualityExpression != RelationalExpression

1. Let \( l_{\text{ref}} \) be the result of evaluating EqualityExpression.
2. Let \( l_{\text{val}} \) be ? GetValue(\( l_{\text{ref}} \)).
3. Let \( r_{\text{ref}} \) be the result of evaluating RelationalExpression.
4. Let \( r_{\text{val}} \) be ? GetValue(\( r_{\text{ref}} \)).
5. Let \( r \) be ? IsLooselyEqual(\( r_{\text{val}} \), \( l_{\text{val}} \)).
6. If \( r \) is true, return false. Otherwise, return true.

EqualityExpression : EqualityExpression === RelationalExpression

1. Let \( l_{\text{ref}} \) be the result of evaluating EqualityExpression.
2. Let \( l_{\text{val}} \) be ? GetValue(\( l_{\text{ref}} \)).
3. Let \( r_{\text{ref}} \) be the result of evaluating RelationalExpression.
4. Let \( r_{\text{val}} \) be ? GetValue(\( r_{\text{ref}} \)).
5. Return IsStrictlyEqual(\( r_{\text{val}} \), \( l_{\text{val}} \)).

EqualityExpression : EqualityExpression !== RelationalExpression

1. Let \( l_{\text{ref}} \) be the result of evaluating EqualityExpression.
2. Let \( l_{\text{val}} \) be ? GetValue(\( l_{\text{ref}} \)).
3. Let \( r_{\text{ref}} \) be the result of evaluating RelationalExpression.
4. Let \( r_{\text{val}} \) be ? GetValue(\( r_{\text{ref}} \)).
5. Let \( r \) be IsStrictlyEqual(\( r_{\text{val}} \), \( l_{\text{val}} \)).
6. If \( r \) is true, return false. Otherwise, return true.

NOTE 1  Given the above definition of equality:
- String comparison can be forced by: `{a}` == `{b}`.
- Numeric comparison can be forced by: +a == +b.
- Boolean comparison can be forced by: !a == !b.

NOTE 2  The equality operators maintain the following invariants:
- A !== B is equivalent to !(A == B).
- A == B is equivalent to B == A, except in the order of evaluation of A and B.

NOTE 3  The equality operator is not always transitive. For example, there might be two distinct String objects, each representing the same String value; each String object would be considered equal to the String value by the === operator, but the two String objects would not be equal to each other. For example:
- new String("a") == "a" and "a" == new String("a") are both true.
- new String("a") !== new String("a") is false.
NOTE 4  Comparison of Strings uses a simple equality test on sequences of code unit values. There is no attempt to use the more complex, semantically oriented definitions of character or string equality and collating order defined in the Unicode specification. Therefore Strings values that are canonically equal according to the Unicode Standard could test as unequal. In effect this algorithm assumes that both Strings are already in normalized form.

13.12 Binary Bitwise Operators

Syntax

\[
\text{BitwiseANDExpression} \[\text{In, Yield, Await}] : \\
\text{EqualityExpression} \[?\text{In, ?Yield, ?Await}] \\
\text{BitwiseANDExpression} \[?\text{In, ?Yield, ?Await}] \& \\
\text{EqualityExpression} \[?\text{In, ?Yield, ?Await}]
\]

\[
\text{BitwiseXORExpression} \[\text{In, Yield, Await}] : \\
\text{BitwiseANDExpression} \[?\text{In, ?Yield, ?Await}] \\
\text{BitwiseXORExpression} \[?\text{In, ?Yield, ?Await}] ^ \\
\text{BitwiseANDExpression} \[?\text{In, ?Yield, ?Await}]
\]

\[
\text{BitwiseORExpression} \[\text{In, Yield, Await}] : \\
\text{BitwiseXORExpression} \[?\text{In, ?Yield, ?Await}] \\
\text{BitwiseORExpression} \[?\text{In, ?Yield, ?Await}] | \\
\text{BitwiseXORExpression} \[?\text{In, ?Yield, ?Await}]
\]

13.12.1 Runtime Semantics: Evaluation

\[
\text{BitwiseANDExpression} : \text{BitwiseANDExpression} \& \text{EqualityExpression}
\]

1. Return ? \text{EvaluateStringOrNumericBinaryExpression}(\text{BitwiseANDExpression}, \&, \text{EqualityExpression}).

\[
\text{BitwiseXORExpression} : \text{BitwiseXORExpression} ^ \text{BitwiseANDExpression}
\]

1. Return ? \text{EvaluateStringOrNumericBinaryExpression}(\text{BitwiseXORExpression}, ^, \text{BitwiseANDExpression}).

\[
\text{BitwiseORExpression} : \text{BitwiseORExpression} | \text{BitwiseXORExpression}
\]

1. Return ? \text{EvaluateStringOrNumericBinaryExpression}(\text{BitwiseORExpression}, |, \text{BitwiseXORExpression}).

13.13 Binary Logical Operators

Syntax

\[
\text{LogicalANDExpression} \[\text{In, Yield, Await}] : \\
\text{BitwiseORExpression} \[?\text{In, ?Yield, ?Await}] \\
\text{LogicalANDExpression} \[?\text{In, ?Yield, ?Await}] \&\& \\
\text{BitwiseORExpression} \[?\text{In, ?Yield, ?Await}]
\]
**LogicalORExpression** [In, Yield, Await] :

**LogicalANDExpression** [?In, ?Yield, ?Await] ||

**LogicalORExpression** [?In, ?Yield, ?Await]

**LogicalANDExpression** [?In, ?Yield, ?Await]

**CoalesceExpression** [In, Yield, Await] :

**CoalesceExpressionHead** [?In, ?Yield, ?Await] ??

**BitwiseORExpression** [?In, ?Yield, ?Await]

**CoalesceExpressionHead** [In, Yield, Await] :

**CoalesceExpression** [?In, ?Yield, ?Await]

**BitwiseORExpression** [?In, ?Yield, ?Await]

**ShortCircuitExpression** [In, Yield, Await] :

**LogicalORExpression** [?In, ?Yield, ?Await]

**CoalesceExpression** [?In, ?Yield, ?Await]

---

**NOTE** The value produced by a && or || operator is not necessarily of type Boolean. The value produced will always be the value of one of the two operand expressions.

### 13.13.1 Runtime Semantics: Evaluation

**LogicalANDExpression** : LogicalANDExpression && BitwiseORExpression

1. Let \( lref \) be the result of evaluating LogicalANDExpression.
2. Let \( lval \) be GetValue(\( lref \)).
3. Let \( lbool \) be ToBoolean(\( lval \)).
4. If \( lbool \) is false, return \( lval \).
5. Let \( rref \) be the result of evaluating BitwiseORExpression.
6. Return GetValue(\( rref \)).

**LogicalORExpression** : LogicalORExpression || LogicalANDExpression

1. Let \( lref \) be the result of evaluating LogicalORExpression.
2. Let \( lval \) be GetValue(\( lref \)).
3. Let \( lbool \) be ToBoolean(\( lval \)).
4. If \( lbool \) is true, return \( lval \).
5. Let \( rref \) be the result of evaluating LogicalANDExpression.
6. Return GetValue(\( rref \)).

**CoalesceExpression** : CoalesceExpressionHead ?? BitwiseORExpression

1. Let \( lref \) be the result of evaluating CoalesceExpressionHead.
2. Let \( lval \) be GetValue(\( lref \)).
3. If \( lval \) is undefined or null, then
   a. Let \( rref \) be the result of evaluating BitwiseORExpression.
   b. Return GetValue(\( rref \)).
4. Otherwise, return \( lval \).

Syntax

```plaintext
ConditionalExpression[In, Yield, Await] :  
  ShortCircuitExpression[?In, ?Yield, ?Await]  
  ShortCircuitExpression[?In, ?Yield, ?Await] ?  
  AssignmentExpression[+In, ?Yield, ?Await] :  
  AssignmentExpression[?In, ?Yield, ?Await]
```

**NOTE** The grammar for a `ConditionalExpression` in ECMAScript is slightly different from that in C and Java, which each allow the second subexpression to be an `Expression` but restrict the third expression to be a `ConditionalExpression`. The motivation for this difference in ECMAScript is to allow an assignment expression to be governed by either arm of a conditional and to eliminate the confusing and fairly useless case of a comma expression as the centre expression.


```plaintext
ConditionalExpression : ShortCircuitExpression ? AssignmentExpression : AssignmentExpression
```

1. Let `lref` be the result of evaluating `ShortCircuitExpression`.
2. Let `lval` be `ToBoolean(? GetValue(lref))`.
3. If `lval` is true, then
   a. Let `trueRef` be the result of evaluating the first `AssignmentExpression`.
   b. Return `? GetValue(trueRef)`.
4. Else,
   a. Let `falseRef` be the result of evaluating the second `AssignmentExpression`.
   b. Return `? GetValue(falseRef)`.

13.15 Assignment Operators

Syntax

```plaintext
AssignmentExpression[In, Yield, Await] :  
  ConditionalExpression[?In, ?Yield, ?Await]  
  [+Yield] YieldExpression[?In, ?Await]  
  ArrowFunction[?In, ?Yield, ?Await]  
  AsyncArrowFunction[?In, ?Yield, ?Await]  
  LeftHandSideExpression[?Yield, ?Await] =  
    AssignmentExpression[?In, ?Yield, ?Await]  
  LeftHandSideExpression[?Yield, ?Await] AssignmentOperator  
    AssignmentExpression[?In, ?Yield, ?Await]  
  LeftHandSideExpression[?Yield, ?Await] &&=  
    AssignmentExpression[?In, ?Yield, ?Await]  
  LeftHandSideExpression[?Yield, ?Await] ||=  
    AssignmentExpression[?In, ?Yield, ?Await]  
```


**Syntax**

```plaintext
ConditionalExpression[In, Yield, Await] :  
  ShortCircuitExpression[?In, ?Yield, ?Await]  
  ShortCircuitExpression[?In, ?Yield, ?Await] ?  
  AssignmentExpression[+In, ?Yield, ?Await] :  
  AssignmentExpression[?In, ?Yield, ?Await]
```

**NOTE** The grammar for a `ConditionalExpression` in ECMAScript is slightly different from that in C and Java, which each allow the second subexpression to be an `Expression` but restrict the third expression to be a `ConditionalExpression`. The motivation for this difference in ECMAScript is to allow an assignment expression to be governed by either arm of a conditional and to eliminate the confusing and fairly useless case of a comma expression as the centre expression.


```plaintext
ConditionalExpression : ShortCircuitExpression ? AssignmentExpression : AssignmentExpression
```

1. Let `lref` be the result of evaluating `ShortCircuitExpression`.
2. Let `lval` be `ToBoolean(? GetValue(lref))`.
3. If `lval` is true, then
   a. Let `trueRef` be the result of evaluating the first `AssignmentExpression`.
   b. Return `? GetValue(trueRef)`.
4. Else,
   a. Let `falseRef` be the result of evaluating the second `AssignmentExpression`.
   b. Return `? GetValue(falseRef)`.

13.15 Assignment Operators

**Syntax**

```plaintext
AssignmentExpression[In, Yield, Await] :  
  ConditionalExpression[?In, ?Yield, ?Await]  
  [+Yield] YieldExpression[?In, ?Await]  
  ArrowFunction[?In, ?Yield, ?Await]  
  AsyncArrowFunction[?In, ?Yield, ?Await]  
  LeftHandSideExpression[?Yield, ?Await] =  
    AssignmentExpression[?In, ?Yield, ?Await]  
  LeftHandSideExpression[?Yield, ?Await] AssignmentOperator  
    AssignmentExpression[?In, ?Yield, ?Await]  
  LeftHandSideExpression[?Yield, ?Await] &&=  
    AssignmentExpression[?In, ?Yield, ?Await]  
  LeftHandSideExpression[?Yield, ?Await] ||=  
    AssignmentExpression[?In, ?Yield, ?Await]  
```
13.15.1 Static Semantics: Early Errors

AssignmentExpression : LeftHandSideExpression = AssignmentExpression

If LeftHandSideExpression is an ObjectLiteral or an ArrayLiteral, the following Early Error rules are applied:

- LeftHandSideExpression must cover an AssignmentPattern.

If LeftHandSideExpression is neither an ObjectLiteral nor an ArrayLiteral, the following Early Error rule is applied:

- It is a Syntax Error if AssignmentTargetType of LeftHandSideExpression is not simple.

AssignmentExpression :
  LeftHandSideExpression AssignmentOperator AssignmentExpression
  LeftHandSideExpression &&= AssignmentExpression
  LeftHandSideExpression ||= AssignmentExpression
  LeftHandSideExpression ||= AssignmentExpression

- It is a Syntax Error if AssignmentTargetType of LeftHandSideExpression is not simple.

13.15.2 Runtime Semantics: Evaluation

AssignmentExpression : LeftHandSideExpression = AssignmentExpression

1. If LeftHandSideExpression is neither an ObjectLiteral nor an ArrayLiteral, then
   a. Let lref be the result of evaluating LeftHandSideExpression.
   b. ReturnIfAbrupt(lref).
   c. If IsAnonymousFunctionDefinition(AssignmentExpression) and IsIdentifierRef of LeftHandSideExpression are both true, then
      i. Let rval be ? NamedEvaluation of AssignmentExpression with argument lref.
         [[ReferencedName]].
   d. Else,
      i. Let ref be the result of evaluating AssignmentExpression.
      ii. Let rval be ? GetValue(ref).
   e. Perform ? PutValue(lref, rval).
   f. Return rval.
2. Let assignmentPattern be the AssignmentPattern that is covered by LeftHandSideExpression.
3. Let ref be the result of evaluating AssignmentExpression.
4. Let rval be ? GetValue(ref).
6. Return rval.

AssignmentExpression : LeftHandSideExpression AssignmentOperator AssignmentExpression

1. Let lref be the result of evaluating LeftHandSideExpression.
2. Let lval be ? GetValue(lref).
3. Let ref be the result of evaluating AssignmentExpression.
4. Let \( r_{val} \) be \( \text{GetValue}(r_{ref}) \).

5. Let \( \text{assignmentOpText} \) be the source text matched by \( \text{AssignmentOperator} \).

6. Let \( \text{opText} \) be the sequence of Unicode code points associated with \( \text{assignmentOpText} \) in the following table:

   \[
   \begin{array}{c|c}
   \text{assignmentOpText} & \text{opText} \\
   \hline
   **= & ** \\
   *= & * \\
   /= & / \\
   %= & % \\
   += & + \\
   -= & - \\
   <<= & << \\
   >>= & >> \\
   >>= & >>> \\
   &= & & \\
   \&= & \& \\
   \text{||=} & \text{||} \\
   \end{array}
   \]

7. Let \( r \) be \( \text{ApplyStringOrNumericBinaryOperator}(l_{val}, \text{opText}, r_{val}) \).

8. Perform \( \text{PutValue}(l_{ref}, r) \).

9. Return \( r \).

AssignmentExpression : LeftHandSideExpression \&\&= AssignmentExpression

1. Let \( l_{ref} \) be the result of evaluating LeftHandSideExpression.
2. Let \( l_{val} \) be \( \text{GetValue}(l_{ref}) \).
3. Let \( l_{bool} \) be \( \text{ToBoolean}(l_{val}) \).
4. If \( l_{bool} \) is \( \text{false} \), return \( l_{val} \).
5. If \( \text{IsAnonymousFunctionDefinition}(\text{AssignmentExpression}) \) is \( \text{true} \) and \( \text{IsIdentifierRef} \) of LeftHandSideExpression is \( \text{true} \), then
   a. Let \( r_{val} \) be \( \text{NamedEvaluation} \) of AssignmentExpression with argument \( l_{ref} \).
      \( [[\text{ReferencedName}]] \).
6. Else,
   a. Let \( r_{ref} \) be the result of evaluating AssignmentExpression.
   b. Let \( r_{val} \) be \( \text{GetValue}(r_{ref}) \).
7. Perform \( \text{PutValue}(l_{ref}, r_{val}) \).
8. Return \( r_{val} \).

AssignmentExpression : LeftHandSideExpression \text{||=} AssignmentExpression

1. Let \( l_{ref} \) be the result of evaluating LeftHandSideExpression.
2. Let \( l_{val} \) be \( \text{GetValue}(l_{ref}) \).
3. Let \( l_{bool} \) be \( \text{ToBoolean}(l_{val}) \).
4. If \( l_{bool} \) is \( \text{true} \), return \( l_{val} \).
5. If \( \text{IsAnonymousFunctionDefinition}(\text{AssignmentExpression}) \) is \( \text{true} \) and \( \text{IsIdentifierRef} \) of LeftHandSideExpression is \( \text{true} \), then
   a. Let \( l_{val} \) be \( \text{NamedEvaluation} \) of AssignmentExpression with argument \( l_{ref} \).
      \( [[\text{ReferencedName}]] \).
6. Else,
   a. Let \( r_{ref} \) be the result of evaluating AssignmentExpression.
   b. Let \( r_{val} \) be \( \text{GetValue}(r_{ref}) \).
7. Perform \( \text{PutValue}(l_{ref}, r_{val}) \).
8. Return ` rval `. 

**AssignmentExpression**: ` LeftHandSideExpression ??= AssignmentExpression `  

1. Let ` lref ` be the result of evaluating ` LeftHandSideExpression `.  
2. Let ` lval ` be ` GetValue(lref) `.  
3. If ` lval ` is neither ` undefined ` nor ` null `, return ` lval `.  
4. If ` IsAnonymousFunctionDefinition(AssignmentExpression) ` is ` true ` and ` IsIdentifierRef ` of ` LeftHandSideExpression ` is ` true `, then  
5. Else,  
   a. Let ` rref ` be the result of evaluating ` AssignmentExpression `.  
   b. Let ` rval ` be ` ? GetValue(rref) `.  
7. Return ` rval `.  

**NOTE** When this expression occurs within strict mode code, it is a runtime error if ` lref ` in step 1.e, 2, 2, 2 is an unresolvable reference. If it is, a ReferenceError exception is thrown. Additionally, it is a runtime error if the ` lref ` in step 8, 7, 6 is a reference to a data property with the attribute value `{ [[Writable]]: false }`, to an accessor property with the attribute value `{ [[Set]]: undefined }`, or to a non-existent property of an object for which the IsExtensible predicate returns the value false. In these cases a TypeError exception is thrown.

### 13.15.3 ApplyStringOrNumericBinaryOperator ( ` lval `, ` opText `, ` rval ` )

The abstract operation ` ApplyStringOrNumericBinaryOperator ` takes arguments ` lval ` (an ECMAScript language value), ` opText ` (`, **`, `/`, `%`, `+`, `-`, `<`, `>>`, `>>>`, `&`, `^`, or `|`), and ` rval ` (an ECMAScript language value) and returns either a normal completion containing either a String, a BigInt, or a Number, or an abrupt completion. It performs the following steps when called:

1. If ` opText ` is `+`, then  
   a. Let ` lprim ` be ` ? ToPrimitive(lval) `.  
   b. Let ` rprim ` be ` ? ToPrimitive(rval) `.  
   c. If ` Type(lprim) ` is ` String ` or ` Type(rprim) ` is ` String `, then  
      i. Let ` lstr ` be ` ? ToString(lprim) `.  
      ii. Let ` rstr ` be ` ? ToString(rprim) `.  
      iii. Return the string-concatenation of ` lstr ` and ` rstr `.  
   d. Set ` lval ` to ` lprim `.  
   e. Set ` rval ` to ` rprim `.  
2. NOTE: At this point, it must be a numeric operation.  
3. Let ` Inum ` be ` ? ToNumeric(lval) `.  
4. Let ` Rnum ` be ` ? ToNumeric(rval) `.  
5. If ` Type(Inum) ` is different from ` Type(Rnum) `, throw a TypeError exception.  
6. If ` Type(Inum) ` is ` BigInt `, then  
   a. If ` opText ` is ` ** `, return ` BigInt::exponentiate(Inum, Rnum) `.  
   b. If ` opText ` is `/ `, return ` BigInt::divide(Inum, Rnum) `.  
   c. If ` opText ` is ` % `, return ` BigInt::remainder(Inum, Rnum) `.  
   d. If ` opText ` is ` >>> `, return ` BigInt::unsignedRightShift(Inum, Rnum) `.  
7. Let ` operation ` be the abstract operation associated with ` opText ` and ` Type(Inum) ` in the following table:
8. Return \( \text{operation}(\text{lnum}, \text{rnum}) \).

---

**NOTE 1**

No hint is provided in the calls to \( \text{ToPrimitive} \) in steps 1.a and 1.b. All standard objects except Dates handle the absence of a hint as if number were given; Dates handle the absence of a hint as if string were given. **Exotic objects** may handle the absence of a hint in some other manner.

**NOTE 2**

Step 1.c differs from step 3 of the \( \text{IsLessThan} \) algorithm, by using the logical-or operation instead of the logical-and operation.

---

13.15.4 **EvaluateStringOrNumericBinaryExpression** ( \( \text{leftOperand} \), \( \text{opText} \), \( \text{rightOperand} \) )

The abstract operation \( \text{EvaluateStringOrNumericBinaryExpression} \) takes arguments \( \text{leftOperand} \) (a \( \text{ParseNode} \)), \( \text{opText} \) (a sequence of Unicode code points), and \( \text{rightOperand} \) (a \( \text{ParseNode} \)) and returns either a normal completion containing either a String, a BigInt, or a Number, or an abrupt completion. It performs the following steps when called:

1. Let \( lref \) be the result of evaluating \( \text{leftOperand} \).
2. Let \( lval \) be ? \( \text{GetValue}(lref) \).
3. Let \( rref \) be the result of evaluating \( \text{rightOperand} \).
4. Let \( rval \) be ? \( \text{GetValue}(rref) \).
5. Return ? \( \text{ApplyStringOrNumericBinaryOperator}(lval, \text{opText}, rval) \).

---

13.15.5 **Destructuring Assignment**

**Supplemental Syntax**

In certain circumstances when processing an instance of the production

\[ \text{AssignmentExpression} : \text{LeftHandSideExpression} = \text{AssignmentExpression} \]

the interpretation of \( \text{LeftHandSideExpression} \) is refined using the following grammar:
AssignmentPattern[^Yield, Await] :
  ObjectAssignmentPattern[^Yield, ?Await]
  ArrayAssignmentPattern[^Yield, ?Await]
ObjectAssignmentPattern[^Yield, Await] :
  { }
  { AssignmentRestProperty[^Yield, ?Await] };
  { AssignmentPropertyList[^Yield, ?Await] };
  { AssignmentPropertyList[^Yield, ?Await], AssignmentRestProperty[^Yield, ?Await] opt };
ArrayAssignmentPattern[^Yield, Await] :
  [ Elision opt AssignmentRestElement[^Yield, ?Await] opt ]
  [ AssignmentElementList[^Yield, ?Await] ]
AssignmentRestProperty[^Yield, Await] :
  ... DestructuringAssignmentTarget[^Yield, ?Await]
AssignmentPropertyList[^Yield, Await] :
  AssignmentProperty[^Yield, ?Await]
  AssignmentPropertyList[^Yield, ?Await], AssignmentProperty[^Yield, ?Await]
AssignmentElementList[^Yield, Await] :
  AssignmentElisionElement[^Yield, ?Await]
  AssignmentElementList[^Yield, ?Await], AssignmentElisionElement[^Yield, ?Await]
AssignmentElisionElement[^Yield, Await] :
  Elision opt AssignmentElement[^Yield, ?Await]
AssignmentProperty[^Yield, Await] :
  IdentifierReference[^Yield, ?Await], Initializer[^In, ?Yield, ?Await] opt
AssignmentElement[^Yield, Await] :
  DestructuringAssignmentTarget[^Yield, ?Await], Initializer[^In, ?Yield, ?Await] opt
AssignmentRestElement[^Yield, Await] :
  ... DestructuringAssignmentTarget[^Yield, ?Await]
DestructuringAssignmentTarget[^Yield, Await] :
  LeftHandSideExpression[^Yield, ?Await]

13.15.5.1 Static Semantics: Early Errors

AssignmentProperty : IdentifierReference Initializer[^opt]

- It is a Syntax Error if AssignmentTargetType of IdentifierReference is not simple.

AssignmentRestProperty : ... DestructuringAssignmentTarget

- It is a Syntax Error if DestructuringAssignmentTarget is an ArrayLiteral or an ObjectLiteral.

DestructuringAssignmentTarget : LeftHandSideExpression

If LeftHandSideExpression is an ObjectLiteral or an ArrayLiteral, the following Early Error rules are applied:
- **LeftHandSideExpression must cover an AssignmentPattern.**

If **LeftHandSideExpression** is neither an **ObjectLiteral** nor an **ArrayLiteral**, the following Early Error rule is applied:

- It is a Syntax Error if **AssignmentTargetType** of **LeftHandSideExpression** is not simple.

### 13.15.5.2 Runtime Semantics: DestructuringAssignmentEvaluation

The syntax-directed operation DestructuringAssignmentEvaluation takes argument `value` and returns either a **normal completion** containing `unused` or an **abrupt completion**. It is defined piecewise over the following productions:

**ObjectAssignmentPattern** : `{ }`

2. Return `unused`.

**ObjectAssignmentPattern** :

- `{ AssignmentPropertyList }`  
- `{ AssignmentPropertyList , }`

3. Return `unused`.

**ObjectAssignmentPattern** : `{ AssignmentRestProperty }

2. Let `excludedNames` be a new empty `List`.

**ObjectAssignmentPattern** : `{ AssignmentPropertyList , AssignmentRestProperty }

2. Let `excludedNames` be `? PropertyDestructuringAssignmentEvaluation of AssignmentPropertyList with argument value`.

**ArrayAssignmentPattern** : `[ ]`

1. Let `iteratorRecord` be `? GetIterator(value)`.
2. Return `? IteratorClose(iteratorRecord, NormalCompletion(unused))`.

**ArrayAssignmentPattern** : `[ Elision ]`

1. Let `iteratorRecord` be `? GetIterator(value)`.
2. Let `result` be `Completion(IteratorDestructuringAssignmentEvaluation of Elision with argument iteratorRecord)`.
3. If `iteratorRecord.[[Done]]` is `false`, return `? IteratorClose(iteratorRecord, result)`.
4. Return `result`.

**ArrayAssignmentPattern** : `[ Elision_opt AssignmentRestElement ]`
1. Let \( iteratorRecord \) be ? GetIterator(\( value \)).
2. If \( Elision \) is present, then
   a. Let \( status \) be Completion(IteratorDestructuringAssignmentEvaluation of \( Elision \) with argument \( iteratorRecord \)).
   b. If \( status \) is an abrupt completion, then
      i. Assert: \( iteratorRecord.\{[\text{Done}]\} \) is true.
      ii. Return ? \( status \).
3. Let \( result \) be Completion(IteratorDestructuringAssignmentEvaluation of AssignmentRestElement with argument \( iteratorRecord \)).
4. If \( iteratorRecord.\{[\text{Done}]\} \) is false, return ? IteratorClose(\( iteratorRecord \), \( result \)).
5. Return \( result \).

**ArrayAssignmentPattern**: [ AssignmentElementList ]

1. Let \( iteratorRecord \) be ? GetIterator(\( value \)).
2. Let \( result \) be Completion(IteratorDestructuringAssignmentEvaluation of AssignmentElementList with argument \( iteratorRecord \)).
3. If \( iteratorRecord.\{[\text{Done}]\} \) is false, return ? IteratorClose(\( iteratorRecord \), \( result \)).
4. Return \( result \).

**ArrayAssignmentPattern**: [ AssignmentElementList, \( Elision_{\text{opt}} \) AssignmentRestElement_{\text{opt}} ]

1. Let \( iteratorRecord \) be ? GetIterator(\( value \)).
2. Let \( status \) be Completion(IteratorDestructuringAssignmentEvaluation of AssignmentElementList with argument \( iteratorRecord \)).
3. If \( status \) is an abrupt completion, then
   a. If \( iteratorRecord.\{[\text{Done}]\} \) is false, return ? IteratorClose(\( iteratorRecord \), \( status \)).
   b. Return ? \( status \).
4. If \( Elision \) is present, then
   a. Set \( status \) to Completion(IteratorDestructuringAssignmentEvaluation of \( Elision \) with argument \( iteratorRecord \)).
   b. If \( status \) is an abrupt completion, then
      i. Assert: \( iteratorRecord.\{[\text{Done}]\} \) is true.
      ii. Return ? \( status \).
5. If AssignmentRestElement is present, then
   a. Set \( status \) to Completion(IteratorDestructuringAssignmentEvaluation of AssignmentRestElement with argument \( iteratorRecord \)).
6. If \( iteratorRecord.\{[\text{Done}]\} \) is false, return ? IteratorClose(\( iteratorRecord \), \( status \)).
7. Return ? \( status \).

### 13.15.5.3 Runtime Semantics: PropertyDestructuringAssignmentEvaluation

The syntax-directed operation PropertyDestructuringAssignmentEvaluation takes argument \( value \) and returns either a normal completion containing a List of property keys or an abrupt completion. It collects a list of all destructured property keys. It is defined piecewise over the following productions:

**AssignmentPropertyList** : AssignmentPropertyList , AssignmentProperty

1. Let \( propertyNames \) be ? PropertyDestructuringAssignmentEvaluation of AssignmentPropertyList with argument \( value \).
2. Let \( nextNames \) be ? PropertyDestructuringAssignmentEvaluation of AssignmentProperty with argument \( value \).
3. Return the list-concatenation of `propertyNames` and `nextNames`.

**AssignmentProperty**: `IdentifierReference Initializer_opt`

1. Let `P` be `StringValue` of `IdentifierReference`.
2. Let `lref` be `? ResolveBinding(P)`.
3. Let `v` be `? GetV(value, P)`.
4. If `Initializer_opt` is present and `v` is `undefined`, then
   a. If `IsAnonymousFunctionDefinition(Initializer)` is `true`, then
      i. Set `v` to `? NamedEvaluation of Initializer with argument P`.
   b. Else,
      i. Let `defaultValue` be the result of evaluating `Initializer`.
      ii. Set `v` to `? GetValue(defaultValue)`.
6. Return « `P` ».

**AssignmentProperty**: `PropertyName : AssignmentElement`

1. Let `name` be the result of evaluating `PropertyName`.
2. ReturnIfAbrupt(`name`).
4. Return « `name` ».

### 13.15.5.4 Runtime Semantics: RestDestructuringAssignmentEvaluation

The syntax-directed operation `RestDestructuringAssignmentEvaluation` takes arguments `value` and `excludedNames` and returns either a normal completion containing unused or an abrupt completion. It is defined piecewise over the following productions:

**AssignmentRestProperty**: `... DestructuringAssignmentTarget`

1. Let `lref` be the result of evaluating `DestructuringAssignmentTarget`.
2. ReturnIfAbrupt(`lref`).
3. Let `restObj` be `OrdinaryObjectCreate(%Object.prototype%)`.
5. Return `? PutValue(lref, restObj)`.

### 13.15.5.5 Runtime Semantics: IteratorDestructuringAssignmentEvaluation

The syntax-directed operation `IteratorDestructuringAssignmentEvaluation` takes argument `iteratorRecord` and returns either a normal completion containing unused or an abrupt completion. It is defined piecewise over the following productions:

**AssignmentElementList**: `AssignmentElisionElement`


**AssignmentElementList**: `AssignmentElementList , AssignmentElisionElement`

2. Return ? \texttt{IteratorDestructuringAssignmentEvaluation} of \texttt{AssignmentElisionElement} with argument \texttt{iteratorRecord}.

\texttt{AssignmentElisionElement} : \texttt{AssignmentElement}

1. Return ? \texttt{IteratorDestructuringAssignmentEvaluation} of \texttt{AssignmentElement} with argument \texttt{iteratorRecord}.

\texttt{AssignmentElisionElement} : \texttt{Elision AssignmentElement}

1. Perform ? \texttt{IteratorDestructuringAssignmentEvaluation} of \texttt{Elision} with argument \texttt{iteratorRecord}.
2. Return ? \texttt{IteratorDestructuringAssignmentEvaluation} of \texttt{AssignmentElement} with argument \texttt{iteratorRecord}.

\texttt{Elision} : ,

1. If \texttt{iteratorRecord.\[\{\text{Done}\}\]} is \texttt{false}, then
   a. Let \texttt{next} be \texttt{Completion(IteratorStep(iteratorRecord))}.
   b. If \texttt{next} is an abrupt completion, set \texttt{iteratorRecord.\[\{\text{Done}\}\]} to \texttt{true}.
   c. ReturnIfAbrupt(next).
   d. If \texttt{next} is \texttt{false}, set \texttt{iteratorRecord.\[\{\text{Done}\}\]} to \texttt{true}.
2. Return unused.

\texttt{Elision} : \texttt{Elision} ,

1. Perform ? \texttt{IteratorDestructuringAssignmentEvaluation} of \texttt{Elision} with argument \texttt{iteratorRecord}.
2. If \texttt{iteratorRecord.\[\{\text{Done}\}\]} is \texttt{false}, then
   a. Let \texttt{next} be \texttt{Completion(IteratorStep(iteratorRecord))}.
   b. If \texttt{next} is an abrupt completion, set \texttt{iteratorRecord.\[\{\text{Done}\}\]} to \texttt{true}.
   c. ReturnIfAbrupt(next).
   d. If \texttt{next} is \texttt{false}, set \texttt{iteratorRecord.\[\{\text{Done}\}\]} to \texttt{true}.
3. Return unused.

\texttt{AssignmentElement} : \texttt{DestructuringAssignmentTarget Initializer}_{\textit{opt}}

1. If \texttt{DestructuringAssignmentTarget} is neither an \texttt{ObjectLiteral} nor an \texttt{ArrayLiteral}, then
   a. Let \texttt{lref} be the result of evaluating \texttt{DestructuringAssignmentTarget}.
   b. ReturnIfAbrupt(lref).
2. If \texttt{iteratorRecord.\[\{\text{Done}\}\]} is \texttt{false}, then
   a. Let \texttt{next} be \texttt{Completion(IteratorStep(iteratorRecord))}.
   b. If \texttt{next} is an abrupt completion, set \texttt{iteratorRecord.\[\{\text{Done}\}\]} to \texttt{true}.
   c. ReturnIfAbrupt(next).
   d. If \texttt{next} is \texttt{false}, set \texttt{iteratorRecord.\[\{\text{Done}\}\]} to \texttt{true}.
   e. Else,
      i. Let \texttt{value} be \texttt{Completion(IteratorValue(next))}.
      ii. If \texttt{value} is an abrupt completion, set \texttt{iteratorRecord.\[\{\text{Done}\}\]} to \texttt{true}.
      iii. ReturnIfAbrupt(value).
3. If \texttt{iteratorRecord.\[\{\text{Done}\}\]} is \texttt{true}, let \texttt{value} be \texttt{undefined}.
4. If \texttt{Initializer} is present and \texttt{value} is \texttt{undefined}, then
   a. If \texttt{IsAnonymousFunctionDefinition(Initializer)} is \texttt{true} and \texttt{IsIdentifierRef of DestructuringAssignmentTarget} is \texttt{true}, then
      i. Let \texttt{v} be ? \texttt{NamedEvaluation of Initializer with argument lref.\[\{\text{ReferencedName}\}\]}.
   b. Else,
Let `defaultValue` be the result of evaluating `Initializer`.

ii. Let `v` be `GetValue(defaultValue)`.

5. Else, let `v` be `value`.

6. If `DestructuringAssignmentTarget` is an `ObjectLiteral` or an `ArrayLiteral`, then
   a. Let `nestedAssignmentPattern` be the `AssignmentPattern` that is covered by `DestructuringAssignmentTarget`.
   b. Return `DestructuringAssignmentEvaluation` of `nestedAssignmentPattern` with argument `v`.

7. Return `PutValue(lref, v)`.

**NOTE** Left to right evaluation order is maintained by evaluating a `DestructuringAssignmentTarget` that is not a destructuring pattern prior to accessing the iterator or evaluating the `Initializer`.

### AssignmentRestElement : ... DestructuringAssignmentTarget

1. If `DestructuringAssignmentTarget` is neither an `ObjectLiteral` nor an `ArrayLiteral`, then
   a. Let `lref` be the result of evaluating `DestructuringAssignmentTarget`.
   b. `ReturnIfAbrupt(lref)`.

2. Let `A` be `! ArrayCreate(0)`.

3. Let `n` be `0`.

4. Repeat, while `iteratorRecord.[[Done]]` is `false`,
   a. Let `next` be `Completion(IteratorStep(iteratorRecord))`.
   b. If `next` is an abrupt completion, set `iteratorRecord.[[Done]]` to `true`.
   c. `ReturnIfAbrupt(next)`.
   d. If `next` is `false`, set `iteratorRecord.[[Done]]` to `true`.
   e. Else,
      i. Let `nextValue` be `Completion(IteratorValue(next))`.
      ii. If `nextValue` is an abrupt completion, set `iteratorRecord.[[Done]]` to `true`.
      iii. `ReturnIfAbrupt(nextValue)`.
      iv. Perform `! CreateDataPropertyOrThrow(A, ! ToString(F(n)), nextValue)`.
      v. Set `n` to `n + 1`.

5. If `DestructuringAssignmentTarget` is neither an `ObjectLiteral` nor an `ArrayLiteral`, then
   a. Return `PutValue(lref, A)`.

6. Let `nestedAssignmentPattern` be the `AssignmentPattern` that is covered by `DestructuringAssignmentTarget`.


### 13.15.5.6 Runtime Semantics: KeyedDestructuringAssignmentEvaluation

The syntax-directed operation `KeyedDestructuringAssignmentEvaluation` takes arguments `value` and `propertyName` and returns either a normal completion containing `unused` or an abrupt completion. It is defined piecewise over the following productions:

### AssignmentElement : DestructuringAssignmentTarget Initializer_opt

1. If `DestructuringAssignmentTarget` is neither an `ObjectLiteral` nor an `ArrayLiteral`, then
   a. Let `lref` be the result of evaluating `DestructuringAssignmentTarget`.
   b. `ReturnIfAbrupt(lref)`.

2. Let `v` be `GetValue(value, propertyName)`.

3. If `Initializer` is present and `v` is `undefined`, then
a. If `IsAnonymousFunctionDefinition(Initializer)` and `IsIdentifierRef` of 
   `DestructuringAssignmentTarget` are both `true`, then
   i. Let `rhsValue` be `? NamedEvaluation` of `Initializer` with argument `lref`.[ReferencedName].

b. Else,
   i. Let `defaultValue` be the result of evaluating `Initializer`.
   ii. Let `rhsValue` be `? GetValue(defaultValue)`.

4. Else, let `rhsValue` be `v`.

5. If `DestructuringAssignmentTarget` is an `ObjectLiteral` or an `ArrayLiteral`, then
   a. Let `assignmentPattern` be the `AssignmentPattern` that is `covered` by 
      `DestructuringAssignmentTarget`.


13.16 Comma Operator ( , )

Syntax

```
Expression[In, Yield, Await] : 
  AssignmentExpression[?In, ?Yield, ?Await] 
```

13.16.1 Runtime Semantics: Evaluation

```
Expression : Expression , AssignmentExpression
```

1. Let `lref` be the result of evaluating `Expression`.
2. Perform `? GetValue(lref)`.
3. Let `rref` be the result of evaluating `AssignmentExpression`.
4. Return `? GetValue(rref)`.

NOTE  `GetValue` must be called even though its value is not used because it may have observable 
side-effects.

14 ECMAScript Language: Statements and Declarations

Syntax

```
Statement[?Yield, ?Await, ?Return] :
  BlockStatement[?Yield, ?Await, ?Return]
  VariableStatement[?Yield, ?Await]
  EmptyStatement
  ExpressionStatement[?Yield, ?Await]
  IfStatement[?Yield, ?Await, ?Return]
  ContinueStatement[?Yield, ?Await]
  BreakStatement[?Yield, ?Await]
```

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14.1 Statement Semantics

14.1.1 Runtime Semantics: Evaluation

HoistableDeclaration :  
  GeneratorDeclaration  
  AsyncFunctionDeclaration  
  AsyncGeneratorDeclaration  

1. Return empty.

HoistableDeclaration : FunctionDeclaration

1. Return the result of evaluating FunctionDeclaration.

BreakableStatement :  
  IterationStatement  
  SwitchStatement  

1. Let newLabelSet be a new empty List.
2. Return ? LabelledEvaluation of this BreakableStatement with argument newLabelSet.

14.2 Block

Syntax

BlockStatement [Yield, Await, Return] :

Block [?Yield, ?Await, ?Return]

Block [Yield, Await, Return] :
14.2.1 Static Semantics: Early Errors

Block : { StatementList }

- It is a Syntax Error if the LexicallyDeclaredNames of StatementList contains any duplicate entries.
- It is a Syntax Error if any element of the LexicallyDeclaredNames of StatementList also occurs in the VarDeclaredNames of StatementList.

14.2.2 Runtime Semantics: Evaluation

Block : { }

1. Return empty.

Block : { StatementList }

1. Let oldEnv be the running execution context's LexicalEnvironment.
2. Let blockEnv be NewDeclarativeEnvironment(oldEnv).
3. Perform BlockDeclarationInstantiation(StatementList, blockEnv).
4. Set the running execution context's LexicalEnvironment to blockEnv.
5. Let blockValue be the result of evaluating StatementList.
6. Set the running execution context's LexicalEnvironment to oldEnv.
7. Return blockValue.

NOTE 1 No matter how control leaves the Block the LexicalEnvironment is always restored to its former state.

StatementList : StatementList StatementListItem

1. Let sl be the result of evaluating StatementList.
2. ReturnIfAbrupt(sl).
3. Let s be the result of evaluating StatementListItem.
4. Return ? UpdateEmpty(s, sl).

NOTE 2 The value of a StatementList is the value of the last value-producing item in the StatementList. For example, the following calls to the eval function all return the value 1:

```javascript
eval("1; ; ; ; ;")
eval("1;{"}")
eval("1;var a;")
```
14.2.3 BlockDeclarationInstantiation (code, env)

The abstract operation BlockDeclarationInstantiation takes arguments code (a Parse Node) and env (a declarative Environment Record) and returns unused. code is the Parse Node corresponding to the body of the block. env is the Environment Record in which bindings are to be created.

NOTE When a Block or CaseBlock is evaluated a new declarative Environment Record is created and bindings for each block scoped variable, constant, function, or class declared in the block are instantiated in the Environment Record.

It performs the following steps when called:

1. Let declarations be the LexicallyScopedDeclarations of code.
2. Let privateEnv be the running execution context’s PrivateEnvironment.
3. For each element d of declarations, do
   a. For each element dn of the BoundNames of d, do
      i. If IsConstantDeclaration of d is true, then
      ii. Else,
         1. Perform ! env.CreateMutableBinding(dn, false). NOTE: This step is replaced in section B.3.2.6.
   b. If d is a FunctionDeclaration, a GeneratorDeclaration, an AsyncFunctionDeclaration, or an AsyncGeneratorDeclaration, then
      i. Let fn be the sole element of the BoundNames of d.
      ii. Let fo be InstantiateFunctionObject of d with arguments env and privateEnv.
      iii. Perform ! env.InitializeBinding(fn, fo). NOTE: This step is replaced in section B.3.2.6.
4. Return unused.

14.3 Declarations and the Variable Statement

14.3.1 Let and Const Declarations

NOTE let and const declarations define variables that are scoped to the running execution context’s LexicalEnvironment. The variables are created when their containing Environment Record is instantiated but may not be accessed in any way until the variable’s LexicalBinding is evaluated. A variable defined by a LexicalBinding with an Initializer is assigned the value of its Initializer’s AssignmentExpression when the LexicalBinding is evaluated, not when the variable is created. If a LexicalBinding in a let declaration does not have an Initializer the variable is assigned the value undefined when the LexicalBinding is evaluated.

Syntax

LexicalDeclaration[In, Yield, Await] :
  LetOrConst BindingList[?In, ?Yield, ?Await] ;

LetOrConst :
  let
  const

BindingList[In, Yield, Await] :
  LexicalBinding[?In, ?Yield, ?Await]
14.3.1.1 Static Semantics: Early Errors

**LexicalDeclaration**: `LetOrConst BindingList`;

- It is a Syntax Error if the **BoundNames** of `BindingList` contains "let".
- It is a Syntax Error if the **BoundNames** of `BindingList` contains any duplicate entries.

**LexicalBinding**: `BindingIdentifier Initializer`<sub>opt</sub>

- It is a Syntax Error if `Initializer` is not present and `IsConstantDeclaration` of the `LexicalDeclaration` containing this `LexicalBinding` is `true`.

14.3.1.2 Runtime Semantics: Evaluation

**LexicalDeclaration**: `LetOrConst BindingList`;

1. Let `next` be the result of evaluating `BindingList`.
2. `ReturnIfAbrupt(next)`.
3. Return empty.

**BindingList**: `BindingList , LexicalBinding`

1. Let `next` be the result of evaluating `BindingList`.
2. `ReturnIfAbrupt(next)`.
3. Return the result of evaluating `LexicalBinding`.

**LexicalBinding**: `BindingIdentifier Initializer`

1. Let `lhs` be `Completion(ResolveBinding(StringValue of BindingIdentifier))`.
3. Return empty.

**NOTE** A static semantics rule ensures that this form of `LexicalBinding` never occurs in a `const` declaration.

**LexicalBinding**: `BindingIdentifier Initializer`

1. Let `bindingId` be `StringValue of BindingIdentifier`.
2. Let `lhs` be `Completion(ResolveBinding(bindingId))`.
3. If `IsAnonymousFunctionDefinition(Initializer)` is `true`, then
   a. Let `value` be `? NamedEvaluation of Initializer with argument bindingId`.
4. Else,
   a. Let `rhs` be the result of evaluating `Initializer`.
   b. Let `value` be `? GetValue(rhs)`.
6. Return empty.

**LexicalBinding**: `BindingPattern Initializer`
1. Let \( rhs \) be the result of evaluating \( \text{Initializer} \).
2. Let \( value \) be \( ? \text{GetValue}(rhs) \).
3. Let \( env \) be the running execution context’s LexicalEnvironment.
4. Return \( ? \text{BindingInitialization of BindingPattern} \) with arguments \( value \) and \( env \).

### 14.3.2 Variable Statement

**NOTE** A `var` statement declares variables that are scoped to the running execution context's VariableEnvironment. Var variables are created when their containing Environment Record is instantiated and are initialized to `undefined` when created. Within the scope of any VariableEnvironment a common `BindingIdentifier` may appear in more than one `VariableDeclaration` but those declarations collectively define only one variable. A variable defined by a `VariableDeclaration` with an `Initializer` is assigned the value of its `Initializer`'s `AssignmentExpression` when the `VariableDeclaration` is executed, not when the variable is created.

**Syntax**

```plaintext
VariableStatement[Yield, Await] : 
  var VariableDeclarationList [+In, ?Yield, ?Await] ;
VariableDeclarationList[In, Yield, Await] :
  VariableDeclaration[?In, ?Yield, ?Await]
  VariableDeclarationList[?In, ?Yield, ?Await],
VariableDeclaration[In, Yield, Await] :
```

### 14.3.2.1 Runtime Semantics: Evaluation

**VariableStatement** : `var` `VariableDeclarationList` ;

1. Let \( next \) be the result of evaluating `VariableDeclarationList`.
2. `ReturnIfAbrupt(next)`.
3. Return empty.

**VariableDeclarationList** : `VariableDeclarationList`, `VariableDeclaration`

1. Let \( next \) be the result of evaluating `VariableDeclarationList`.
2. `ReturnIfAbrupt(next)`.
3. Return the result of evaluating `VariableDeclaration`.

**VariableDeclaration** : `BindingIdentifier`

1. Return empty.

**VariableDeclaration** : `BindingIdentifier Initializer`

1. Let \( bindingId \) be `StringValue` of `BindingIdentifier`.
2. Let \( lhs \) be \( ? \text{ResolveBinding}(bindingId) \).
3. If `IsAnonymousFunctionDefinition(Initializer)` is `true`, then
a. Let `value` be ? `NamedEvaluation` of `Initializer` with argument `bindingId`.

4. Else,
   a. Let `rhs` be the result of evaluating `Initializer`.
   b. Let `value` be ? `GetValue(rhs)`.
5. Perform ? `PutValue(lhs, value)`.
6. Return empty.

### NOTE
If a `VariableDeclaration` is nested within a with statement and the `BindingIdentifier` in the `VariableDeclaration` is the same as a `property name` of the binding object of the with statement's `object Environment Record`, then step 5 will assign `value` to the property instead of assigning to the `VariableEnvironment binding` of the `Identifier`.

**VariableDeclaration : BindingPattern Initializer**

1. Let `rhs` be the result of evaluating `Initializer`.
2. Let `rval` be ? `GetValue(rhs)`.

#### 14.3.3 Destructuring Binding Patterns

**Syntax**

```
BindingPattern[Yield, Await] :
   ObjectBindingPattern[Yield, Await]
   ArrayBindingPattern[Yield, Await]

ObjectBindingPattern[Yield, Await] :
   {
   BindingRestProperty[Yield, Await] }
   BindingPropertyList[Yield, Await] }
   BindingPropertyList[Yield, Await], BindingRestProperty[Yield, Await] opt

ArrayBindingPattern[Yield, Await] :
   [ Elision opt BindingRestElement[Yield, Await] opt ]
   [ BindingElementList[Yield, Await] ]
   [ BindingElementList[Yield, Await], Elision opt
   BindingRestElement[Yield, Await] opt ]

BindingRestProperty[Yield, Await] :
   ... BindingIdentifier[Yield, Await]

BindingPropertyList[Yield, Await] :
   BindingProperty[Yield, Await]
   BindingPropertyList[Yield, Await], BindingProperty[Yield, Await]

BindingElementList[Yield, Await] :
   BindingElisionElement[Yield, Await]
   BindingElementList[Yield, Await], BindingElisionElement[Yield, Await]

BindingElisionElement[Yield, Await] :
   Elision opt BindingElement[Yield, Await]

BindingProperty[Yield, Await] :
   SimpleNameBinding[Yield, Await]
```
14.3.3.1 Runtime Semantics: PropertyBindingInitialization

The syntax-directed operation PropertyBindingInitialization takes arguments `value` and `environment` and returns either a normal completion containing a List of property keys or an abrupt completion. It collects a list of all bound property names. It is defined piecewise over the following productions:

```
BindingPropertyList : BindingPropertyList , BindingProperty

1. Let `boundNames` be `? PropertyBindingInitialization` of `BindingPropertyList` with arguments `value` and `environment`.
2. Let `nextNames` be `? PropertyBindingInitialization` of `BindingProperty` with arguments `value` and `environment`.
3. Return the list-concatenation of `boundNames` and `nextNames`.

BindingProperty : SingleNameBinding

1. Let `name` be the string that is the only element of `BoundNames` of `SingleNameBinding`.
2. Perform `? KeyedBindingInitialization` of `SingleNameBinding` with arguments `value`, `environment`, and `name`.
3. Return « `name` ».

BindingProperty : PropertyName : BindingElement

1. Let `P` be the result of evaluating `PropertyName`.
2. `ReturnIfAbrupt(P)`.
4. Return « `P` ».
```

14.3.3.2 Runtime Semantics: RestBindingInitialization

The syntax-directed operation RestBindingInitialization takes arguments `value`, `environment`, and `excludedNames` and returns either a normal completion containing `unused` or an abrupt completion. It is defined piecewise over the following productions:

```
BindingRestProperty : ... BindingIdentifier

1. Let `lhs` be `? ResolveBinding` of `StringValue` of `BindingIdentifier`, `environment`.
2. Let `restObj` be `OrdinaryObjectCreate(%Object.prototype%)`.
4. If `environment` is `undefined`, return `? PutValue(lhs, restObj)`.
5. Return `? InitializeReferencedBinding(lhs, restObj)`.
```
14.3.3.3 Runtime Semantics: KeyedBindingInitialization

The syntax-directed operation KeyedBindingInitialization takes arguments value, environment, and propertyName and returns either a normal completion containing unused or an abrupt completion.

NOTE When undefined is passed for environment it indicates that a PutValue operation should be used to assign the initialization value. This is the case for formal parameter lists of non-strict functions. In that case the formal parameter bindings are preinitialized in order to deal with the possibility of multiple parameters with the same name.

It is defined piecewise over the following productions:

\[
\text{BindingElement} : BindingPattern \text{Initializer}_{\text{opt}}
\]

1. Let \( v \) be ? GetV(value, propertyName).
2. If Initializer is present and \( v \) is undefined, then
   a. Let defaultValue be the result of evaluating Initializer.
   b. Set \( v \) to ? GetValue(defaultValue).
3. Return ? BindingInitialization of BindingPattern with arguments \( v \) and environment.

\[
\text{SingleNameBinding} : \text{BindingIdentifier Initializer}_{\text{opt}}
\]

1. Let bindingId be StringValue of BindingIdentifier.
2. Let lhs be ? ResolveBinding(bindingId, environment).
3. Let \( v \) be ? GetV(value, propertyName).
4. If Initializer is present and \( v \) is undefined, then
   a. If IsAnonymousFunctionDefinition(Initializer) is true, then
      i. Set \( v \) to ? NamedEvaluation of Initializer with argument bindingId.
   b. Else,
      i. Let defaultValue be the result of evaluating Initializer.
      ii. Set \( v \) to ? GetValue(defaultValue).
5. If environment is undefined, return ? PutValue(lhs, \( v \)).
6. Return ? InitializeReferencedBinding(lhs, \( v \)).

14.4 Empty Statement

Syntax

\[
\text{EmptyStatement} : \\
; \\
\]

14.4.1 Runtime Semantics: Evaluation

\[
\text{EmptyStatement} : \\
; \\
\]

1. Return empty.
14.5 Expression Statement

Syntax

ExpressionStatement: \[
\text{[Yield, Await]} : \]
\[
[\text{lookahead } \not\in \{\text{, function, async [no LineTerminator here] function, class, let [} \} \text{ Expression} \text{[+In, ?Yield, ?Await]} ;
\]

NOTE An ExpressionStatement cannot start with a U+007B (LEFT CURLY BRACKET) because that might make it ambiguous with a Block. An ExpressionStatement cannot start with the \text{function} or \text{class} keywords because that would make it ambiguous with a FunctionDeclaration, a GeneratorDeclaration, or a ClassDeclaration. An ExpressionStatement cannot start with \text{async function} because that would make it ambiguous with an AsyncFunctionDeclaration or a AsyncGeneratorDeclaration. An ExpressionStatement cannot start with the two token sequence \text{let [} because that would make it ambiguous with a \text{let LexicalDeclaration} whose first LexicalBinding was an ArrayBindingPattern.

14.5.1 Runtime Semantics: Evaluation

ExpressionStatement: Expression ;

1. Let exprRef be the result of evaluating Expression.
2. Return ? GetValue(exprRef).

14.6 The if Statement

Syntax

IfStatement: \[
\text{[Yield, Await, Return]} : \]
\[
\text{if ( Expression } \text{[+In, ?Yield, ?Await]} \text{ ) Statement } \text{[?Yield, ?Await, ?Return]} \text{ else } \]
\[
\text{if ( Expression } \text{[+In, ?Yield, ?Await]} \text{ ) Statement } \text{[?Yield, ?Await, ?Return]} \text{ [lookahead } \not= \text{ else]}
\]

NOTE The lookahead-restriction [lookahead \(\not=\) else] resolves the classic "dangling else" problem in the usual way. That is, when the choice of associated \text{if} is otherwise ambiguous, the \text{else} is associated with the nearest (innermost) of the candidate \text{ifs}.

14.6.1 Static Semantics: Early Errors

IfStatement: if ( Expression ) Statement else Statement

- It is a Syntax Error if IsLabelledFunction(the first Statement) is \text{true}.
- It is a Syntax Error if IsLabelledFunction(the second Statement) is \text{true}.

IfStatement: if ( Expression ) Statement

- It is a Syntax Error if IsLabelledFunction(Statement) is \text{true}.

NOTE It is only necessary to apply this rule if the extension specified in B.3.1 is implemented.
14.6.2 Runtime Semantics: Evaluation

**IfStatement** : `if ( Expression ) Statement else Statement`

1. Let `exprRef` be the result of evaluating `Expression`.
2. Let `exprValue` be `ToBoolean(? GetValue(exprRef))`.
3. If `exprValue` is `true`, then
   a. Let `stmtCompletion` be the result of evaluating the first `Statement`.
4. Else,
   a. Let `stmtCompletion` be the result of evaluating the second `Statement`.
5. Return `? UpdateEmpty(stmtCompletion, undefined)`.

**IfStatement** : `if ( Expression ) Statement`

1. Let `exprRef` be the result of evaluating `Expression`.
2. Let `exprValue` be `ToBoolean(? GetValue(exprRef))`.
3. If `exprValue` is `false`, then
   a. Return `undefined`.
4. Else,
   a. Let `stmtCompletion` be the result of evaluating `Statement`.
   b. Return `? UpdateEmpty(stmtCompletion, undefined)`.

14.7 Iteration Statements

**Syntax**

```
IterationStatement[Yield, Await, Return] :
  DoWhileStatement[?Yield, ?Await, ?Return]
  WhileStatement[?Yield, ?Await, ?Return]
  ForStatement[?Yield, ?Await, ?Return]
  ForInOfStatement[?Yield, ?Await, ?Return]
```

14.7.1 Semantics

14.7.1.1 LoopContinues ( completion, labelSet )

The abstract operation LoopContinues takes arguments `completion` and `labelSet` and returns a Boolean. It performs the following steps when called:

1. If `completion`.[[Type]] is normal, return `true`.
2. If `completion`.[[Type]] is not continue, return `false`.
3. If `completion`.[[Target]] is empty, return `true`.
4. If `completion`.[[Target]] is an element of `labelSet`, return `true`.
5. Return `false`.

**NOTE** Within the `Statement` part of an `IterationStatement` a `ContinueStatement` may be used to begin a new iteration.
14.7.1.2 Runtime Semantics: LoopEvaluation

The syntax-directed operation LoopEvaluation takes argument \( \text{labelSet} \) and returns either a normal completion containing an ECMAScript language value or an abrupt completion. It is defined piecewise over the following productions:

**IterationStatement**: \( \text{DoWhileStatement} \)

1. Return ? \( \text{DoWhileLoopEvaluation} \) of \( \text{DoWhileStatement} \) with argument \( \text{labelSet} \).

**IterationStatement**: \( \text{WhileStatement} \)

1. Return ? \( \text{WhileLoopEvaluation} \) of \( \text{WhileStatement} \) with argument \( \text{labelSet} \).

**IterationStatement**: \( \text{ForStatement} \)

1. Return ? \( \text{ForLoopEvaluation} \) of \( \text{ForStatement} \) with argument \( \text{labelSet} \).

**IterationStatement**: \( \text{ForInOfStatement} \)

1. Return ? \( \text{ForInOfLoopEvaluation} \) of \( \text{ForInOfStatement} \) with argument \( \text{labelSet} \).

14.7.2 The do-while Statement

**Syntax**

\[
\text{DoWhileStatement} \ [\text{Yield, Await, Return}] : \quad \text{do Statement} \ [\text{Yield, Await, Return}] \text{ while ( Expression} \ [+\text{In}, \text{Yield, Await}] \text{) ;}
\]

14.7.2.1 Static Semantics: Early Errors

\( \text{DoWhileStatement} : \text{do Statement while ( Expression) ;} \)

- It is a Syntax Error if \( \text{IsLabelledFunction(Statement)} \) is true.

**NOTE**

It is only necessary to apply this rule if the extension specified in B.3.1 is implemented.

14.7.2.2 Runtime Semantics: DoWhileLoopEvaluation

The syntax-directed operation DoWhileLoopEvaluation takes argument \( \text{labelSet} \) and returns either a normal completion containing an ECMAScript language value or an abrupt completion. It is defined piecewise over the following productions:

\( \text{DoWhileStatement} : \text{do Statement while ( Expression) ;} \)

1. Let \( V \) be undefined.
2. Repeat,
   a. Let \( \text{stmtResult} \) be the result of evaluating \( \text{Statement} \).
   b. If \( \text{LoopContinues} (\text{stmtResult, labelSet}) \) is false, return ? \( \text{UpdateEmpty( stmtResult, V)} \).
   c. If \( \text{stmtResult}.[[\text{Value}]] \) is not empty, set \( V \) to \( \text{stmtResult}.[[\text{Value}]] \).
   d. Let \( \text{exprRef} \) be the result of evaluating \( \text{Expression} \).
   e. Let \( \text{exprValue} \) be ? \( \text{GetValue( exprRef)} \).
f. If `ToBoolean(exprValue)` is `false`, return `V`.

### 14.7.3 The `while` Statement

**Syntax**

```
WhileStatement[Yield, Await, Return] :
```

### 14.7.3.1 Static Semantics: Early Errors

WhileStatement: `while (Expression) Statement`

- It is a Syntax Error if `IsLabelledFunction(Statement)` is `true`.

**NOTE** It is only necessary to apply this rule if the extension specified in B.3.1 is implemented.

### 14.7.3.2 Runtime Semantics: WhileLoopEvaluation

The syntax-directed operation `WhileLoopEvaluation` takes argument `labelSet` and returns either a normal completion containing an ECMAScript language value or an abrupt completion. It is defined piecewise over the following productions:

```
WhileStatement: while (Expression) Statement
```

1. Let `V` be `undefined`.
2. Repeat,
   a. Let `exprRef` be the result of evaluating `Expression`.
   b. Let `exprValue` be `GetValue(exprRef)`.
   c. If `ToBoolean(exprValue)` is `false`, return `V`.
   d. Let `stmtResult` be the result of evaluating `Statement`.
   e. If `LoopContinues(stmtResult, labelSet)` is `false`, return `UpdateEmpty(stmtResult, V)`.
   f. If `stmtResult.[[Value]]` is not empty, set `V` to `stmtResult.[[Value]]`.

### 14.7.4 The `for` Statement

**Syntax**

```
ForStatement[Yield, Await, Return] :
```

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14.7.4.1 Static Semantics: Early Errors

ForStatement:

  for ( Expression<opt> ; Expression<opt> ; Expression<opt> ) Statement
  for ( var VariableDeclarationList ; Expression<opt> ; Expression<opt> ) Statement
  for ( LexicalDeclaration Expression<opt> ; Expression<opt> ) Statement

- It is a Syntax Error if IsLabelledFunction(Statement) is true.

NOTE It is only necessary to apply this rule if the extension specified in B.3.1 is implemented.

ForStatement: for ( LexicalDeclaration Expression<opt> ; Expression<opt> ) Statement

- It is a Syntax Error if any element of the BoundNames of LexicalDeclaration also occurs in the VarDeclaredNames of Statement.

14.7.4.2 Runtime Semantics: ForLoopEvaluation

The syntax-directed operation ForLoopEvaluation takes argument labelSet and returns either a normal completion containing an ECMAScript language value or an abrupt completion. It is defined piecewise over the following productions:

ForStatement: for ( Expression<opt> ; Expression<opt> ; Expression<opt> ) Statement

1. If the first Expression is present, then
   a. Let exprRef be the result of evaluating the first Expression.
   b. Perform ? GetValue(exprRef).
2. Return ? ForBodyEvaluation(the second Expression, the third Expression, Statement, « » , labelSet).

ForStatement: for ( var VariableDeclarationList ; Expression<opt> ; Expression<opt> ) Statement

1. Let varDcl be the result of evaluating VariableDeclarationList.
2. ReturnIfAbrupt(varDcl).
3. Return ? ForBodyEvaluation(the first Expression, the second Expression, Statement, « » , labelSet).

ForStatement: for ( LexicalDeclaration Expression<opt> ; Expression<opt> ) Statement

1. Let oldEnv be the running execution context's LexicalEnvironment.
2. Let loopEnv be NewDeclarativeEnvironment(oldEnv).
3. Let isConst be IsConstantDeclaration of LexicalDeclaration.
4. Let boundNames be the BoundNames of LexicalDeclaration.
5. For each element dn of boundNames, do
   a. If isConst is true, then
      i. Perform ! loopEnv.CreateImmutableBinding(dn, true).
   b. Else,
      i. Perform ! loopEnv.CreateMutableBinding(dn, false).
6. Set the running execution context's LexicalEnvironment to loopEnv.
7. Let forDcl be the result of evaluating LexicalDeclaration.
8. If forDcl is an abrupt completion, then
   a. Set the running execution context's LexicalEnvironment to oldEnv.
9. If \texttt{isConst} is \texttt{false}, let \texttt{perIterationLets} be \texttt{boundNames}; otherwise let \texttt{perIterationLets} be a new empty List.

10. Let \texttt{bodyResult} be \texttt{Completion(ForBodyEvaluation}(\text{the first Expression}, \text{the second Expression}, \text{Statement}, \text{perIterationLets}, \text{labelSet})\texttt{)}.

11. Set the running execution context's LexicalEnvironment to \texttt{oldEnv}.

12. Return \texttt{bodyResult}.

### 14.7.4.3 ForBodyEvaluation (test, increment, stmt, perIterationBindings, labelSet)

The abstract operation ForBodyEvaluation takes arguments \texttt{test, increment, stmt, perIterationBindings, and labelSet} and returns either a normal completion containing an ECMAScript language value or an abrupt completion. It performs the following steps when called:

1. Let \texttt{V} be \texttt{undefined}.
2. Perform ? \texttt{CreatePerIterationEnvironment(perIterationBindings)}.
3. Repeat,
   a. If \texttt{test} is not \texttt{[empty]}, then
      i. Let \texttt{testRef} be the result of evaluating \texttt{test}.
      ii. Let \texttt{testValue} be ? \texttt{GetValue(testRef)}.
      iii. If ToBoolean(testValue) is \texttt{false}, return \texttt{V}.
   b. Let \texttt{result} be the result of evaluating \texttt{stmt}.
   c. If LoopContinues(result, labelSet) is \texttt{false}, return ? \texttt{UpdateEmpty(result, V)}.
   d. If result.\texttt{[[Value]]} is not \texttt{empty}, set \texttt{V} to result.\texttt{[[Value]]}.
   e. Perform ? \texttt{CreatePerIterationEnvironment(perIterationBindings)}.
   f. If \texttt{increment} is not \texttt{[empty]}, then
      i. Let \texttt{incRef} be the result of evaluating \texttt{increment}.
      ii. Perform ? \texttt{GetValue(incRef)}.

### 14.7.4.4 CreatePerIterationEnvironment (perIterationBindings)

The abstract operation CreatePerIterationEnvironment takes argument \texttt{perIterationBindings} and returns either a normal completion containing unused or an abrupt completion. It performs the following steps when called:

1. If \texttt{perIterationBindings} has any elements, then
   a. Let \texttt{lastIterationEnv} be the running execution context's LexicalEnvironment.
   b. Let \texttt{outer} be \texttt{lastIterationEnv.\[[OuterEnv]]}.
   c. Assert: \texttt{outer} is not \texttt{null}.
   d. Let \texttt{thisIterationEnv} be \texttt{NewDeclarativeEnvironment(outer)}.
   e. For each element \texttt{bn} of \texttt{perIterationBindings}, do
      i. Perform ! \texttt{thisIterationEnv.CreateMutableBinding(bn, false)}.
      ii. Let \texttt{lastValue} be ? \texttt{lastIterationEnv.GetBindingValue(bn, true)}.
      iii. Perform ! \texttt{thisIterationEnv.InitializeBinding(bn, lastValue)}.
   f. Set the running execution context's LexicalEnvironment to \texttt{thisIterationEnv}.

2. Return unused.
14.7.5 The for-in, for-of, and for-await-of Statements

Syntax

\[
\text{ForInOfStatement}([\text{Yield}, \text{Await}, \text{Return}] : \\
\text{for ( } [\text{lookahead } \neq \{] \text{ LeftHandSideExpression} [?\text{Yield}, ?\text{Await}] \text{ in } \\
\text{Expression} [+\text{In}, ?\text{Yield}, ?\text{Await}] \text{ ) Statement } [?\text{Yield}, ?\text{Await}, ?\text{Return}] \\
\text{for ( } \text{var ForBinding} [?\text{Yield}, ?\text{Await}] \text{ in } \text{Expression} [+\text{In}, ?\text{Yield}, ?\text{Await}] \text{ ) Statement } [?\text{Yield}, ?\text{Await}, ?\text{Return}] \\
\text{for ( } \text{ForDeclaration} [?\text{Yield}, ?\text{Await}] \text{ of } \\
\text{AssignmentExpression} [+\text{In}, ?\text{Yield}, ?\text{Await}] \text{ ) Statement } [?\text{Yield}, ?\text{Await}, ?\text{Return}] \\
\text{for ( } \text{var ForBinding} [?\text{Yield}, ?\text{Await}] \text{ of } \\
\text{AssignmentExpression} [+\text{In}, ?\text{Yield}, ?\text{Await}] \text{ ) Statement } [?\text{Yield}, ?\text{Await}, ?\text{Return}] \\
[+\text{Await}] \text{for await ( } [\text{lookahead } \neq \{] \text{ LeftHandSideExpression} [?\text{Yield}, ?\text{Await}] \text{ of } \\
\text{AssignmentExpression} [+\text{In}, ?\text{Yield}, ?\text{Await}] \text{ ) Statement } [?\text{Yield}, ?\text{Await}, ?\text{Return}] \\
[+\text{Await}] \text{for await ( } \text{var ForBinding} [?\text{Yield}, ?\text{Await}] \text{ of } \\
\text{AssignmentExpression} [+\text{In}, ?\text{Yield}, ?\text{Await}] \text{ ) Statement } [?\text{Yield}, ?\text{Await}, ?\text{Return}] \\
[+\text{Await}] \text{for await ( } \text{ForDeclaration} [?\text{Yield}, ?\text{Await}] \text{ of } \\
\text{AssignmentExpression} [+\text{In}, ?\text{Yield}, ?\text{Await}] \text{ ) Statement } [?\text{Yield}, ?\text{Await}, ?\text{Return}] \\
\text{ForDeclaration} [\text{Yield}, \text{Await}] : \\
\text{LetOrConst ForBinding} [?\text{Yield}, ?\text{Await}] \\
\text{ForBinding} [\text{Yield}, \text{Await}] : \\
\text{BindingIdentifier} [?\text{Yield}, ?\text{Await}] \\
\text{BindingPattern} [?\text{Yield}, ?\text{Await}]
\]

NOTE This section is extended by Annex B.3.5.
14.7.5.1 Static Semantics: Early Errors

ForInOfStatement:

- for ( LeftHandSideExpression in Expression ) Statement
- for ( var ForBinding in Expression ) Statement
- for ( ForDeclaration in Expression ) Statement
- for ( LeftHandSideExpression of AssignmentExpression ) Statement
- for ( var ForBinding of AssignmentExpression ) Statement
- for await ( LeftHandSideExpression of AssignmentExpression ) Statement
- for await ( var ForBinding of AssignmentExpression ) Statement
- for await ( ForDeclaration of AssignmentExpression ) Statement

- It is a Syntax Error if IsLabelledFunction(Statement) is true.

NOTE

It is only necessary to apply this rule if the extension specified in B.3.1 is implemented.

ForInOfStatement:

- for ( LeftHandSideExpression in Expression ) Statement
- for ( LeftHandSideExpression of AssignmentExpression ) Statement
- for await ( LeftHandSideExpression of AssignmentExpression ) Statement

If LeftHandSideExpression is either an ObjectLiteral or an ArrayLiteral, the following Early Error rules are applied:

- LeftHandSideExpression must cover an AssignmentPattern.

If LeftHandSideExpression is neither an ObjectLiteral nor an ArrayLiteral, the following Early Error rule is applied:

- It is a Syntax Error if AssignmentTargetType of LeftHandSideExpression is not simple.

ForInOfStatement:

- for ( ForDeclaration in Expression ) Statement
- for ( ForDeclaration of AssignmentExpression ) Statement
- for await ( ForDeclaration of AssignmentExpression ) Statement

- It is a Syntax Error if the BoundNames of ForDeclaration contains "let".
- It is a Syntax Error if any element of the BoundNames of ForDeclaration also occurs in the VarDeclaredNames of Statement.
- It is a Syntax Error if the BoundNames of ForDeclaration contains any duplicate entries.

14.7.5.2 Static Semantics: IsDestructuring

The syntax-directed operation IsDestructuring takes no arguments and returns a Boolean. It is defined piecewise over the following productions:

MemberExpression : PrimaryExpression

1. If PrimaryExpression is either an ObjectLiteral or an ArrayLiteral, return true.
2. Return false.
MemberExpression:
  MemberExpression [ Expression ]
  MemberExpression . IdentifierName
  MemberExpression TemplateLiteral
  SuperProperty
  MetaProperty
  new MemberExpression Arguments
  MemberExpression . PrivateIdentifier

NewExpression:
  new NewExpression

LeftHandSideExpression:
  CallExpression
  OptionalExpression

1. Return false.

ForDeclaration : LetOrConst ForBinding

1. Return IsDestructuring of ForBinding.

ForBinding : BindingIdentifier

1. Return false.

ForBinding : BindingPattern

1. Return true.

NOTE This section is extended by Annex B.3.5.

14.7.5.3 Runtime Semantics: ForDeclarationBindingInitialization

The syntax-directed operation ForDeclarationBindingInitialization takes arguments `value` and `environment` and returns either a normal completion containing unused or an abrupt completion.

NOTE `undefined` is passed for `environment` to indicate that a PutValue operation should be used to assign the initialization value. This is the case for `var` statements and the formal parameter lists of some non-strict functions (see 10.2.11). In those cases a lexical binding is hoisted and preinitialized prior to evaluation of its initializer.

It is defined piecewise over the following productions:

ForDeclaration : LetOrConst ForBinding

1. Return ? BindingInitialization of ForBinding with arguments `value` and `environment`.

14.7.5.4 Runtime Semantics: ForDeclarationBindingInstantiation

The syntax-directed operation ForDeclarationBindingInstantiation takes argument `environment` and returns unused. It is defined piecewise over the following productions:

ForDeclaration : LetOrConst ForBinding

1. Assert: `environment` is a declarative Environment Record.
2. For each element `name` of the BoundNames of ForBinding, do
If `IsConstantDeclaration` of `LetOrConst` is `true`, then
   i. Perform `environment.CreateImmutableBinding(name, true)`.

b. Else,
   i. Perform `environment.CreateMutableBinding(name, false)`.

3. Return `unused`.

### 14.7.5.5 Runtime Semantics: `ForInOfLoopEvaluation`

The syntax-directed operation `ForInOfLoopEvaluation` takes argument `labelSet` and returns either a normal completion containing an ECMAScript language value or an abrupt completion. It is defined piecewise over the following productions:

**ForInOfStatement**: `for ( LeftHandSideExpression in Expression )` `Statement`

1. Let `keyResult` be ? `ForIn/OfHeadEvaluation(« », Expression, enumerate)`.  
2. Return ? `ForIn/OfBodyEvaluation(LeftHandSideExpression, Statement, keyResult, enumerate, assignment, labelSet)`.

**ForInOfStatement**: `for ( var ForBinding in Expression )` `Statement`

1. Let `keyResult` be ? `ForIn/OfHeadEvaluation(« », Expression, enumerate)`.  
2. Return ? `ForIn/OfBodyEvaluation(ForBinding, Statement, keyResult, enumerate, varBinding, labelSet)`.

**ForInOfStatement**: `for ( ForDeclaration in Expression )` `Statement`

1. Let `keyResult` be ? `ForIn/OfHeadEvaluation(BoundNames of ForDeclaration, Expression, enumerate)`.  
2. Return ? `ForIn/OfBodyEvaluation(ForDeclaration, Statement, keyResult, enumerate, lexicalBinding, labelSet)`.

**ForInOfStatement**: `for ( LeftHandSideExpression of AssignmentExpression )` `Statement`

1. Let `keyResult` be ? `ForIn/OfHeadEvaluation(« », AssignmentExpression, iterate)`.  
2. Return ? `ForIn/OfBodyEvaluation(LeftHandSideExpression, Statement, keyResult, iterate, assignment, labelSet)`.

**ForInOfStatement**: `for ( var ForBinding of AssignmentExpression )` `Statement`

1. Let `keyResult` be ? `ForIn/OfHeadEvaluation(« », AssignmentExpression, iterate)`.  
2. Return ? `ForIn/OfBodyEvaluation(ForBinding, Statement, keyResult, iterate, varBinding, labelSet)`.

**ForInOfStatement**: `for ( ForDeclaration of AssignmentExpression )` `Statement`

1. Let `keyResult` be ? `ForIn/OfHeadEvaluation(BoundNames of ForDeclaration, AssignmentExpression, iterate)`.  
2. Return ? `ForIn/OfBodyEvaluation(ForDeclaration, Statement, keyResult, iterate, lexicalBinding, labelSet)`.

**ForInOfStatement**: `for await ( LeftHandSideExpression of AssignmentExpression )` `Statement`

1. Let `keyResult` be ? `ForIn/OfHeadEvaluation(« », AssignmentExpression, async-iterate)`.  
2. Return ? `ForIn/OfBodyEvaluation(LeftHandSideExpression, Statement, keyResult, iterate, assignment, labelSet, async)`.

**ForInOfStatement**: `for await ( var ForBinding of AssignmentExpression )` `Statement`

1. Let `keyResult` be ? `ForIn/OfHeadEvaluation(« », AssignmentExpression, async-iterate)`.  

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2. Return \( \text{ForIn/ofBodyEvaluation}(\text{ForBinding}, \text{Statement}, \text{keyResult}, \text{iterate}, \text{varBinding}, \text{labelSet}, \text{async}) \).

\( \text{ForIn/ofStatement: for await ( ForDeclaration of AssignmentExpression ) Statement } \)

1. Let \( \text{keyResult} \) be ? \( \text{ForIn/ofHeadEvaluation}(\text{BoundNames of ForDeclaration}, \text{AssignmentExpression}, \text{async-iterate}) \).
2. Return ? \( \text{ForIn/ofBodyEvaluation}(\text{ForDeclaration}, \text{Statement}, \text{keyResult}, \text{iterate}, \text{lexicalBinding}, \text{labelSet}, \text{async}) \).

**NOTE** This section is extended by Annex B.3.5.

### 14.7.5.6 ForIn/ofHeadEvaluation ( \text{uninitializedBoundNames}, \text{expr}, \text{iterationKind} )

The abstract operation ForIn/ofHeadEvaluation takes arguments \text{uninitializedBoundNames}, \text{expr}, and \text{iterationKind} (enumerate, iterate, or async-iterate) and returns either a normal completion containing an \text{Iterator Record} or an abrupt completion. It performs the following steps when called:

1. Let \( \text{oldEnv} \) be the running execution context's LexicalEnvironment.
2. If \text{uninitializedBoundNames} is not an empty List, then
   a. Assert: \text{uninitializedBoundNames} has no duplicate entries.
   b. Let \( \text{newEnv} \) be \text{NewDeclarativeEnvironment}(\text{oldEnv}).
   c. For each String \text{name} of \text{uninitializedBoundNames}, do
      i. Perform \( \text{! newEnv.CreateMutableBinding(name, false)} \).
   d. Set the running execution context's LexicalEnvironment to \( \text{newEnv} \).
3. Let \( \text{exprRef} \) be the result of evaluating \text{expr}.
4. Set the running execution context's LexicalEnvironment to \( \text{oldEnv} \).
5. Let \( \text{exprValue} \) be ? \( \text{GetValue(exprRef)} \).
6. If \text{iterationKind} is enumerate, then
   a. If \text{exprValue} is undefined or null, then
      i. Return Completion Record \{ \[[\text{Type}]]: \text{break}, \[[\text{Value}]]: \text{empty}, \[[\text{Target}]]: \text{empty} \}.
   b. Let \( \text{obj} \) be \( \text{! ToObject(exprValue)} \).
   c. Let \( \text{iterator} \) be \text{EnumerateObjectProperties(obj)}.
   d. Let \( \text{nextMethod} \) be \( \text{! GetV(iterator, "next")} \).
   e. Return the \text{Iterator Record} \{ \[[\text{Iterator}]]: \text{iterator}, \[[\text{NextMethod}]]: \text{nextMethod}, \[[\text{Done}]]: \text{false} \}.
7. Else,
   a. Assert: \text{iterationKind} is iterate or async-iterate.
   b. If \text{iterationKind} is async-iterate, let \text{iteratorHint} be async.
   c. Else, let \text{iteratorHint} be sync.
   d. Return ? \( \text{GetIterator(exprValue, iteratorHint)} \).

### 14.7.5.7 ForIn/ofBodyEvaluation ( \text{Ihs, stmt, iteratorRecord, iterationKind, IhsKind, labelSet [ , iteratorKind ]} )

The abstract operation ForIn/ofBodyEvaluation takes arguments \text{Ihs}, \text{stmt}, \text{iteratorRecord}, \text{iterationKind}, \text{IhsKind}, \text{labelSet} and optional argument \text{iteratorKind} (sync or async) and returns either a normal completion containing an \text{ECMAScript} language value or an abrupt completion. It performs the following steps when called:

1. If \text{iterationKind} is not present, set \text{iterationKind} to sync.
2. Let \( \text{oldEnv} \) be the running execution context's LexicalEnvironment.
3. Let $V$ be \texttt{undefined}.
4. Let \texttt{destructuring} be \texttt{IsDestructuring of Ihs}.
5. If \texttt{destructuring} is \texttt{true} and if \texttt{lhsKind} is \texttt{assignment}, then
   \begin{enumerate}
   \item Assert: \texttt{Ihs} is a \texttt{LeftHandSideExpression}.
   \item Let \texttt{assignmentPattern} be the \texttt{AssignmentPattern} that is \texttt{covered} by \texttt{Ihs}.
   \end{enumerate}
6. Repeat,
   \begin{enumerate}
   \item Let \texttt{nextResult} be \texttt{? Call(iteratorRecord.\[\texttt{NextMethod}\], iteratorRecord.\[\texttt{Iterator}\])}.
   \item If \texttt{iteratorKind} is \texttt{async}, set \texttt{nextResult} to \texttt{? Await(nextResult)}.
   \item If \texttt{Type(nextResult)} is not \texttt{Object}, throw a \texttt{TypeError} exception.
   \item Let \texttt{done} be \texttt{? IteratorComplete(nextResult)}.
   \item If \texttt{done is true}, return \texttt{V}.
   \item Let \texttt{nextValue} be \texttt{? IteratorValue(nextResult)}.
   \end{enumerate}
   If \texttt{IhsKind} is either \texttt{assignment} or \texttt{varBinding}, then
   \begin{enumerate}
   \item If \texttt{destructuring} is \texttt{false}, then
     \begin{enumerate}
     \item Let \texttt{IhsRef} be the result of evaluating \texttt{Ihs}. (It may be evaluated repeatedly.)
     \end{enumerate}
   \item Else,
     \begin{enumerate}
     \item Assert: \texttt{IhsKind} is \texttt{lexicalBinding}.
     \item Assert: \texttt{Ihs} is a \texttt{ForDeclaration}.
     \item Let \texttt{iterationEnv} be \texttt{NewDeclarativeEnvironment(oldEnv)}.
     \item Perform \texttt{ForDeclarationBindingInstantiation of Ihs with argument iterationEnv}.
     \item Set the running execution context's LexicalEnvironment to \texttt{iterationEnv}.
     \item If \texttt{destructuring} is \texttt{false}, then
       \begin{enumerate}
       \item Assert: \texttt{Ihs} binds a single name.
       \item Let \texttt{IhsName} be the sole element of \texttt{BoundNames of Ihs}.
       \item Let \texttt{IhsRef} be \texttt{! ResolveBinding(IhsName)}.
       \end{enumerate}
     \item Else,
       \begin{enumerate}
       \item If \texttt{IhsRef} is an \texttt{abrupt completion}, then
         \begin{enumerate}
         \item Let \texttt{status} be \texttt{IhsRef}.
         \end{enumerate}
       \item Else if \texttt{IhsKind} is \texttt{lexicalBinding}, then
         \begin{enumerate}
         \item Let \texttt{status} be \texttt{Completion(InitializeReferencedBinding(IhsRef, nextValue))}.
         \end{enumerate}
       \item Else,
         \begin{enumerate}
         \item Let \texttt{status} be \texttt{Completion(GetValue(IhsRef, nextValue))}.
         \end{enumerate}
       \end{enumerate}
     \end{enumerate}
   \end{enumerate}
   \item Else,
     \begin{enumerate}
     \item If \texttt{IhsKind} is \texttt{assignment}, then
       \begin{enumerate}
       \item Let \texttt{status} be \texttt{Completion(DestructuringAssignmentEvaluation of assignmentPattern with argument nextValue)}.
       \end{enumerate}
     \item Else if \texttt{IhsKind} is \texttt{varBinding}, then
       \begin{enumerate}
       \item Assert: \texttt{Ihs} is a \texttt{ForBinding}.
       \item Let \texttt{status} be \texttt{Completion(BindingInitialization of Ihs with arguments nextValue and undefined)}.
       \end{enumerate}
     \item Else,
       \begin{enumerate}
       \item Assert: \texttt{IhsKind} is \texttt{lexicalBinding}.
       \item Assert: \texttt{Ihs} is a \texttt{ForDeclaration}.
       \item Let \texttt{status} be \texttt{Completion(ForDeclarationBindingInitialization of Ihs with arguments nextValue and iterationEnv)}.
       \end{enumerate}
     \end{enumerate}
   \end{enumerate}
   \item If \texttt{status} is an \texttt{abrupt completion}, then
     \begin{enumerate}
     \item Set the running execution context's LexicalEnvironment to \texttt{oldEnv}.
     \item If \texttt{iteratorKind} is \texttt{async}, return \texttt{? AsyncIteratorClose(iteratorRecord, status)}.
     \end{enumerate}
If \( \text{iterationKind} \) is enumerate, then

1. Return \(? \text{status}\).

iv. Else,

1. Assert: \( \text{iterationKind} \) is iterate.
2. Return \(? \text{IteratorClose} (\text{iteratorRecord}, \text{status})\).

i. Let \( \text{result} \) be the result of evaluating \( \text{stmt} \).

m. Set the running execution context's LexicalEnvironment to \( \text{oldEnv} \).

n. If \( \text{LoopContinues} (\text{result}, \text{labelSet}) \) is \text{false}, then

   i. If \( \text{iterationKind} \) is enumerate, then

   1. Return \(? \text{UpdateEmpty}(\text{result}, \text{V})\).

   ii. Else,

   1. Assert: \( \text{iterationKind} \) is iterate.
2. Set \( \text{status} \) to Completion(\( \text{UpdateEmpty}(\text{result}, \text{V})\)).
3. If \( \text{iteratorKind} \) is async, return \(? \text{AsyncIteratorClose}(\text{iteratorRecord}, \text{status})\).
4. Return \(? \text{IteratorClose}(\text{iteratorRecord}, \text{status})\).

ii. Else,

1. Assert: \( \text{iterationKind} \) is iterate.
2. Set \( \text{status} \) to Completion(\( \text{UpdateEmpty}(\text{result}, \text{V})\)).
3. If \( \text{iteratorKind} \) is async, return \(? \text{AsyncIteratorClose}(\text{iteratorRecord}, \text{status})\).
4. Return \(? \text{IteratorClose}(\text{iteratorRecord}, \text{status})\).

o. If \( \text{result}.[[\text{Value}]] \) is not empty, set \( \text{V} \) to \( \text{result}.[[\text{Value}]] \).

### 14.7.5.8 Runtime Semantics: Evaluation

**BindingIdentifier :**

- **Identifier**
- **yield**
- **await**

1. Let \( \text{bindingId} \) be StringValue of \( \text{BindingIdentifier} \).
2. Return \(? \text{ResolveBinding}(\text{bindingId})\).

### 14.7.5.9 EnumerateObjectProperties ( \( \text{O} \) )

The abstract operation EnumerateObjectProperties takes argument \( \text{O} \) (an Object) and returns an Iterator. It performs the following steps when called:

1. Return an Iterator object (27.1.1.2) whose \text{next} method iterates over all the String-valued keys of enumerable properties of \( \text{O} \). The iterator object is never directly accessible to ECMAScript code. The mechanics and order of enumerating the properties is not specified but must conform to the rules specified below.

The iterator's \text{throw} and \text{return} methods are \text{null} and are never invoked. The iterator's \text{next} method processes object properties to determine whether the property key should be returned as an iterator value. Returned property keys do not include keys that are Symbols. Properties of the target object may be deleted during enumeration. A property that is deleted before it is processed by the iterator's \text{next} method is ignored. If new properties are added to the target object during enumeration, the newly added properties are not guaranteed to be processed in the active enumeration. A property name will be returned by the iterator's \text{next} method at most once in any enumeration.

Enumerating the properties of the target object includes enumerating properties of its prototype, and the prototype of the prototype, and so on, recursively; but a property of a prototype is not processed if it has the same name as a property that has already been processed by the iterator's \text{next} method. The values of [[Enumerable]] attributes are not considered when determining if a property of a prototype object has already been processed. The enumerable property names of prototype objects must be obtained by invoking EnumerateObjectProperties passing the prototype object as the argument. EnumerateObjectProperties must obtain the own property keys of the target object by calling its [[OwnPropertyKeys]] internal method. Property attributes of the target object must be obtained by calling its [[GetOwnProperty]] internal method.
In addition, if neither \( O \) nor any object in its prototype chain is a Proxy exotic object, Integer-Indexed exotic object, module namespace exotic object, or implementation provided exotic object, then the iterator must behave as would the iterator given by \( \text{CreateForInIterator}(O) \) until one of the following occurs:

- the value of the \[Prototype\] internal slot of \( O \) or an object in its prototype chain changes,
- a property is removed from \( O \) or an object in its prototype chain,
- a property is added to an object in \( O \)'s prototype chain, or
- the value of the \[Enumerable\] attribute of a property of \( O \) or an object in its prototype chain changes.

NOTE 1
ECMAScript implementations are not required to implement the algorithm in 14.7.5.10.2.1 directly. They may choose any implementation whose behaviour will not deviate from that algorithm unless one of the constraints in the previous paragraph is violated.

The following is an informative definition of an ECMAScript generator function that conforms to these rules:

```javascript
function* EnumerateObjectProperties(obj) {
  const visited = new Set();
  for (const key of Reflect.ownKeys(obj)) {
    if (typeof key === "symbol") continue;
    const desc = Reflect.getOwnPropertyDescriptor(obj, key);
    if (desc) {
      visited.add(key);
      if (desc.enumerable) yield key;
    }
  }
  const proto = Reflect.getPrototypeOf(obj);
  if (proto === null) return;
  for (const protoKey of EnumerateObjectProperties(proto)) {
    if (!visited.has(protoKey)) yield protoKey;
  }
}
```

NOTE 2
The list of exotic objects for which implementations are not required to match \( \text{CreateForInIterator} \) was chosen because implementations historically differed in behaviour for those cases, and agreed in all others.

14.7.5.10 For-In Iterator Objects

A For-In Iterator is an object that represents a specific iteration over some specific object. For-In Iterator objects are never directly accessible to ECMAScript code; they exist solely to illustrate the behaviour of \( \text{EnumerateObjectProperties} \).

14.7.5.10.1 CreateForInIterator ( \( \text{object} \) )

The abstract operation \( \text{CreateForInIterator} \) takes argument \( \text{object} \) (an Object) and returns a For-In Iterator. It is used to create a For-In Iterator object which iterates over the own and inherited enumerable string properties of \( \text{object} \) in a specific order. It performs the following steps when called:

1. Let \( \text{iterator} \) be \( \text{OrdinaryObjectCreate}(\%\text{ForInIteratorPrototype}\%) \), « [[Object]], [[ObjectWasVisited]], [[VisitedKeys]], [[RemainingKeys]] ».
2. Set \( \text{iterator}.[[\text{Object}]] \) to \( \text{object} \).
3. Set \( \text{iterator}.[[\text{ObjectWasVisited}]] \) to false.
4. Set \( \text{iterator}.[[\text{VisitedKeys}]] \) to a new empty List.
5. Set \( \text{iterator}.[[\text{RemainingKeys}]] \) to a new empty List.
6. Return \text{iterator}.

14.7.5.10.2 The \%ForInIteratorPrototype\% Object

The \%ForInIteratorPrototype\% object:

- has properties that are inherited by all For-In Iterator Objects.
- is an ordinary object.
- has a [[Prototype]] internal slot whose value is \%IteratorPrototype\%.
- is never directly accessible to ECMAScript code.
- has the following properties:

14.7.5.10.2.1 \%ForInIteratorPrototype\%.next ( )

1. Let \(O\) be the \text{this} value.
2. Assert: \text{Type}(O) is Object.
3. Assert: \(O\) has all of the internal slots of a For-In Iterator Instance (14.7.5.10.3).
4. Let \text{object} be \(O.\text{[[Object]]}\).
5. Let \text{visited} be \(O.\text{[[VisitedKeys]]}\).
6. Let \text{remaining} be \(O.\text{[[RemainingKeys]]}\).
7. Repeat,
   a. If \(O.\text{[[ObjectWasVisited]]}\) is \text{false}, then
      i. Let \text{keys} be \(?\text{object.}[\text{OwnPropertyKeys}()]\).
      ii. For each element \text{key} of \text{keys}, do
         1. If \text{Type(key)} is String, then
            a. Append \text{key} to \text{remaining}.
      iii. Set \(O.\text{[[ObjectWasVisited]]}\) to \text{true}.
   b. Repeat, while \text{remaining} is not empty,
      i. Let \(r\) be the first element of \text{remaining}.
      ii. Remove the first element from \text{remaining}.
      iii. If there does not exist an element \(v\) of \text{visited} such that \text{SameValue}(r, v) is \text{true}, then
         1. Let \text{desc} be \(?\text{object.}[\text{GetOwnProperty}](r)\).
         2. If \text{desc} is not \text{undefined}, then
            a. Append \(r\) to \text{visited}.
            b. If \text{desc.}[\text{Enumerable}] is \text{true}, return \text{CreateIterResultObject}(r, \text{false}).
   c. Set \text{object} to \(?\text{object.}[\text{GetPrototypeOf}]()\).
   d. Set \(O.\text{[[Object]]}\) to \text{object}.
   e. Set \(O.\text{[[ObjectWasVisited]]}\) to \text{false}.
   f. If \text{object} is \text{null}, return \text{CreateIterResultObject(\text{undefined}, \text{true})}.

14.7.5.10.3 Properties of For-In Iterator Instances

For-In Iterator instances are ordinary objects that inherit properties from the \%ForInIteratorPrototype\% intrinsic object. For-In Iterator instances are initially created with the internal slots listed in Table 42.
### Table 42: Internal Slots of For-In Iterator Instances

<table>
<thead>
<tr>
<th>Internal Slot</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>[[Object]]</code></td>
<td>an Object</td>
<td>The Object value whose properties are being iterated.</td>
</tr>
<tr>
<td><code>[[ObjectWasVisited]]</code></td>
<td>a Boolean</td>
<td><code>true</code> if the iterator has invoked <code>[[OwnPropertyKeys]]</code> on <code>[[Object]]</code>, <code>false</code> otherwise.</td>
</tr>
<tr>
<td><code>[[VisitedKeys]]</code></td>
<td>a List of Strings</td>
<td>The values that have been emitted by this iterator thus far.</td>
</tr>
<tr>
<td><code>[[RemainingKeys]]</code></td>
<td>a List of Strings</td>
<td>The values remaining to be emitted for the current object, before iterating the properties of its prototype (if its prototype is not <code>null</code>).</td>
</tr>
</tbody>
</table>

### 14.8 The `continue` Statement

**Syntax**

```
ContinueStatement[Yield, Await] :
    continue ;
```

**14.8.1 Static Semantics: Early Errors**

- It is a Syntax Error if this `ContinueStatement` is not nested, directly or indirectly (but not crossing function or `static` initialization block boundaries), within an `IterationStatement`.

**14.8.2 Runtime Semantics: Evaluation**

```
ContinueStatement : continue ;
    1. Return Completion Record { [[Type]]: continue, [[Value]]: empty, [[Target]]: empty }.
```

```
ContinueStatement : continue LabelIdentifier ;
    1. Let `label` be the `StringValue` of `LabelIdentifier`.
    2. Return Completion Record { [[Type]]: continue, [[Value]]: empty, [[Target]]: `label` }.
```

### 14.9 The `break` Statement

**Syntax**

```
BreakStatement[Yield, Await] :
    break ;
```
14.9.1 Static Semantics: Early Errors

BreakStatement : break ;

- It is a Syntax Error if this BreakStatement is not nested, directly or indirectly (but not crossing function or static initialization block boundaries), within an IterationStatement or a SwitchStatement.

14.9.2 Runtime Semantics: Evaluation

BreakStatement : break ;

1. Return Completion Record { [[Type]]: break, [[Value]]: empty, [[Target]]: empty }.

BreakStatement : break LabelIdentifier ;

1. Let label be the StringValue of LabelIdentifier.
2. Return Completion Record { [[Type]]: break, [[Value]]: empty, [[Target]]: label }.

14.10 The return Statement

Syntax

ReturnStatement[Yield, Await] :

    return ;

NOTE A return statement causes a function to cease execution and, in most cases, returns a value to the caller. If Expression is omitted, the return value is undefined. Otherwise, the return value is the value of Expression. A return statement may not actually return a value to the caller depending on surrounding context. For example, in a try block, a return statement's Completion Record may be replaced with another Completion Record during evaluation of the finally block.

14.10.1 Runtime Semantics: Evaluation

ReturnStatement : return ;

1. Return Completion Record { [[Type]]: return, [[Value]]: undefined, [[Target]]: empty }.

ReturnStatement : return Expression ;

1. Let exprRef be the result of evaluating Expression.
2. Let exprValue be ? GetValue(exprRef).
3. If GetGeneratorKind() is async, set exprValue to ? Await(exprValue).
4. Return Completion Record { [[Type]]: return, [[Value]]: exprValue, [[Target]]: empty }.
14.11 The with Statement

NOTE 1  Use of the Legacy `with` statement is discouraged in new ECMAScript code. Consider alternatives that are permitted in both strict mode code and non-strict code, such as destructuring assignment.

Syntax

```
WithStatement [Yield, Await, Return] :
```

NOTE 2  The `with` statement adds an object Environment Record for a computed object to the lexical environment of the running execution context. It then executes a statement using this augmented lexical environment. Finally, it restores the original lexical environment.

14.11.1 Static Semantics: Early Errors

WithStatement : with ( Expression ) Statement

- It is a Syntax Error if the source text matched by this production is contained in strict mode code.
- It is a Syntax Error if `IsLabelledFunction(Statement)` is `true`.

NOTE  It is only necessary to apply the second rule if the extension specified in B.3.1 is implemented.

14.11.2 Runtime Semantics: Evaluation

WithStatement : with ( Expression ) Statement

1. Let `val` be the result of evaluating `Expression`.
2. Let `obj` be `ToObject(? GetValue(val))`.
3. Let `oldEnv` be the running execution context's LexicalEnvironment.
4. Let `newEnv` be `NewObjectEnvironment(obj, true, oldEnv)`.
5. Set the running execution context's LexicalEnvironment to `newEnv`.
6. Let `C` be the result of evaluating `Statement`.
7. Set the running execution context's LexicalEnvironment to `oldEnv`.

NOTE  No matter how control leaves the embedded `Statement`, whether normally or by some form of abrupt completion or exception, the LexicalEnvironment is always restored to its former state.
14.12 The `switch` Statement

Syntax

```
SwitchStatement: [Yield, Await, Return] :

CaseBlock: [Yield, Await, Return] :

CaseClauses: [Yield, Await, Return] :

CaseClause: [Yield, Await, Return] :
    case Expression [ +In, ?Yield, ?Await ] :

DefaultClause: [Yield, Await, Return] :
```

14.12.1 Static Semantics: Early Errors

```
SwitchStatement: switch ( Expression ) CaseBlock
```

- It is a Syntax Error if the `LexicallyDeclaredNames` of `CaseBlock` contains any duplicate entries.
- It is a Syntax Error if any element of the `LexicallyDeclaredNames` of `CaseBlock` also occurs in the `VarDeclaredNames` of `CaseBlock`.

14.12.2 Runtime Semantics: CaseBlockEvaluation

The syntax-directed operation `CaseBlockEvaluation` takes argument `input` and returns either a normal completion containing an ECMAScript language value or an abrupt completion. It is defined piecewise over the following productions:

```
CaseBlock: { }
```

1. Return `undefined`.

```
CaseBlock: { CaseClauses }
```

1. Let `V` be `undefined`.
2. Let `A` be the `List` of `CaseClause` items in `CaseClauses`, in source text order.
3. Let `found` be `false`.
4. For each `CaseClause` `C` of `A`, do
   a. If `found` is `false`, then
      i. Set `found` to `? CaseClausesIsSelected(C, input)`.
   b. If `found` is `true`, then
      i. Let `R` be the result of evaluating `C`.
```
ii. If \( R.[[\text{Value}]] \) is not empty, set \( V \) to \( R.[[\text{Value}]] \).

iii. If \( R \) is an abrupt completion, return ? \( \text{UpdateEmpty}(R, V) \).

5. Return \( V \).

\[
\text{CaseBlock} : \{ \text{CaseClauses}_{\text{opt}} \ \text{DefaultClause} \ \text{CaseClauses}_{\text{opt}} \}
\]

1. Let \( V \) be undefined.

2. If the first \( \text{CaseClauses} \) is present, then
   a. Let \( A \) be the List of \( \text{CaseClause} \) items in the first \( \text{CaseClauses} \), in source text order.

3. Else,
   a. Let \( A \) be a new empty List.

4. Let \( \text{found} \) be false.

5. For each \( \text{CaseClause} \) \( C \) of \( A \), do
   a. If \( \text{found} \) is false, then
      i. Set \( \text{found} \) to ? \( \text{CaseClauseIsSelected}(C, input) \).
   b. If \( \text{found} \) is true, then
      i. Let \( R \) be the result of evaluating \( C \).
      ii. If \( R.[[\text{Value}]] \) is not empty, set \( V \) to \( R.[[\text{Value}]] \).
      iii. If \( R \) is an abrupt completion, return ? \( \text{UpdateEmpty}(R, V) \).

6. Let \( \text{foundInB} \) be false.

7. If the second \( \text{CaseClauses} \) is present, then
   a. Let \( B \) be the List of \( \text{CaseClause} \) items in the second \( \text{CaseClauses} \), in source text order.

8. Else,
   a. Let \( B \) be a new empty List.

9. If \( \text{found} \) is false, then
   a. For each \( \text{CaseClause} \) \( C \) of \( B \), do
      i. If \( \text{foundInB} \) is false, then
         1. Set \( \text{foundInB} \) to ? \( \text{CaseClauseIsSelected}(C, input) \).
      ii. If \( \text{foundInB} \) is true, then
         1. Let \( R \) be the result of evaluating \( \text{CaseClause} C \).
         2. If \( R.[[\text{Value}]] \) is not empty, set \( V \) to \( R.[[\text{Value}]] \).
         3. If \( R \) is an abrupt completion, return ? \( \text{UpdateEmpty}(R, V) \).

10. If \( \text{foundInB} \) is true, return \( V \).

11. Let \( R \) be the result of evaluating \( \text{DefaultClause} \).

12. If \( R.[[\text{Value}]] \) is not empty, set \( V \) to \( R.[[\text{Value}]] \).

13. If \( R \) is an abrupt completion, return ? \( \text{UpdateEmpty}(R, V) \).

14. NOTE: The following is another complete iteration of the second \( \text{CaseClauses} \).

15. For each \( \text{CaseClause} \) \( C \) of \( B \), do
   a. Let \( R \) be the result of evaluating \( \text{CaseClause} C \).
   b. If \( R.[[\text{Value}]] \) is not empty, set \( V \) to \( R.[[\text{Value}]] \).
   c. If \( R \) is an abrupt completion, return ? \( \text{UpdateEmpty}(R, V) \).

16. Return \( V \).

\[14.12.3 \ \text{CaseClausesIsSelected} \ (C, input)\]

The abstract operation \( \text{CaseClausesIsSelected} \) takes arguments \( C \) (a \( \text{CaseClause Parse Node} \)) and \( input \) (an \( \text{ECMAScript language value} \)) and returns either a normal completion containing a Boolean or an abrupt completion. It determines whether \( C \) matches \( input \). It performs the following steps when called:
1. Assert: \( C \) is an instance of the production \( \text{CaseClause} : \text{case} \; \text{Expression} \; \text{StatementList}_{\text{opt}} \).
2. Let \( \text{exprRef} \) be the result of evaluating the \text{Expression} of \( C \).
3. Let \( \text{clauseSelector} \) be \( \text{GetValue}(\text{exprRef}) \).
4. Return \( \text{IsStrictlyEqual}(\text{input}, \text{clauseSelector}) \).

**NOTE** This operation does not execute \( C \)'s \text{StatementList} (if any). The \text{CaseBlock} algorithm uses its return value to determine which \text{StatementList} to start executing.

### 14.12.4 Runtime Semantics: Evaluation

\( \text{SwitchStatement} : \text{switch} \; ( \text{Expression} ) \; \text{CaseBlock} \)

1. Let \( \text{exprRef} \) be the result of evaluating \text{Expression}.
2. Let \( \text{switchValue} \) be \( \text{GetValue}(\text{exprRef}) \).
3. Let \( \text{oldEnv} \) be the running execution context's LexicalEnvironment.
4. Let \( \text{blockEnv} \) be \( \text{NewDeclarativeEnvironment}(\text{oldEnv}) \).
5. Perform \( \text{BlockDeclarationInstantiation}(\text{CaseBlock}, \text{blockEnv}) \).
6. Set the running execution context's LexicalEnvironment to \( \text{blockEnv} \).
7. Let \( R \) be \( \text{Completion}(\text{CaseBlockEvaluation} \; \text{of} \; \text{CaseBlock} \; \text{with} \; \text{argument} \; \text{switchValue}) \).
8. Set the running execution context's LexicalEnvironment to \( \text{oldEnv} \).
9. Return \( R \).

**NOTE** No matter how control leaves the \text{SwitchStatement} the LexicalEnvironment is always restored to its former state.

\( \text{CaseClause} : \text{case} \; \text{Expression} \; : \)

1. Return empty.

\( \text{CaseClause} : \text{case} \; \text{Expression} \; : \text{StatementList} \)

1. Return the result of evaluating \text{StatementList}.

\( \text{DefaultClause} : \text{default} \; : \)

1. Return empty.

\( \text{DefaultClause} : \text{default} \; : \text{StatementList} \)

1. Return the result of evaluating \text{StatementList}.

### 14.13 Labelled Statements

**Syntax**

\[ \text{LabelledStatement} \; \text{[} \text{Yield, Await, Return} \; \text{]} \; : \]

\[ \text{LabelIdentifier} \; \text{[} \text{?Yield, ?Await} \; \text{]} \; : \text{LabelledItem} \; \text{[} \text{?Yield, ?Await, ?Return} \; \text{]} \]

\[ \text{LabelledItem} \; \text{[} \text{Yield, Await, Return} \; \text{]} \; : \]

\[ \text{Statement} \; \text{[} \text{?Yield, ?Await, ?Return} \; \text{]} \]

\[ \text{FunctionDeclaration} \; \text{[} \text{?Yield, ?Await, ~Default} \; \text{]} \]
NOTE
A *Statement* may be prefixed by a label. Labelled statements are only used in conjunction with labelled *break* and *continue* statements. ECMAScript has no *goto* statement. A *Statement* can be part of a *LabelledStatement*, which itself can be part of a *LabelledStatement*, and so on. The labels introduced this way are collectively referred to as the "current label set" when describing the semantics of individual statements.

### 14.13.1 Static Semantics: Early Errors

**LabelledItem**: `FunctionDeclaration`

- It is a Syntax Error if any source text is matched by this production.

NOTE
An alternative definition for this rule is provided in B.3.1.

### 14.13.2 Static Semantics: IsLabelledFunction ( *stmt* )

The abstract operation `IsLabelledFunction` takes argument `stmt` and returns a Boolean. It performs the following steps when called:

1. If `stmt` is not a *LabelledStatement*, return `false`.
2. Let `item` be the `LabelledItem` of `stmt`.
3. If `item` is `LabelledItem : FunctionDeclaration`, return `true`.
4. Let `subStmt` be the `Statement` of `item`.
5. Return `IsLabelledFunction(subStmt)`.

### 14.13.3 Runtime Semantics: Evaluation

**LabelledStatement**: `LabelIdentifier : LabelledItem`

1. Return `? LabelledEvaluation` of this *LabelledStatement* with argument « ».

### 14.13.4 Runtime Semantics: LabelledEvaluation

The syntax-directed operation `LabelledEvaluation` takes argument `labelSet` and returns either a normal completion containing an ECMAScript language value or an abrupt completion. It is defined piecewise over the following productions:

**BreakableStatement**: `IterationStatement`

1. Let `stmtResult` be `Completion(LoopEvaluation` of `IterationStatement` with argument `labelSet`).
2. If `stmtResult`.[[Type]] is `break`, then
   a. If `stmtResult`.[[Target]] is empty, then
      i. If `stmtResult`.[[Value]] is empty, set `stmtResult` to `NormalCompletion(undefined)`.
      ii. Else, set `stmtResult` to `NormalCompletion(stmtResult`.[[Value]])
   3. Return `stmtResult`.

**BreakableStatement**: `SwitchStatement`

1. Let `stmtResult` be the result of evaluating `SwitchStatement`.
2. If `stmtResult`.[[Type]] is `break`, then
i. If `stmtResult.[[Value]]` is empty, set `stmtResult` to `NormalCompletion(undefined)`.
ii. Else, set `stmtResult` to `NormalCompletion(stmtResult.[[Value]])`.


**NOTE 1**  
A BreakableStatement is one that can be exited via an unlabelled BreakStatement.

LabelledStatement : LabelIdentifier : LabelledItem

1. Let `label` be the StringValue of `LabelIdentifier`.
2. Let `newLabelSet` be the list-concatenation of `labelSet` and « `label` ».
3. Let `stmtResult` be `Completion(LabelledEvaluation of LabelledItem with argument newLabelSet)`.
4. If `stmtResult.[[Type]]` is `break` and `SameValue(stmtResult.[[Target]], label)` is `true`, then
   a. Set `stmtResult` to `NormalCompletion(stmtResult.[[Value]])`.

LabelledItem : FunctionDeclaration

1. Return the result of evaluating `FunctionDeclaration`.

Statement :
   BlockStatement
   VariableStatement
   EmptyStatement
   ExpressionStatement
   IfStatement
   ContinueStatement
   BreakStatement
   ReturnStatement
   WithStatement
   ThrowStatement
   TryStatement
   DebuggerStatement

1. Return the result of evaluating `Statement`.

**NOTE 2**  
The only two productions of `Statement` which have special semantics for `LabelledEvaluation` are BreakableStatement and LabelledStatement.

### 14.14 The throw Statement

**Syntax**

```
ThrowStatement[Yield, Await] :
```

**14.14.1 Runtime Semantics: Evaluation**

`ThrowStatement : throw Expression ;`

1. Let `exprRef` be the result of evaluating `Expression`.
2. Let `exprValue` be `? GetValue(exprRef)`.
3. Return \( \text{ThrowCompletion}(\text{exprValue}) \).

### 14.15 The try Statement

**Syntax**

\[
\text{TryStatement} : \begin{aligned} 
\text{try} & \text{ Block}[?\text{Yield}, ?\text{Await}, ?\text{Return}] & \text{Catch}[?\text{Yield}, ?\text{Await}, ?\text{Return}] \\
\text{try} & \text{ Block}[?\text{Yield}, ?\text{Await}, ?\text{Return}] & \text{Finally}[?\text{Yield}, ?\text{Await}, ?\text{Return}] \\
\text{try} & \text{ Block}[?\text{Yield}, ?\text{Await}, ?\text{Return}] & \text{Catch}[?\text{Yield}, ?\text{Await}, ?\text{Return}] \\
\text{Finally}[?\text{Yield}, ?\text{Await}, ?\text{Return}] \\
\text{Catch} & \begin{aligned} 
? \text{Yield}, ?\text{Await}, ?\text{Return} \\
\text{catch} ( \text{CatchParameter}[?\text{Yield}, ?\text{Await}] ) \text{ Block}[?\text{Yield}, ?\text{Await}, ?\text{Return}] \\
\text{catch} \text{ Block}[?\text{Yield}, ?\text{Await}, ?\text{Return}] \\
\text{Finally}[?\text{Yield}, ?\text{Await}, ?\text{Return}] \\
\text{CatchParameter}[?\text{Yield}, ?\text{Await}] \\
\text{BindingIdentifier}[?\text{Yield}, ?\text{Await}] \\
\text{BindingPattern}[?\text{Yield}, ?\text{Await}] \\
\end{aligned}
\end{aligned}
\]

**NOTE** The \( \text{try} \) statement encloses a block of code in which an exceptional condition can occur, such as a runtime error or a \( \text{throw} \) statement. The \( \text{catch} \) clause provides the exception-handling code. When a catch clause catches an exception, its \( \text{CatchParameter} \) is bound to that exception.

### 14.15.1 Static Semantics: Early Errors

\( \text{Catch} : \text{catch} ( \text{CatchParameter} ) \text{ Block} \)

- It is a Syntax Error if BoundNames of \( \text{CatchParameter} \) contains any duplicate elements.
- It is a Syntax Error if any element of the BoundNames of \( \text{CatchParameter} \) also occurs in the LexicallyDeclaredNames of \( \text{Block} \).
- It is a Syntax Error if any element of the BoundNames of \( \text{CatchParameter} \) also occurs in the VarDeclaredNames of \( \text{Block} \).

**NOTE** An alternative static semantics for this production is given in B.3.4.

### 14.15.2 Runtime Semantics: CatchClauseEvaluation

The syntax-directed operation \( \text{CatchClauseEvaluation} \) takes argument \( \text{thrownValue} \) and returns either a normal completion containing an ECMAScript language value or an abrupt completion. It is defined piecewise over the following productions:

\( \text{Catch} : \text{catch} ( \text{CatchParameter} ) \text{ Block} \)

1. Let \( \text{oldEnv} \) be the running execution context's LexicalEnvironment.
2. Let \( \text{catchEnv} \) be \( \text{NewDeclarativeEnvironment}(\text{oldEnv}) \).
3. For each element \( \text{argName} \) of the BoundNames of \( \text{CatchParameter} \), do
a. Perform `catchEnv.CreateMutableBinding(argName, false)`.

4. Set the running execution context's LexicalEnvironment to `catchEnv`.

5. Let `status` be `Completion(BindingInitialization of CatchParameter with arguments thrownValue and catchEnv)`.

6. If `status` is an abrupt completion, then
   a. Set the running execution context's LexicalEnvironment to `oldEnv`.
   b. Return `status`.

7. Let `B` be the result of evaluating `Block`.

8. Set the running execution context's LexicalEnvironment to `oldEnv`.


**Catch:** `catch Block`

1. Return the result of evaluating `Block`.

---

**NOTE** No matter how control leaves the `Block` the LexicalEnvironment is always restored to its former state.

### 14.15.3 Runtime Semantics: Evaluation

**TryStatement:** `try Block Catch`

1. Let `B` be the result of evaluating `Block`.
2. If `B`.[[Type]] is throw, let `C` be `Completion(CatchClauseEvaluation of Catch with argument B.[[Value]])`.
3. Else, let `C` be `B`.
4. Return `UpdateEmpty(C, undefined)`.

**TryStatement:** `try Block Finally`

1. Let `B` be the result of evaluating `Block`.
2. Let `F` be the result of evaluating `Finally`.
3. If `F`.[[Type]] is normal, set `F` to `B`.
4. Return `UpdateEmpty(F, undefined)`.

**TryStatement:** `try Block Catch Finally`

1. Let `B` be the result of evaluating `Block`.
2. If `B`.[[Type]] is throw, let `C` be `Completion(CatchClauseEvaluation of Catch with argument B.[[Value]])`.
3. Else, let `C` be `B`.
4. Let `F` be the result of evaluating `Finally`.
5. If `F`.[[Type]] is normal, set `F` to `C`.
6. Return `UpdateEmpty(F, undefined)`.

### 14.16 The debugger Statement

**Syntax**

```
DebuggerStatement : 
  debugger ;
```
14.16.1 Runtime Semantics: Evaluation

**NOTE** Evaluating a `DebuggerStatement` may allow an implementation to cause a breakpoint when run under a debugger. If a debugger is not present or active this statement has no observable effect.

```
DebuggerStatement: debugger ;
```

1. If an implementation-defined debugging facility is available and enabled, then
   a. Perform an implementation-defined debugging action.
   b. Return a new implementation-defined Completion Record.
2. Else,
   a. Return empty.

15 ECMAScript Language: Functions and Classes

**NOTE** Various ECMAScript language elements cause the creation of ECMAScript function objects (10.2). Evaluation of such functions starts with the execution of their `[[Call]]` internal method (10.2.1).

15.1 Parameter Lists

**Syntax**

```
UniqueFormalParameters[Yield, Await] :
  FormalParameters[?Yield, ?Await]

FormalParameters[Yield, Await] :
  [empty]
  FunctionRestParameter[?Yield, ?Await]
  FormalParameterList[?Yield, ?Await] ,
  FormalParameterList[?Yield, ?Await] ,
  FunctionRestParameter[?Yield, ?Await]

FormalParameterList[Yield, Await] :
  FormalParameter[?Yield, ?Await]
  FormalParameterList[?Yield, ?Await] ,
  FormalParameter[?Yield, ?Await]

FunctionRestParameter[Yield, Await] :
  BindingRestElement[?Yield, ?Await]

FormalParameter[Yield, Await] :
  BindingElement[?Yield, ?Await]
```
15.1.1 Static Semantics: Early Errors

UniqueFormalParameters : FormalParameters

- It is a Syntax Error if BoundNames of FormalParameters contains any duplicate elements.

FormalParameters : FormalParameterList

- It is a Syntax Error if IsSimpleParameterList of FormalParameterList is false and BoundNames of FormalParameterList contains any duplicate elements.

NOTE Multiple occurrences of the same BindingIdentifier in a FormalParameterList is only allowed for functions which have simple parameter lists and which are not defined in strict mode code.

15.1.2 Static Semantics: ContainsExpression

The syntax-directed operation ContainsExpression takes no arguments and returns a Boolean. It is defined piecewise over the following productions:

ObjectBindingPattern :

{ }

{ BindingRestProperty }

1. Return false.

ObjectBindingPattern : { BindingPropertyList , BindingRestProperty }

1. Return ContainsExpression of BindingPropertyList.

ArrayBindingPattern : [ Elision_opt ]

1. Return false.

ArrayBindingPattern : [ Elision_opt BindingRestElement ]

1. Return ContainsExpression of BindingRestElement.

ArrayBindingPattern : [ BindingElementList , Elision_opt ]

1. Return ContainsExpression of BindingElementList.

ArrayBindingPattern : [ BindingElementList , Elision_opt BindingRestElement ]

1. Let has be ContainsExpression of BindingElementList.
   2. If has is true, return true.
   3. Return ContainsExpression of BindingRestElement.

BindingPropertyList : BindingPropertyList , BindingProperty

1. Let has be ContainsExpression of BindingPropertyList.
   2. If has is true, return true.
   3. Return ContainsExpression of BindingProperty.

BindingElementList : BindingElementList , BindingElisionElement

1. Let has be ContainsExpression of BindingElementList.
2. If `has` is `true`, return `true`.
3. Return `ContainsExpression` of `BindingElisionElement`.

`BindingElisionElement : Elisionopt BindingElement`

1. Return `ContainsExpression` of `BindingElement`.

`BindingProperty : PropertyName : BindingElement`

1. Let `has` be `IsComputedPropertyKey` of `PropertyName`.
2. If `has` is `true`, return `true`.
3. Return `ContainsExpression` of `BindingElement`.

`BindingElement : BindingPatternInitializer`

1. Return `true`.

`SingleNameBinding : BindingIdentifier`

1. Return `false`.

`SingleNameBinding : BindingIdentifierInitializer`

1. Return `true`.

`BindingRestElement : ... BindingIdentifier`

1. Return `false`.

`BindingRestElement : ... BindingPattern`

1. Return `ContainsExpression` of `BindingPattern`.

`FormalParameters : [empty]`

1. Return `false`.

`FormalParameters : FormalParameterList , FunctionRestParameter`

1. If `ContainsExpression` of `FormalParameterList` is `true`, return `true`.
2. Return `ContainsExpression` of `FunctionRestParameter`.

`FormalParameterList : FormalParameterList , FormalParameter`

1. If `ContainsExpression` of `FormalParameterList` is `true`, return `true`.
2. Return `ContainsExpression` of `FormalParameter`.

`ArrowParameters : BindingIdentifier`

1. Return `false`.

`ArrowParameters : CoverParenthesizedExpressionAndArrowParameterList`

1. Let `formals` be the `ArrowFormalParameters` that is covered by
   `CoverParenthesizedExpressionAndArrowParameterList`.
2. Return `ContainsExpression` of `formals`.

`AsyncArrowBindingIdentifier : BindingIdentifier`
1. Return `false`.

### 15.1.3 Static Semantics: `IsSimpleParameterList`

The syntax-directed operation `IsSimpleParameterList` takes no arguments and returns a Boolean. It is defined piecewise over the following productions:

- **`BindingElement : BindingPattern`**
  1. Return `false`.

- **`BindingElement : BindingPattern Initializer`**
  1. Return `false`.

- **`SingleNameBinding : BindingIdentifier`**
  1. Return `true`.

- **`SingleNameBinding : BindingIdentifier Initializer`**
  1. Return `false`.

- **`FormalParameters : [empty]`**
  1. Return `true`.

- **`FormalParameters : FunctionRestParameter`**
  1. Return `false`.

- **`FormalParameters : FormalParameterList , FunctionRestParameter`**
  1. Return `false`.

- **`FormalParameterList : FormalParameterList , FormalParameter`**
  1. If `IsSimpleParameterList` of `FormalParameterList` is `false`, return `false`.

- **`FormalParameter : BindingElement`**
  1. Return `IsSimpleParameterList` of `BindingElement`.

- **`ArrowParameters : BindingIdentifier`**
  1. Return `true`.

- **`ArrowParameters : CoverParenthesizedExpressionAndArrowParameterList`**
  1. Let `formals` be the `ArrowFormalParameters` that is covered by `CoverParenthesizedExpressionAndArrowParameterList`.
  2. Return `IsSimpleParameterList` of `formals`.

- **`AsyncArrowBindingIdentifier : BindingIdentifier`**
  1. Return `true`.

- **`CoverCallExpressionAndAsyncArrowHead : MemberExpression Arguments`**
1. Let head be the AsyncArrowHead that is covered by CoverCallExpressionAndAsyncArrowHead.
2. Return IsSimpleParameterList of head.

15.1.4 Static Semantics: HasInitializer

The syntax-directed operation HasInitializer takes no arguments and returns a Boolean. It is defined piecewise over the following productions:

BinderElement : BindingPattern
1. Return false.

BinderElement : BindingPattern Initializer
1. Return true.

SingleNameBinding : BindingIdentifier
1. Return false.

SingleNameBinding : BindingIdentifier Initializer
1. Return true.

FormalParameterList : FormalParameterList , FormalParameter
1. If HasInitializer of FormalParameterList is true, return true.
2. Return HasInitializer of FormalParameter.

15.1.5 Static Semantics: ExpectedArgumentCount

The syntax-directed operation ExpectedArgumentCount takes no arguments and returns an integer. It is defined piecewise over the following productions:

FormalParameters :
[empty] FunctionRestParameter
1. Return 0.

FormalParameters : FormalParameterList , FunctionRestParameter
1. Return ExpectedArgumentCount of FormalParameterList.

NOTE The ExpectedArgumentCount of a FormalParameterList is the number of FormalParameters to the left of either the rest parameter or the first FormalParameter with an Initializer. A FormalParameter without an initializer is allowed after the first parameter with an initializer but such parameters are considered to be optional with undefined as their default value.
1. Let `count` be `ExpectedArgumentCount` of `FormalParameterList`.
2. If HasInitializer of `FormalParameterList` is `true` or HasInitializer of `FormalParameter` is `true`, return `count`.

**ArrowParameters**: `BindingIdentifier`

1. Return 1.

**ArrowParameters**: `CoverParenthesizedExpressionAndArrowParameterList`

1. Let `formals` be the ArrowFormalParameters that is covered by `CoverParenthesizedExpressionAndArrowParameterList`.
2. Return `ExpectedArgumentCount` of `formals`.

**PropertySetParameterList**: `FormalParameter`

1. If HasInitializer of `FormalParameter` is `true`, return 0.
2. Return 1.

**AsyncArrowBindingIdentifier**: `BindingIdentifier`

1. Return 1.

### 15.2 Function Definitions

**Syntax**

```javascript
FunctionDeclaration[Yield, Await, Default] :
  function BindingIdentifier[?Yield, ?Await] ( FormalParameters[~Yield, ~Await] )
    { FunctionBody[~Yield, ~Await] } [+Default] function ( FormalParameters[~Yield, ~Await] )
      { FunctionBody[~Yield, ~Await] }  
FunctionExpression :
  function BindingIdentifier[~Yield, ~Await] opt ( FormalParameters[~Yield, ~Await] )
    { FunctionBody[~Yield, ~Await] }  
FunctionBody[Yield, Await] :
  FunctionStatementList[?Yield, ?Await]  
FunctionStatementList[Yield, Await] :
```

### 15.2.1 Static Semantics: Early Errors

**FunctionDeclaration** :

```javascript
function BindingIdentifier ( FormalParameters ) { FunctionBody }  
function ( FormalParameters ) { FunctionBody }  
function BindingIdentifier opt ( FormalParameters ) { FunctionBody }
```
If the source text matched by `FormalParameters` is strict mode code, the Early Error rules for `UniqueFormalParameters : FormalParameters` are applied.

If `BindingIdentifier` is present and the source text matched by `BindingIdentifier` is strict mode code, it is a Syntax Error if the `StringValue` of `BindingIdentifier` is "eval" or "arguments".

It is a Syntax Error if `FunctionBodyContainsUseStrict` of `FunctionBody` is `true` and `IsSimpleParameterList` of `FormalParameters` is `false`.

It is a Syntax Error if any element of the `BoundNames` of `FormalParameters` also occurs in the `LexicallyDeclaredNames` of `FunctionBody`.

It is a Syntax Error if `FormalParameters` Contains `SuperProperty` is `true`.

It is a Syntax Error if `FunctionBody` Contains `SuperProperty` is `true`.

It is a Syntax Error if `FunctionBody` Contains `SuperCall` is `true`.

It is a Syntax Error if `FormalParameters` Contains `SuperCall` is `true`.

It is a Syntax Error if `FunctionBody` Contains `SuperCall` is `true`.

It is a Syntax Error if any element of the `BoundNames` of `FormalParameters` also occurs in the `LexicallyDeclaredNames` of `FunctionBody`.

The `LexicallyDeclaredNames` of a `FunctionBody` does not include identifiers bound using var or function declarations.

The syntax-directed operation FunctionBodyContainsUseStrict takes no arguments and returns a Boolean. It is defined piecewise over the following productions:

\[ \text{FunctionBody} : \text{FunctionStatementList} \]

1. If the `Directive Prologue` of `FunctionBody` contains a `Use Strict Directive`, return `true`; otherwise, return `false`.

The syntax-directed operation EvaluateFunctionBody takes arguments `functionObject` and `argumentsList` (a List) and returns either a normal completion containing an ECMAScript language value or an abrupt completion. It is defined piecewise over the following productions:

\[ \text{FunctionBody} : \text{FunctionStatementList} \]


2. Return the result of evaluating `FunctionStatementList`.

The syntax-directed operation InstantiateOrdinaryFunctionObject takes arguments `env` and `privateEnv` and returns a function object. It is defined piecewise over the following productions:

\[ \text{FunctionDeclaration} : \text{function} \ \text{BindingIdentifier} \ (\text{FormalParameters}) \ \{ \ \text{FunctionBody} \ \} \]

1. Let `name` be `StringValue` of `BindingIdentifier`. 
2. Let `sourceText` be the source text matched by `FunctionDeclaration`.
3. Let `F` be `OrdinaryFunctionCreate(%Function.prototype%, `sourceText`, `FormalParameters`, `FunctionBody`, non-lexical-this, `env`, `privateEnv`).
4. Perform `SetFunctionName(F, name)`.
5. Perform `MakeConstructor(F)`.

### FunctionDeclaration: `function (FormalParameters) { FunctionBody }`

1. Let `sourceText` be the source text matched by `FunctionDeclaration`.
2. Let `F` be `OrdinaryFunctionCreate(%Function.prototype%, `sourceText`, `FormalParameters`, `FunctionBody`, non-lexical-this, `env`, `privateEnv`).
3. Perform `SetFunctionName(F, "default")`.
4. Perform `MakeConstructor(F)`.
5. Return `F`.

**NOTE** An anonymous `FunctionDeclaration` can only occur as part of an `export default` declaration, and its function code is therefore always strict mode code.

### 15.2.5 Runtime Semantics: InstantiateOrdinaryFunctionExpression

The syntax-directed operation `InstantiateOrdinaryFunctionExpression` takes optional argument `name` and returns a function object. It is defined piecewise over the following productions:

### FunctionExpression: `function (FormalParameters) { FunctionBody }`

1. If `name` is not present, set `name` to "".
2. Let `env` be the LexicalEnvironment of the running execution context.
3. Let `privateEnv` be the running execution context's PrivateEnvironment.
4. Let `sourceText` be the source text matched by `FunctionExpression`.
5. Let `closure` be `OrdinaryFunctionCreate(%Function.prototype%, `sourceText`, `FormalParameters`, `FunctionBody`, non-lexical-this, `env`, `privateEnv`).
6. Perform `SetFunctionName(closure, name)`.
7. Perform `MakeConstructor(closure)`.

### FunctionExpression: `function BindingIdentifier (FormalParameters) { FunctionBody }`

1. Assert: `name` is not present.
2. Set `name` to `StringValue` of `BindingIdentifier`.
3. Let `outerEnv` be the running execution context's LexicalEnvironment.
4. Let `funcEnv` be `NewDeclarativeEnvironment(outerEnv)`.
5. Perform `funcEnv.CreateImmutableBinding(name, false)`.
6. Let `privateEnv` be the running execution context's PrivateEnvironment.
7. Let `sourceText` be the source text matched by `FunctionExpression`.
8. Let `closure` be `OrdinaryFunctionCreate(%Function.prototype%, `sourceText`, `FormalParameters`, `FunctionBody`, non-lexical-this, `funcEnv`, `privateEnv`).
9. Perform `SetFunctionName(closure, name)`.
10. Perform `MakeConstructor(closure)`.
11. Perform `!funcEnv.InitializeBinding(name, closure)`.
12. Return `closure`.
NOTE  The BindingIdentifier in a FunctionExpression can be referenced from inside the FunctionExpression's FunctionBody to allow the function to call itself recursively. However, unlike in a FunctionDeclaration, the BindingIdentifier in a FunctionExpression cannot be referenced from and does not affect the scope enclosing the FunctionExpression.

15.2.6 Runtime Semantics: Evaluation

FunctionDeclaration: function BindingIdentifier ( FormalParameters ) { FunctionBody }
   1. Return empty.

NOTE 1 An alternative semantics is provided in B.3.2.

FunctionDeclaration: function ( FormalParameters ) { FunctionBody }
   1. Return empty.

FunctionExpression: function BindingIdentifier_opt ( FormalParameters ) { FunctionBody }

NOTE 2 A "prototype" property is automatically created for every function defined using a FunctionDeclaration or FunctionExpression, to allow for the possibility that the function will be used as a constructor.

FunctionStatementList: [empty]
   1. Return undefined.

15.3 Arrow Function Definitions

Syntax

ArrowFunction[In, Yield, Await] :
   ArrowParameters[?Yield, ?Await] [no LineTerminator here] => ConciseBody[?In]

ArrowParameters[Yield, Await] :
   BindingIdentifier[?Yield, ?Await]
   CoverParenthesizedExpressionAndArrowParameterList[?Yield, ?Await]

ConciseBody[In] :
   [lookahead ≠ {]} ExpressionBody[?In, ~Await]
   { FunctionBody[~Yield, ~Await] }

ExpressionBody[In, Await] :
   AssignmentExpression[?In, ~Yield, ?Await]

Supplemental Syntax

When processing an instance of the production ArrowParameters[Yield, Await] :
CoverParenthesizedExpressionAndArrowParameterList[?Yield, ?Await]

the interpretation of CoverParenthesizedExpressionAndArrowParameterList is refined using the following grammar:

\[
\text{ArrowFormalParameters}_{[\text{Yield, Await}]} : \\
(\text{UniqueFormalParameters}_{[\text{Yield, Await}]})
\]

15.3.1 Static Semantics: Early Errors

ArrowFunction : ArrowParameters => ConciseBody

- It is a Syntax Error if ArrowParameters Contains YieldExpression is true.
- It is a Syntax Error if ArrowParameters Contains AwaitExpression is true.
- It is a Syntax Error if ConciseBodyContainsUseStrict of ConciseBody is true and IsSimpleParameterList of ArrowParameters is false.
- It is a Syntax Error if any element of the BoundNames of ArrowParameters also occurs in the LexicallyDeclaredNames of ConciseBody.

ArrowParameters : CoverParenthesizedExpressionAndArrowParameterList

- CoverParenthesizedExpressionAndArrowParameterList must cover an ArrowFormalParameters.

15.3.2 Static Semantics: ConciseBodyContainsUseStrict

The syntax-directed operation ConciseBodyContainsUseStrict takes no arguments and returns a Boolean. It is defined piecewise over the following productions:

ConciseBody : ExpressionBody

1. Return false.

ConciseBody : { FunctionBody }

1. Return FunctionBodyContainsUseStrict of FunctionBody.

15.3.3 Runtime Semantics: EvaluateConciseBody

The syntax-directed operation EvaluateConciseBody takes arguments functionObject and argumentsList (a List) and returns either a normal completion containing an ECMAScript language value or an abrupt completion. It is defined piecewise over the following productions:

ConciseBody : ExpressionBody

2. Return the result of evaluating ExpressionBody.

15.3.4 Runtime Semantics: InstantiateArrowFunctionExpression

The syntax-directed operation InstantiateArrowFunctionExpression takes optional argument name and returns a function object. It is defined piecewise over the following productions:

ArrowFunction : ArrowParameters => ConciseBody

1. If name is not present, set name to "".
2. Let env be the LexicalEnvironment of the running execution context.
3. Let `privateEnv` be the running execution context's PrivateEnvironment.
4. Let `sourceText` be the source text matched by `ArrowFunction`.
5. Let `closure` be `OrdinaryFunctionCreate(%Function.prototype%, sourceText, ArrowParameters, ConciseBody, lexical-this, env, privateEnv)`.
6. Perform `SetFunctionName(closure, name)`.
7. Return `closure`.

**NOTE**

An `ArrowFunction` does not define local bindings for `arguments`, `super`, `this`, or `new.target`. Any reference to `arguments`, `super`, `this`, or `new.target` within an `ArrowFunction` must resolve to a binding in a lexically enclosing environment. Typically this will be the Function Environment of an immediately enclosing function. Even though an `ArrowFunction` may contain references to `super`, the function object created in step 5 is not made into a method by performing `MakeMethod`. An `ArrowFunction` that references `super` is always contained within a non-`ArrowFunction` and the necessary state to implement `super` is accessible via the `env` that is captured by the function object of the `ArrowFunction`.

### 15.3.5 Runtime Semantics: Evaluation

**ArrowFunction**: ArrowParameters => ConciseBody


**ExpressionBody**: AssignmentExpression

1. Let `exprRef` be the result of evaluating `AssignmentExpression`.
2. Let `exprValue` be `GetValue(exprRef)`.
3. Return Completion Record `{ [[Type]]: return, [[Value]]: exprValue, [[Target]]: empty }`.

### 15.4 Method Definitions

**Syntax**

```
GeneratorMethod[Yield, Await]
AsyncMethod[Yield, Await]
AsyncGeneratorMethod[Yield, Await]
get ClassElementName[Yield, Await] ( ) { FunctionBody[-Yield, -Await] }
set ClassElementName[Yield, Await] ( PropertySetParameterList ) { FunctionBody[-Yield, -Await] }
```

**PropertySetParameterList**:

```
FormalParameter[-Yield, -Await]
```

### 15.4.1 Static Semantics: Early Errors

**MethodDefinition**: ClassElementName ( UniqueFormalParameters ) { FunctionBody }

- It is a Syntax Error if `FunctionBodyContainsUseStrict` of `FunctionBody` is `true` and `IsSimpleParameterList` of `UniqueFormalParameters` is `false`.  

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• It is a Syntax Error if any element of the BoundNames of UniqueFormalParameters also occurs in the LexicallyDeclaredNames of FunctionBody.

MethodDefinition: set ClassElementName ( PropertySetParameterList ) { FunctionBody }

• It is a Syntax Error if BoundNames of PropertySetParameterList contains any duplicate elements.
• It is a Syntax Error if FunctionBodyContainsUseStrict of FunctionBody is true and IsSimpleParameterList of PropertySetParameterList is false.
• It is a Syntax Error if any element of the BoundNames of PropertySetParameterList also occurs in the LexicallyDeclaredNames of FunctionBody.

15.4.2 Static Semantics: HasDirectSuper

The syntax-directed operation HasDirectSuper takes no arguments and returns a Boolean. It is defined piecewise over the following productions:

MethodDefinition: ClassElementName ( UniqueFormalParameters ) { FunctionBody }

1. If UniqueFormalParameters Contains SuperCall is true, return true.
2. Return FunctionBody Contains SuperCall.

MethodDefinition: get ClassElementName ( ) { FunctionBody }

1. Return FunctionBody Contains SuperCall.

MethodDefinition: set ClassElementName ( PropertySetParameterList ) { FunctionBody }

1. If PropertySetParameterList Contains SuperCall is true, return true.
2. Return FunctionBody Contains SuperCall.

GeneratorMethod: * ClassElementName ( UniqueFormalParameters ) { GeneratorBody }

1. If UniqueFormalParameters Contains SuperCall is true, return true.
2. Return GeneratorBody Contains SuperCall.

AsyncGeneratorMethod: async * ClassElementName ( UniqueFormalParameters ) { AsyncGeneratorBody }

1. If UniqueFormalParameters Contains SuperCall is true, return true.
2. Return AsyncGeneratorBody Contains SuperCall.

AsyncMethod: async ClassElementName ( UniqueFormalParameters ) { AsyncFunctionBody }

1. If UniqueFormalParameters Contains SuperCall is true, return true.
2. Return AsyncFunctionBody Contains SuperCall.

15.4.3 Static Semantics: SpecialMethod

The syntax-directed operation SpecialMethod takes no arguments and returns a Boolean. It is defined piecewise over the following productions:

MethodDefinition: ClassElementName ( UniqueFormalParameters ) { FunctionBody }

1. Return false.
MethodDefinition:
  - GeneratorMethod
  - AsyncMethod
  - AsyncGeneratorMethod
  get  ClassElementName ( ) { FunctionBody }
  set  ClassElementName ( PropertySetParameterList ) { FunctionBody }

  1. Return true.

15.4.4 Runtime Semantics: DefineMethod

The syntax-directed operation DefineMethod takes argument object and optional argument functionPrototype and returns either a normal completion containing a Record with fields [[Key]] (a property key) and [[Closure]] (a function object) or an abrupt completion. It is defined piecewise over the following productions:

MethodDefinition : ClassElementName ( UniqueFormalParameters ) { FunctionBody }

  1. Let propKey be the result of evaluating ClassElementName.
  2. ReturnIfAbrupt(propKey).
  3. Let env be the running execution context's LexicalEnvironment.
  4. Let privateEnv be the running execution context's PrivateEnvironment.
  5. If functionPrototype is present, then
     a. Let prototype be functionPrototype.
  6. Else,
     a. Let prototype be %Function.prototype%.
  7. Let sourceText be the source text matched by MethodDefinition.
  8. Let closure be OrdinaryFunctionCreate(prototype, sourceText, UniqueFormalParameters, FunctionBody, non-lexical-this, env, privateEnv).
  10. Return the Record { [[Key]]: propKey, [[Closure]]: closure }.

15.4.5 Runtime Semantics: MethodDefinitionEvaluation

The syntax-directed operation MethodDefinitionEvaluation takes arguments object and enumerable and returns either a normal completion containing either a PrivateElement or unused, or an abrupt completion. It is defined piecewise over the following productions:

MethodDefinition : ClassElementName ( UniqueFormalParameters ) { FunctionBody }

  1. Let methodDef be ? DefineMethod of MethodDefinition with argument object.
  2. Perform SetFunctionName(methodDef.[[Closure]], methodDef.[[Key]]).
  3. Return DefineMethodProperty(object, methodDef.[[Key]], methodDef.[[Closure]], enumerable).

MethodDefinition : get  ClassElementName ( ) { FunctionBody }

  1. Let propKey be the result of evaluating ClassElementName.
  2. ReturnIfAbrupt(propKey).
  3. Let env be the running execution context's LexicalEnvironment.
  4. Let privateEnv be the running execution context's PrivateEnvironment.
  5. Let sourceText be the source text matched by MethodDefinition.
  6. Let formalParameterList be an instance of the production FormalParameters : [empty].
7. Let \( closure \) be `OrdinaryFunctionCreate(%Function.prototype%, sourceText, formalParameterList, FunctionBody, non-lexical-this, env, privateEnv).
8. Perform `MakeMethod(closure, object)`.
9. Perform `SetFunctionName(closure, propKey, "get")`.
10. If `propKey` is a Private Name, then
    a. Return `PrivateElement { [[Key]]: propKey, [[Kind]]: accessor, [[Get]]: closure, [[Set]]: undefined }`.
11. Else,
    a. Let `desc` be the PropertyDescriptor { [[Get]]: closure, [[Enumerable]]: enumerable, [[Configurable]]: true }.
    b. Perform \(? DefinePropertyOrThrow(object, propKey, desc)\).
    c. Return unused.

**MethodDefinition**: 

```javascript
set ClassElementName ( PropertySetParameterList ) { FunctionBody }
```

1. Let `propKey` be the result of evaluating `ClassElementName`.
2. `ReturnIfAbrupt(propKey)`.
3. Let `env` be the running execution context's LexicalEnvironment.
4. Let `privateEnv` be the running execution context's PrivateEnvironment.
5. Let `sourceText` be the source text matched by `MethodDefinition`.
6. Let `closure` be `OrdinaryFunctionCreate(%Function.prototype%, sourceText, PropertySetParameterList, FunctionBody, non-lexical-this, env, privateEnv)`.
7. Perform `MakeMethod(closure, object)`.
8. Perform `SetFunctionName(closure, propKey, "set")`.
9. If `propKey` is a Private Name, then
    a. Return `PrivateElement { [[Key]]: propKey, [[Kind]]: accessor, [[Get]]: undefined, [[Set]]: closure }`.
10. Else,
    a. Let `desc` be the PropertyDescriptor { [[Set]]: closure, [[Enumerable]]: enumerable, [[Configurable]]: true }.
    b. Perform \(? DefinePropertyOrThrow(object, propKey, desc)\).
    c. Return unused.

**GeneratorMethod**: 

```javascript
* ClassElementName ( UniqueFormalParameters ) { GeneratorBody }
```

1. Let `propKey` be the result of evaluating `ClassElementName`.
2. `ReturnIfAbrupt(propKey)`.
3. Let `env` be the running execution context's LexicalEnvironment.
4. Let `privateEnv` be the running execution context's PrivateEnvironment.
5. Let `sourceText` be the source text matched by `GeneratorMethod`.
6. Let `closure` be `OrdinaryFunctionCreate(%GeneratorFunction.prototype%, sourceText, GeneratorBody, non-lexical-this, env, privateEnv)`.
7. Perform `MakeMethod(closure, object)`.
8. Perform `SetFunctionName(closure, propKey)`.
9. Let `prototype` be ` OrdinaryObjectCreate(%GeneratorFunction.prototype.prototype%)`.
10. Perform \! `DefinePropertyOrThrow(closure, "prototype", PropertyDescriptor { [[Value]]: prototype, [[Writable]]: true, [[Enumerable]]: false, [[Configurable]]: false })`.
11. Return `DefineMethodProperty(object, propKey, closure, enumerable)`.

**AsyncGeneratorMethod**: 

```javascript
async * ClassElementName ( UniqueFormalParameters ) { AsyncGeneratorBody }
```
1. Let `propKey` be the result of evaluating `ClassName`.  
2. ReturnIfAbrupt(`propKey`).  
3. Let `env` be the running execution context's LexicalEnvironment.  
4. Let `privateEnv` be the running execution context's PrivateEnvironment.  
5. Let `sourceText` be the source text matched by `AsyncGeneratorMethod`.  
6. Let `closure` be `OrdinaryFunctionCreate(%AsyncGeneratorFunction.prototype%, sourceText, UniqueFormalParameters, AsyncGeneratorBody, non-lexical-this, env, privateEnv)`.  
7. Perform `MakeMethod(closure, object)`.  
8. Perform `SetFunctionName(closure, propKey)`.  
9. Let `prototype` be `OrdinaryObjectCreate(%AsyncGeneratorFunction.prototype.prototype%)`.  
11. Return `DefineMethodProperty(object, propKey, closure, enumerable)`.  

`AsyncMethod` : `async` `ClassName`(`uniqueFormalParameters`) { `AsyncFunctionBody` }  
1. Let `propKey` be the result of evaluating `ClassName`.  
2. ReturnIfAbrupt(`propKey`).  
3. Let `env` be the LexicalEnvironment of the running execution context.  
4. Let `privateEnv` be the running execution context's PrivateEnvironment.  
5. Let `sourceText` be the source text matched by `AsyncMethod`.  
6. Let `closure` be `OrdinaryFunctionCreate(%AsyncFunction.prototype%, sourceText, UniqueFormalParameters, AsyncFunctionBody, non-lexical-this, env, privateEnv)`.  
7. Perform `MakeMethod(closure, object)`.  
8. Perform `SetFunctionName(closure, propKey)`.  
9. Return `DefineMethodProperty(object, propKey, closure, enumerable)`.  

### 15.5 Generator Function Definitions

**Syntax**

```javascript
GeneratorDeclaration[Yield, Await, Default] :
  function * BindingIdentifier [?Yield, ?Await] ( FormalParameters [+Yield, ~Await] ) { GeneratorBody }  
  [+Default] function * ( FormalParameters [+Yield, ~Await] ) { GeneratorBody }  

GeneratorExpression :
  function * BindingIdentifier [+Yield, ~Await] opt ( FormalParameters [+Yield, ~Await] ) { GeneratorBody }  

GeneratorMethod[Yield, Await] :
  * ClassName [?Yield, ?Await] ( UniqueFormalParameters [+Yield, ~Await] )  
    { GeneratorBody }  

GeneratorBody :
  FunctionBody [+Yield, ~Await]  

YieldExpression [In, Await] :
  yield  
  yield [no LineTerminator here] * AssignmentExpression [?In, +Yield, ?Await]
```
NOTE 1  The syntactic context immediately following `yield` requires use of the `InputElementRegExpOrTemplateTail` lexical goal.

NOTE 2  `YieldExpression` cannot be used within the `FormalParameters` of a generator function because any expressions that are part of `FormalParameters` are evaluated before the resulting Generator is in a resumable state.

NOTE 3  Abstract operations relating to Generators are defined in 27.5.3.

15.5.1 Static Semantics: Early Errors

```
GeneratorMethod : * ClassElementName { UniqueFormalParameters } { GeneratorBody }
```

- It is a Syntax Error if `HasDirectSuper` of `GeneratorMethod` is true.
- It is a Syntax Error if `UniqueFormalParameters.Contains YIELD_EXPRESSION` is true.
- It is a Syntax Error if `FunctionBody.ContainsUseStrict` of `GeneratorBody` is true and `IsSimpleParameterList` of `UniqueFormalParameters` is false.
- It is a Syntax Error if any element of the `BoundNames` of `UniqueFormalParameters` also occurs in the `LexicallyDeclaredNames` of `GeneratorBody`.

```
GeneratorDeclaration : function * BindingIdentifier { FormalParameters } { GeneratorBody }
```

```
GeneratorExpression : function * BindingIdentifier_opt { FormalParameters } { GeneratorBody }
```

- If the source text matched by `FormalParameters` is strict mode code, the Early Error rules for `UniqueFormalParameters` are applied.
- If `BindingIdentifier` is present and the source text matched by `BindingIdentifier` is strict mode code, it is a Syntax Error if the `StringValue` of `BindingIdentifier` is "eval" or "arguments".
- It is a Syntax Error if `FunctionBody.ContainsUseStrict` of `GeneratorBody` is true and `IsSimpleParameterList` of `FormalParameters` is false.
- It is a Syntax Error if any element of the `BoundNames` of `FormalParameters` also occurs in the `LexicallyDeclaredNames` of `GeneratorBody`.
- It is a Syntax Error if `FormalParameters.Contains YIELD_EXPRESSION` is true.
- It is a Syntax Error if `FormalParameters.Contains SuperProperty` is true.
- It is a Syntax Error if `GeneratorBody.Contains SuperProperty` is true.
- It is a Syntax Error if `FormalParameters.Contains SuperCall` is true.
- It is a Syntax Error if `GeneratorBody.Contains SuperCall` is true.

15.5.2 Runtime Semantics: EvaluateGeneratorBody

The syntax-directed operation `EvaluateGeneratorBody` takes arguments `functionObject` and `argumentsList` (a List) and returns a `throw completion` or a `return completion`. It is defined piecewise over the following productions:

```
GeneratorBody : FunctionBody
```

1. Perform ? `FunctionDeclarationInstantiation(functionObject, argumentsList)`.
2. Let `G` be ? `OrdinaryCreateFromConstructor(functionObject, "%GeneratorFunction.prototype.prototype%", [GeneratorState], [GeneratorContext], [GeneratorBrand])`.
3. Set `G[[GeneratorBrand]]` to empty.
4. Perform `GeneratorStart(G, FunctionBody)`.
5. Return Completion Record { [[Type]]: return, [[Value]]: G, [[Target]]: empty }.

### 15.5.3 Runtime Semantics: InstantiateGeneratorFunctionObject

The syntax-directed operation InstantiateGeneratorFunctionObject takes arguments \textit{env} and \textit{privateEnv} and returns a function object. It is defined piecewise over the following productions:

\begin{verbatim}
GeneratorDeclaration : function * BindingIdentifier ( FormalParameters ) { GeneratorBody }
\end{verbatim}

1. Let \textit{name} be StringValue of BindingIdentifier.
2. Let \textit{sourceText} be the source text matched by GeneratorDeclaration.
3. Let \textit{F} be OrdinaryFunctionCreate(%GeneratorFunction.prototype\%, \textit{sourceText}, FormalParameters, GeneratorBody, non-lexical-this, env, privateEnv).
4. Perform SetFunctionName\(F, \textit{name}\).
5. Let \textit{prototype} be OrdinaryObjectCreate(%GeneratorFunction.prototype.prototype\%).
6. Perform ! DefinePropertyOrThrow\(F, \textit{"prototype"}, \text{PropertyDescriptor} \{ [[Value]]: \textit{prototype},
   \text{[[Writable]]}: true, \text{[[Enumerable]]}: false, \text{[[Configurable]]}: false \}).
7. Return \textit{F}.

\begin{verbatim}
GeneratorDeclaration : function * ( FormalParameters ) { GeneratorBody }
\end{verbatim}

1. Let \textit{sourceText} be the source text matched by GeneratorDeclaration.
2. Let \textit{F} be OrdinaryFunctionCreate(%GeneratorFunction.prototype\%, \textit{sourceText}, FormalParameters, GeneratorBody, non-lexical-this, env, privateEnv).
3. Perform SetFunctionName\(F, \text{"default"}\).
4. Let \textit{prototype} be OrdinaryObjectCreate(%GeneratorFunction.prototype.prototype\%).
5. Perform ! DefinePropertyOrThrow\(F, \textit{"prototype"}, \text{PropertyDescriptor} \{ [[Value]]: \textit{prototype},
   \text{[[Writable]]}: true, \text{[[Enumerable]]}: false, \text{[[Configurable]]}: false \}).
6. Return \textit{F}.

\textbf{NOTE} An anonymous GeneratorDeclaration can only occur as part of an export default declaration, and its function code is therefore always strict mode code.

### 15.5.4 Runtime Semantics: InstantiateGeneratorFunctionExpression

The syntax-directed operation InstantiateGeneratorFunctionExpression takes optional argument \textit{name} and returns a function object. It is defined piecewise over the following productions:

\begin{verbatim}
GeneratorExpression : function * ( FormalParameters ) { GeneratorBody }
\end{verbatim}

1. If \textit{name} is not present, set \textit{name} to ""
2. Let \textit{env} be the LexicalEnvironment of the running execution context.
3. Let \textit{privateEnv} be the running execution context's PrivateEnvironment.
4. Let \textit{sourceText} be the source text matched by GeneratorExpression.
5. Let \textit{closure} be OrdinaryFunctionCreate(%GeneratorFunction.prototype\%, \textit{sourceText}, FormalParameters, GeneratorBody, non-lexical-this, env, privateEnv).
6. Perform SetFunctionName\(closure, \textit{name}\).
7. Let \textit{prototype} be OrdinaryObjectCreate(%GeneratorFunction.prototype.prototype\%).
8. Perform ! DefinePropertyOrThrow\(closure, \textit{"prototype"}, \text{PropertyDescriptor} \{ [[Value]]: \textit{prototype},
   \text{[[Writable]]}: true, \text{[[Enumerable]]}: false, \text{[[Configurable]]}: false \}).
9. Return \textit{closure}.
GeneratorExpression: \texttt{function \ *} BindingIdentifier ( FormalParameters ) \{ GeneratorBody \}

1. Assert: \texttt{name} is not present.
2. Set \texttt{name} to \texttt{StringValue} of \texttt{BindingIdentifier}.
3. Let \texttt{outerEnv} be the running execution context's LexicalEnvironment.
4. Let \texttt{funcEnv} be NewDeclarativeEnvironment(\texttt{outerEnv}).
5. Perform \texttt{funcEnv}.CreateImmutableBinding(\texttt{name}, \texttt{false}).
6. Let \texttt{privateEnv} be the running execution context's PrivateEnvironment.
7. Let \texttt{sourceText} be the source text matched by \texttt{GeneratorExpression}.
8. Let \texttt{closure} be OrdinaryFunctionCreate(%GeneratorFunction.prototype%, \texttt{sourceText},
   FormalParameters, GeneratorBody, non-lexical-this, \texttt{funcEnv}, \texttt{privateEnv}).
9. Perform SetFunctionName(\texttt{closure}, \texttt{name}).
10. Let \texttt{prototype} be OrdinaryObjectCreate(%GeneratorFunction.prototype.prototype%).
11. Perform ! DefinePropertyOrThrow(\texttt{closure}, "prototype", PropertyDescriptor \{ [[Value]]: \texttt{prototype},
      [[Writable]]: true, [[Enumerable]]: false, [[Configurable]]: false \}).
12. Perform ! \texttt{funcEnv}.InitializeBinding(\texttt{name}, \texttt{closure}).
13. Return \texttt{closure}.

\textbf{NOTE} The \texttt{BindingIdentifier} in a \texttt{GeneratorExpression} can be referenced from inside the
\texttt{GeneratorExpression}'s \texttt{FunctionBody} to allow the generator code to call itself recursively.
However, unlike in a \texttt{GeneratorDeclaration}, the \texttt{BindingIdentifier} in a \texttt{GeneratorExpression}
cannot be referenced from and does not affect the scope enclosing the \texttt{GeneratorExpression}.

15.5.5 Runtime Semantics: Evaluation

GeneratorExpression: \texttt{function \ *} BindingIdentifier\texttt{\_opt} ( FormalParameters ) \{ GeneratorBody \}

1. Return InstantiateGeneratorFunctionExpression of \texttt{GeneratorExpression}.

YieldExpression: \texttt{yield}

1. Return ? \texttt{Yield}(undefined).

YieldExpression: \texttt{yield AssignmentExpression}

1. Let \texttt{exprRef} be the result of evaluating \texttt{AssignmentExpression}.
2. Let \texttt{value} be ? \texttt{GetValue}\\(\texttt{exprRef}).
3. Return ? \texttt{Yield}\\(\texttt{value}).

YieldExpression: \texttt{yield \* AssignmentExpression}

1. Let \texttt{generatorKind} be GetGeneratorKind().
2. Let \texttt{exprRef} be the result of evaluating \texttt{AssignmentExpression}.
3. Let \texttt{value} be ? \texttt{GetValue}\\(\texttt{exprRef}).
4. Let \texttt{iteratorRecord} be ? \texttt{GetIterator}\\(\texttt{value}, \texttt{generatorKind}).
5. Let \texttt{iterator} be iteratorRecord.[[Iterator]].
6. Let \texttt{received} be NormalCompletion(\texttt{undefined}).
7. Repeat,
   a. If \texttt{received}.[[Type]] is normal, then
      i. Let \texttt{innerResult} be \texttt{Call}\\(iteratorRecord.[[NextMethod]], iteratorRecord.[[Iterator]], «
         received.[[Value]] »).
      ii. If \texttt{generatorKind} is async, set \texttt{innerResult} to ? \texttt{Await}\\(\texttt{innerResult}).
iii. If Type(innerResult) is not Object, throw a TypeError exception.
iv. Let done be ? IteratorComplete(innerResult).

v. If done is true, then

vi. If generatorKind is async, set received to Completion(AsyncGeneratorYield(? IteratorValue(innerResult))).

vii. Else, set received to Completion(GeneratorYield(innerResult)).

b. Else if received.[[Type]] is throw, then
   i. Let throw be ? GetMethod(iterator, "throw").
   ii. If throw is not undefined, then
      1. Let innerResult be ? Call(throw, iterator, « received.[[Value]] »).
      2. If generatorKind is async, set innerResult to ? Await(innerResult).
      3. NOTE: Exceptions from the inner iterator throw method are propagated. Normal completions from an inner throw method are processed similarly to an inner next.
      4. If Type(innerResult) is not Object, throw a TypeError exception.
      5. Let done be ? IteratorComplete(innerResult).
      6. If done is true, then
         7. If generatorKind is async, set received to Completion(AsyncGeneratorYield(? IteratorValue(innerResult))).
         8. Else, set received to Completion(GeneratorYield(innerResult)).
   iii. Else,
      1. NOTE: If iterator does not have a throw method, this throw is going to terminate the yield* loop. But first we need to give iterator a chance to clean up.
      2. Let closeCompletion be Completion Record { [[Type]]: normal, [[Value]]: empty, [[Target]]: empty }.
      3. If generatorKind is async, perform ? AsyncIteratorClose(iteratorRecord, closeCompletion).
      5. NOTE: The next step throws a TypeError to indicate that there was a yield* protocol violation: iterator does not have a throw method.
      6. Throw a TypeError exception.

c. Else,
   i. Assert: received.[[Type]] is return.
   ii. Let return be ? GetMethod(iterator, "return").
   iii. If return is undefined, then
      1. If generatorKind is async, set received.[[Value]] to ? Await(received.[[Value]])
      2. Return ? received.
   iv. Let innerReturnResult be ? Call(return, iterator, « received.[[Value]] »).
   v. If generatorKind is async, set innerReturnResult to ? Await(innerReturnResult).
   vi. If Type(innerReturnResult) is not Object, throw a TypeError exception.
   viii. If done is true, then
      1. Let value be ? IteratorValue(innerReturnResult).
      2. Return Completion Record { [[Type]]: return, [[Value]]: value, [[Target]]: empty }.
   ix. If generatorKind is async, set received to Completion(AsyncGeneratorYield(? IteratorValue(innerReturnResult))).
   x. Else, set received to Completion(GeneratorYield(innerReturnResult)).
15.6 Async Generator Function Definitions

Syntax


AsyncGeneratorBody: FunctionBody [+Yield, +Await]

NOTE 1 YieldExpression and AwaitExpression cannot be used within the FormalParameters of an async generator function because any expressions that are part of FormalParameters are evaluated before the resulting AsyncGenerator is in a resumable state.

NOTE 2 Abstract operations relating to AsyncGenerators are defined in 27.6.3.

15.6.1 Static Semantics: Early Errors

AsyncGeneratorMethod: async * ClassElementName ( UniqueFormalParameters ) { AsyncGeneratorBody }

- It is a Syntax Error if HasDirectSuper of AsyncGeneratorMethod is true.
- It is a Syntax Error if UniqueFormalParameters Contains YieldExpression is true.
- It is a Syntax Error if UniqueFormalParameters Contains AwaitExpression is true.
- It is a Syntax Error if FunctionBodyContainsUseStrict of AsyncGeneratorBody is true and IsSimpleParameterList of UniqueFormalParameters is false.
- It is a Syntax Error if any element of the BoundNames of UniqueFormalParameters also occurs in the LexicallyDeclaredNames of AsyncGeneratorBody.

AsyncGeneratorDeclaration: async function * BindingIdentifier ( FormalParameters ) { AsyncGeneratorBody } async function * ( FormalParameters ) { AsyncGeneratorBody } AsyncGeneratorExpression: async function * BindingIdentifier opt ( FormalParameters ) { AsyncGeneratorBody }

- If the source text matched by FormalParameters is strict mode code, the Early Error rules for UniqueFormalParameters: FormalParameters are applied.
- If BindingIdentifier is present and the source text matched by BindingIdentifier is strict mode code, it is a Syntax Error if the StringValue of BindingIdentifier is "eval" or "arguments".
- It is a Syntax Error if FunctionBodyContainsUseStrict of AsyncGeneratorBody is true and IsSimpleParameterList of FormalParameters is false.
• It is a Syntax Error if any element of the `BoundNames` of `FormalParameters` also occurs in the `LexicallyDeclaredNames` of `AsyncGeneratorBody`.
• It is a Syntax Error if `FormalParameters` `Contains` `YieldExpression` is `true`.
• It is a Syntax Error if `FormalParameters` `Contains` `AwaitExpression` is `true`.
• It is a Syntax Error if `FormalParameters` `Contains` `SuperProperty` is `true`.
• It is a Syntax Error if `AsyncGeneratorBody` `Contains` `SuperProperty` is `true`.
• It is a Syntax Error if `FormalParameters` `Contains` `SuperCall` is `true`.
• It is a Syntax Error if `AsyncGeneratorBody` `Contains` `SuperCall` is `true`.

15.6.2 Runtime Semantics: EvaluateAsyncGeneratorBody

The syntax-directed operation `EvaluateAsyncGeneratorBody` takes arguments `functionObject` and `argumentsList` (a List) and returns a `throw completion` or a `return completion`. It is defined piecewise over the following productions:

`AsyncGeneratorBody : FunctionBody`

1. Perform `? FunctionDeclarationInstantiation(functionObject, argumentsList)`.
2. Let `generator` be `? OrdinaryCreateFromConstructor(functionObject, "%AsyncGeneratorFunction.prototype.prototype%", « [[AsyncGeneratorState]], [[AsyncGeneratorContext]], [[AsyncGeneratorQueue]], [[GeneratorBrand]] »)`.
3. Set `generator. [[GeneratorBrand]]` to empty.
4. Perform `AsyncGeneratorStart(generator, FunctionBody)`.
5. Return `Completion Record { [[Type]]: return, [[Value]]: generator, [[Target]]: empty }`.

15.6.3 Runtime Semantics: InstantiateAsyncGeneratorFunctionObject

The syntax-directed operation `InstantiateAsyncGeneratorFunctionObject` takes arguments `env` and `privateEnv` and returns a `function object`. It is defined piecewise over the following productions:

`AsyncGeneratorDeclaration : async function * BindingIdentifier ( FormalParameters ) { AsyncGeneratorBody }`

1. Let `name` be `StringValue` of `BindingIdentifier`.
2. Let `sourceText` be the source text matched by `AsyncGeneratorDeclaration`.
3. Let `F` be `OrdinaryFunctionCreate(%AsyncGeneratorFunction.prototype.prototype%, sourceText, FormalParameters, AsyncGeneratorBody, non-lexical-this, env, privateEnv)`.
4. Perform `SetFunctionName(F, name)`.
5. Let `prototype` be ` OrdinaryObjectCreate(%AsyncGeneratorFunction.prototype.prototype%)`.
6. Perform `! DefinePropertyOrThrow(F, "prototype", PropertyDescriptor { [[Value]]: prototype, [[Writable]]: true, [[Enumerable]]: false, [[Configurable]]: false })`.
7. Return `F`.

`AsyncGeneratorDeclaration : async function * ( FormalParameters ) { AsyncGeneratorBody }`

1. Let `sourceText` be the source text matched by `AsyncGeneratorDeclaration`.
2. Let `F` be `OrdinaryFunctionCreate(%AsyncGeneratorFunction.prototype.prototype%, sourceText, FormalParameters, AsyncGeneratorBody, non-lexical-this, env, privateEnv)`.
3. Perform `SetFunctionName(F, "default")`.
4. Let `prototype` be ` OrdinaryObjectCreate(%AsyncGeneratorFunction.prototype.prototype%)`.
5. Perform `! DefinePropertyOrThrow(F, "prototype", PropertyDescriptor { [[Value]]: prototype, [[Writable]]: true, [[Enumerable]]: false, [[Configurable]]: false })`.
15.6.4 Runtime Semantics: InstantiateAsyncGeneratorFunctionExpression

The syntax-directed operation InstantiateAsyncGeneratorFunctionExpression takes optional argument `name` and returns a function object. It is defined piecewise over the following productions:

**AsyncGeneratorExpression**: `async function * ( FormalParameters ) { AsyncGeneratorBody }

1. If `name` is not present, set `name` to `'"'`.
2. Let `env` be the LexicalEnvironment of the running execution context.
3. Let `privateEnv` be the running execution context's PrivateEnvironment.
4. Let `sourceText` be the source text matched by AsyncGeneratorExpression.
5. Let `closure` be `OrdinaryFunctionCreate(%AsyncGeneratorFunction.prototype%, sourceText, FormalParameters, AsyncGeneratorBody, non-lexical-this, env, privateEnv)`.
6. Perform `SetFunctionName(closure, name)`.
7. Let `prototype` be `OrdinaryObjectCreate(%AsyncGeneratorFunction.prototype.prototype%)`.
8. Perform `DefinePropertyOrThrow(closure, "prototype", PropertyDescriptor { [[Value]]: prototype, [[Writable]]: true, [[Enumerable]]: false, [[Configurable]]: false })`.

**AsyncGeneratorExpression**: `async function * BindingIdentifier ( FormalParameters ) { AsyncGeneratorBody }

1. Assert: `name` is not present.
2. Set `name` to `StringValue of BindingIdentifier`.
3. Let `outerEnv` be the running execution context's LexicalEnvironment.
4. Let `funcEnv` be `NewDeclarativeEnvironment(outerEnv)`.
5. Perform `funcEnv.CreateImmutableBinding(name, false)`.
6. Let `privateEnv` be the running execution context's PrivateEnvironment.
7. Let `sourceText` be the source text matched by AsyncGeneratorExpression.
8. Let `closure` be `OrdinaryFunctionCreate(%AsyncGeneratorFunction.prototype%, sourceText, FormalParameters, AsyncGeneratorBody, non-lexical-this, funcEnv, privateEnv)`.
9. Perform `SetFunctionName(closure, name)`.
10. Let `prototype` be `OrdinaryObjectCreate(%AsyncGeneratorFunction.prototype.prototype%)`.
11. Perform `DefinePropertyOrThrow(closure, "prototype", PropertyDescriptor { [[Value]]: prototype, [[Writable]]: true, [[Enumerable]]: false, [[Configurable]]: false })`.
12. Perform `funcEnv.InitializeBinding(name, closure)`.

### NOTE

An anonymous `AsyncGeneratorDeclaration` can only occur as part of an `export default` declaration.

The `BindingIdentifier` in an `AsyncGeneratorExpression` can be referenced from inside the `AsyncGeneratorExpression`'s `AsyncGeneratorBody` to allow the generator code to call itself recursively. However, unlike in an `AsyncGeneratorDeclaration`, the `BindingIdentifier` in an `AsyncGeneratorExpression` cannot be referenced from and does not affect the scope enclosing the `AsyncGeneratorExpression`. 
15.6.5 Runtime Semantics: Evaluation

AsyncGeneratorExpression: `async function * BindingIdentifieropt` (FormalParameters) `{ AsyncGeneratorBody }

1. Return InstantiateAsyncGeneratorFunctionExpression of AsyncGeneratorExpression.

15.7 Class Definitions

Syntax

```
ClassDeclaration[Yield, Await, Default]:
  class BindingIdentifier[Yield, ?Await] ClassTail[Yield, ?Await]
  [+Default] class ClassTail[Yield, ?Await]

ClassExpression[Yield, Await]:
  class BindingIdentifier[Yield, ?Await] opt ClassTail[Yield, ?Await]

ClassTail[Yield, Await]:

ClassHeritage[Yield, Await]:
  extends LeftHandSideExpression[Yield, ?Await]

ClassBody[Yield, Await]:
  ClassElementList[Yield, ?Await]

ClassElementList[Yield, Await]:
  ClassElement[Yield, ?Await]

ClassElement[Yield, Await]:
  MethodDefinition[Yield, ?Await]
  static MethodDefinition[Yield, ?Await]
  FieldDefinition[Yield, ?Await];
  static FieldDefinition[Yield, ?Await];
  ClassStaticBlock
;

FieldDefinition[Yield, Await]:
  ClassElementName[Yield, ?Await]Initializer[+In, ?Yield, ?Await] opt
```

```
ClassElementName[Yield, Await]:
  PropertyName[Yield, Await]

PrivateIdentifier
```

```
ClassStaticBlock:
  static { ClassStaticBlockBody }

ClassStaticBlockBody:
  ClassStaticBlockStatementList

ClassStaticBlockStatementList:
  StatementList[-Yield, +Await, -Return] opt
```

**NOTE** A class definition is always strict mode code.
15.7.1 Static Semantics: Early Errors

ClassTail : ClassHeritage_{opt} { ClassBody }

- It is a Syntax Error if ClassHeritage is not present and the following algorithm returns true:
  1. Let constructor be ConstructorMethod of ClassBody.
  2. If constructor is empty, return false.
  3. Return HasDirectSuper of constructor.

ClassBody : ClassElementList

- It is a Syntax Error if PrototypePropertyNameList of ClassElementList contains more than one occurrence of "constructor".
- It is a Syntax Error if PrivateBoundIdentifiers of ClassElementList contains any duplicate entries, unless the name is used once for a getter and once for a setter and in no other entries, and the getter and setter are either both static or both non-static.

ClassElement : MethodDefinition

- It is a Syntax Error if PropName of MethodDefinition is not "constructor" and HasDirectSuper of MethodDefinition is true.
- It is a Syntax Error if PropName of MethodDefinition is "constructor" and SpecialMethod of MethodDefinition is true.

ClassElement : static MethodDefinition

- It is a Syntax Error if HasDirectSuper of MethodDefinition is true.
- It is a Syntax Error if PropName of MethodDefinition is "prototype".

ClassElement : FieldDefinition

- It is a Syntax Error if PropName of FieldDefinition is "constructor".

ClassElement : static FieldDefinition

- It is a Syntax Error if PropName of FieldDefinition is "prototype" or "constructor".

FieldDefinition :
  ClassElementName Initializer_{opt}

- It is a Syntax Error if Initializer is present and ContainsArguments of Initializer is true.
- It is a Syntax Error if Initializer is present and Initializer Contains SuperCall is true.

ClassElementName : Privateldentifier

- It is a Syntax Error if StringValue of Privateldentifier is "#constructor".

ClassStaticBlockBody : ClassStaticBlockStatementList

- It is a Syntax Error if the LexicallyDeclaredNames of ClassStaticBlockStatementList contains any duplicate entries.
- It is a Syntax Error if any element of the LexicallyDeclaredNames of ClassStaticBlockStatementList also occurs in the VarDeclaredNames of ClassStaticBlockStatementList.
- It is a Syntax Error if ContainsDuplicateLabels of ClassStaticBlockStatementList with argument « » is true.
- It is a Syntax Error if ContainsUndefinedBreakTarget of ClassStaticBlockStatementList with argument « » is true.
- It is a Syntax Error if ContainsUndefinedContinueTarget of ClassStaticBlockStatementList with arguments « » and « » is true.
- It is a Syntax Error if ContainsArguments of ClassStaticBlockStatementList is true.
- It is a Syntax Error if ClassStaticBlockStatementList Contains SuperCall is true.
- It is a Syntax Error if `ClassStaticBlockStatementList` Contains `await` is true.

### 15.7.2 Static Semantics: ClassElementKind

The syntax-directed operation `ClassElementKind` takes no arguments and returns `ConstructorMethod`, `NonConstructorMethod`, or empty. It is defined piecewise over the following productions:

```
ClassElement : MethodDefinition
  1. If `PropName` of `MethodDefinition` is "constructor", return `ConstructorMethod`.
  2. Return `NonConstructorMethod`.

ClassElement :
  static MethodDefinition
  FieldDefinition ;
  static FieldDefinition ;
  1. Return `NonConstructorMethod`.

ClassElement : ClassStaticBlock
  1. Return `NonConstructorMethod`.

ClassElement :
  1. Return empty.
```

### 15.7.3 Static Semantics: ConstructorMethod

The syntax-directed operation `ConstructorMethod` takes no arguments and returns a `ClassElement Parse Node` or empty. It is defined piecewise over the following productions:

```
ClassElementList : ClassElement
  1. If `ClassElementKind` of `ClassElement` is `ConstructorMethod`, return `ClassElement`.
  2. Return empty.

ClassElementList : ClassElementList ClassElement
  1. Let `head` be `ConstructorMethod` of `ClassElementList`.
  2. If `head` is not empty, return `head`.
  3. If `ClassElementKind` of `ClassElement` is `ConstructorMethod`, return `ClassElement`.
  4. Return empty.
```

**NOTE** Early Error rules ensure that there is only one method definition named "constructor" and that it is not an accessor property or generator definition.

### 15.7.4 Static Semantics: IsStatic

The syntax-directed operation `IsStatic` takes no arguments and returns a Boolean. It is defined piecewise over the following productions:

```
ClassElement : MethodDefinition
```

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1. Return `false`.

`ClassElement : static MethodDefinition`
1. Return `true`.

`ClassElement : FieldDefinition ;`
1. Return `false`.

`ClassElement : static FieldDefinition ;`
1. Return `true`.

`ClassElement : ClassStaticBlock`
1. Return `true`.

`ClassElement : ;`
1. Return `false`.

### 15.7.5 Static Semantics: NonConstructorElements

The syntax-directed operation `NonConstructorElements` takes no arguments and returns a List of `ClassElement` Parse Nodes. It is defined piecewise over the following productions:

`ClassElementList : ClassElement`
1. If `ClassElementKind` of `ClassElement` is NonConstructorMethod, then
   a. Return « `ClassElement` ».
2. Return a new empty List.

`ClassElementList : ClassElementList ClassElement`
1. Let `list` be `NonConstructorElements` of `ClassElementList`.
2. If `ClassElementKind` of `ClassElement` is NonConstructorMethod, then
   a. Append `ClassElement` to the end of `list`.
3. Return `list`.

### 15.7.6 Static Semantics: PrototypePropertyNameList

The syntax-directed operation `PrototypePropertyNameList` takes no arguments and returns a List of property keys. It is defined piecewise over the following productions:

`ClassElementList : ClassElement`
1. Let `propName` be `PropName` of `ClassElement`.
2. If `propName` is empty, return a new empty List.
3. If `IsStatic` of `ClassElement` is `true`, return a new empty List.
4. Return « `propName` ».

`ClassElementList : ClassElementList ClassElement`
1. Let `list` be `PrototypePropertyNameList` of `ClassElementList`. 
2. Let `propName` be `PropName` of `ClassElement`.
3. If `propName` is empty, return `list`.
4. If `IsStatic` of `ClassElement` is `true`, return `list`.
5. Return the `list-concatenation` of `list` and « `propName` ».

15.7.7 Static Semantics: AllPrivateIdentifiersValid

The syntax-directed operation `AllPrivateIdentifiersValid` takes argument `names` and returns a Boolean.

Every grammar production alternative in this specification which is not listed below implicitly has the following default definition of `AllPrivateIdentifiersValid`:

1. For each child node `child` of this Parse Node, do
   a. If `child` is an instance of a nonterminal, then
      i. If `AllPrivateIdentifiersValid` of `child` with argument `names` is `false`, return `false`.
2. Return `true`.

`MemberExpression`: `MemberExpression . PrivateIdentifier`

1. If `names` contains the `StringValue` of `PrivateIdentifier`, then
   a. Return `AllPrivateIdentifiersValid` of `MemberExpression` with argument `names`.
2. Return `false`.

`CallExpression`: `CallExpression . PrivateIdentifier`

1. If `names` contains the `StringValue` of `PrivateIdentifier`, then
   a. Return `AllPrivateIdentifiersValid` of `CallExpression` with argument `names`.
2. Return `false`.

`OptionalChain`: `? . PrivateIdentifier`

1. If `names` contains the `StringValue` of `PrivateIdentifier`, return `true`.
2. Return `false`.

`OptionalChain`: `OptionalChain . PrivateIdentifier`

1. If `names` contains the `StringValue` of `PrivateIdentifier`, then
   a. Return `AllPrivateIdentifiersValid` of `OptionalChain` with argument `names`.
2. Return `false`.

`ClassBody`: `ClassElementList`

1. Let `newNames` be the `list-concatenation` of `names` and `PrivateBoundIdentifiers` of `ClassBody`.
2. Return `AllPrivateIdentifiersValid` of `ClassElementList` with argument `newNames`.

`RelationalExpression`: `PrivateIdentifier in ShiftExpression`

1. If `names` contains the `StringValue` of `PrivateIdentifier`, then
   a. Return `AllPrivateIdentifiersValid` of `ShiftExpression` with argument `names`.
2. Return `false`. 
15.7.8 Static Semantics: PrivateBoundIdentifiers

The syntax-directed operation PrivateBoundIdentifiers takes no arguments and returns a List of Strings. It is defined piecewise over the following productions:

\[ \text{FieldDefinition} : \text{ClassElementName Initializer}^\text{opt} \]

1. Return PrivateBoundIdentifiers of ClassElementName.

\[ \text{ClassElementName} : \text{Privateldeidentifier} \]

1. Return a List whose sole element is the StringValue of Privateldeidentifier.

\[ \text{ClassElementName} : \text{PropertyName} \]
\[ \text{ClassElement} : \text{ClassStaticBlock} ; \]

1. Return a new empty List.

\[ \text{ClassElementList} : \text{ClassElementList ClassElement} \]

1. Let \( \text{names1} \) be PrivateBoundIdentifiers of ClassElementList.
2. Let \( \text{names2} \) be PrivateBoundIdentifiers of ClassElement.
3. Return the list-concatenation of \( \text{names1} \) and \( \text{names2} \).

\[ \text{MethodDefinition} : \text{ClassElementName ( UniqueFormalParameters ) \{} \text{FunctionBody} \} \]
\[ \text{get} \text{ClassElementName ( ) \{} \text{FunctionBody} \} \]
\[ \text{set} \text{ClassElementName ( PropertySetParameterList ) \{} \text{FunctionBody} \} \]

\[ \text{GeneratorMethod} : \]
\[ * \text{ClassElementName ( UniqueFormalParameters ) \{} \text{GeneratorBody} \} \]

\[ \text{AsyncMethod} : \]
\[ \text{async} \text{ClassElementName ( UniqueFormalParameters ) \{} \text{AsyncFunctionBody} \} \]
\[ \text{AsyncGeneratorMethod} : \]
\[ \text{async} * \text{ClassElementName ( UniqueFormalParameters ) \{} \text{AsyncGeneratorBody} \} \]

1. Return PrivateBoundIdentifiers of ClassElementName.

15.7.9 Static Semantics: ContainsArguments

The syntax-directed operation ContainsArguments takes no arguments and returns a Boolean.

Every grammar production alternative in this specification which is not listed below implicitly has the following default definition of ContainsArguments:

1. For each child node \( \text{child} \) of this Parse Node, do
   a. If \( \text{child} \) is an instance of a nonterminal, then
      i. If ContainsArguments of \( \text{child} \) is true, return true.

2. Return false.

\[ \text{IdentifierReference} : \text{Identifier} \]

1. If the StringValue of Identifier is "arguments", return true.
2. Return false.
FunctionDeclaration:
  function BindingIdentifier ( FormalParameters ) { FunctionBody }
  function ( FormalParameters ) { FunctionBody }

FunctionExpression:
  function BindingIdentifierOpt ( FormalParameters ) { FunctionBody }

GeneratorDeclaration:
  function * BindingIdentifier ( FormalParameters ) { GeneratorBody }
  function * ( FormalParameters ) { GeneratorBody }

GeneratorExpression:
  function * BindingIdentifierOpt ( FormalParameters ) { GeneratorBody }

AsyncGeneratorDeclaration:
  async function * BindingIdentifier ( FormalParameters ) { AsyncGeneratorBody }
  async function * ( FormalParameters ) { AsyncGeneratorBody }

AsyncGeneratorExpression:
  async function * BindingIdentifierOpt ( FormalParameters ) { AsyncGeneratorBody }

AsyncFunctionDeclaration:
  async function BindingIdentifier ( FormalParameters ) { AsyncFunctionBody }
  async function ( FormalParameters ) { AsyncFunctionBody }

AsyncFunctionExpression:
  async function BindingIdentifierOpt ( FormalParameters ) { AsyncFunctionBody }

1. Return false.

MethodDefinition:
  ClassElementName ( UniqueFormalParameters ) { FunctionBody }
  get ClassElementName ( ) { FunctionBody }
  set ClassElementName ( PropertySetParameterList ) { FunctionBody }

GeneratorMethod:
  * ClassElementName ( UniqueFormalParameters ) { GeneratorBody }

AsyncGeneratorMethod:
  async * ClassElementName ( UniqueFormalParameters ) { AsyncGeneratorBody }

AsyncMethod:
  async ClassElementName ( UniqueFormalParameters ) { AsyncFunctionBody }

1. Return ContainsArguments of ClassElementName.

15.7.10 Runtime Semantics: ClassFieldDefinitionEvaluation

The syntax-directed operation ClassFieldDefinitionEvaluation takes argument homeObject and returns either a normal completion containing a ClassFieldDefinition Record or an abrupt completion. It is defined piecewise over the following productions:

FieldDefinition : ClassElementName InitializerOpt

1. Let name be the result of evaluating ClassElementName.
2. ReturnIfAbrupt(name).
3. If InitializerOpt is present, then
   a. Let formalParameterList be an instance of the production FormalParameters : [empty].
   b. Let env be the LexicalEnvironment of the running execution context.
   c. Let privateEnv be the running execution context’s PrivateEnvironment.
   d. Let sourceText be the empty sequence of Unicode code points.
   e. Let initializer be OrdinaryFunctionCreate(%Function.prototype%, sourceText, formalParameterList, Initializer, non-lexical-this, env, privateEnv).
   f. Perform MakeMethod(initializer, homeObject).
g. Set `initializer.[[ClassFieldInitializerName]]` to `name`.

4. Else,
   a. Let `initializer` be empty.
5. Return the `ClassFieldDefinition Record` `{{[[Name]]}: `name`, `[[Initializer]]}: `initializer` `.`

NOTE The function created for `initializer` is never directly accessible to ECMAScript code.

15.7.11 Runtime Semantics: `ClassStaticBlockDefinitionEvaluation`

The syntax-directed operation `ClassStaticBlockDefinitionEvaluation` takes argument `homeObject` and returns a `ClassStaticBlockDefinition Record`. It is defined piecewise over the following productions:

```
ClassStaticBlock : static { ClassStaticBlockBody }
```

1. Let `lex` be the running execution context's LexicalEnvironment.
2. Let `privateEnv` be the running execution context's PrivateEnvironment.
3. Let `sourceText` be the empty sequence of Unicode code points.
4. Let `formalParameters` be an instance of the production `FormalParameters : [empty]`.
5. Let `bodyFunction` be `OrdinaryFunctionCreate(%Function.prototype%, sourceText, formalParameters, ClassStaticBlockBody, non-lexical-this, lex, privateEnv)`.
6. Perform `MakeMethod(bodyFunction, homeObject)`.
7. Return the `ClassStaticBlockDefinition Record` `{{[[BodyFunction]]}: bodyFunction}`.

NOTE The function `bodyFunction` is never directly accessible to ECMAScript code.

15.7.12 Runtime Semantics: `EvaluateClassStaticBlockBody`

The syntax-directed operation `EvaluateClassStaticBlockBody` takes argument `functionObject` and returns either a normal completion containing an ECMAScript language value or an abrupt completion. It is defined piecewise over the following productions:

```
ClassStaticBlockBody : ClassStaticBlockStatementList
```

2. Return the result of evaluating `ClassStaticBlockStatementList`.

15.7.13 Runtime Semantics: `ClassElementEvaluation`

The syntax-directed operation `ClassElementEvaluation` takes argument `object` and returns either a normal completion containing either a `ClassFieldDefinition Record`, a `ClassStaticBlockDefinition Record`, a `Private Name`, or unused, or an abrupt completion. It is defined piecewise over the following productions:

```
ClassElement :  
  FieldDefinition ;  
  static FieldDefinition ;
```

1. Return `? ClassFieldDefinitionEvaluation` of `FieldDefinition` with argument `object`.

```
ClassElement :  
  MethodDefinition
  static MethodDefinition
```

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ClassElement : ClassStaticBlock
1. Return ClassStaticBlockDefinitionEvaluation of ClassStaticBlock with argument object.

ClassElement : ;
1. Return unused.

15.7.14 Runtime Semantics: ClassDefinitionEvaluation

The syntax-directed operation ClassDefinitionEvaluation takes arguments classBinding and className and returns either a normal completion containing a function object or an abrupt completion.

**NOTE**
For ease of specification, private methods and accessors are included alongside private fields in the [[PrivateElements]] slot of class instances. However, any given object has either all or none of the private methods and accessors defined by a given class. This feature has been designed so that implementations may choose to implement private methods and accessors using a strategy which does not require tracking each method or accessor individually.

For example, an implementation could directly associate instance private methods with their corresponding Private Name and track, for each object, which class constructors have run with that object as their this value. Looking up an instance private method on an object then consists of checking that the class constructor which defines the method has been used to initialize the object, then returning the method associated with the Private Name.

This differs from private fields: because field initializers can throw during class instantiation, an individual object may have some proper subset of the private fields of a given class, and so private fields must in general be tracked individually.

It is defined piecewise over the following productions:

ClassTail : ClassHeritage opt { ClassBody opt }
1. Let env be the LexicalEnvironment of the running execution context.
2. Let classEnv be NewDeclarativeEnvironment(env).
3. If classBinding is not undefined, then
   a. Perform classEnv.CreateImmutableBinding(classBinding, true).
4. Let outerPrivateEnvironment be the running execution context's PrivateEnvironment.
5. Let classPrivateEnvironment be NewPrivateEnvironment(outerPrivateEnvironment).
6. If ClassBody opt is present, then
   a. For each String dn of the PrivateBoundIdentifiers of ClassBody opt, do
      i. If classPrivateEnvironment.[[Names]] contains a Private Name whose [[Description]] is dn, then
         1. Assert: This is only possible for getter/setter pairs.
      ii. Else,
         1. Let name be a new Private Name whose [[Description]] value is dn.
         2. Append name to classPrivateEnvironment.[[Names]].
   7. If ClassHeritage opt is not present, then
      a. Let protoParent be %Object.prototype%.
      b. Let constructorParent be %Function.prototype%.
8. Else,
Set the running execution context's LexicalEnvironment to classEnv.

b. NOTE: The running execution context's PrivateEnvironment is outerPrivateEnvironment when evaluating ClassHeritage.

c. Let superclassRef be the result of evaluating ClassHeritage.

d. Set the running execution context's LexicalEnvironment to env.

e. Let superclass be GetValue(superclassRef).

f. If superclass is null, then
   i. Let protoParent be null.
   ii. Let constructorParent be %Function.prototype%.

g. Else if IsConstructor(superclass) is false, throw a TypeError exception.

h. Else,
   i. Let protoParent be GetValue(superclass).
   ii. If Type(protoParent) is neither Object nor Null, throw a TypeError exception.
   iii. Let constructorParent be superclass.

9. Let proto be OrdinaryObjectCreate(protoParent).

10. If ClassBody_opt is not present, let constructor be empty.

11. Else, let constructor be ConstructorMethod of ClassBody.

12. Set the running execution context's LexicalEnvironment to classEnv.

13. Set the running execution context's PrivateEnvironment to classPrivateEnvironment.

14. If constructor is empty, then
   a. Let defaultConstructor be a new Abstract Closure with no parameters that captures nothing and performs the following steps when called:
      i. Let args be the List of arguments that was passed to this function by [[Call]] or [[Construct]].
      ii. If NewTarget is undefined, throw a TypeError exception.
      iii. Let F be the active function object.
      iv. If F.[[ConstructorKind]] is derived, then
         1. NOTE: This branch behaves similarly to constructor(...args) { super(...args); }
            The most notable distinction is that while the aforementioned ECMAScript source text observably calls the @@iterator method on %Array.prototype%, this function does not.
         2. Let func be ! F.[[GetPrototypeOf]]().
         3. If IsConstructor(func) is false, throw a TypeError exception.
      v. Else,
         1. NOTE: This branch behaves similarly to constructor() {}
         2. Let result be ? OrdinaryCreateFromConstructor(NewTarget, "%Object.prototype%").
         vii. Return result.
   b. Let F be CreateBuiltinFunction(defaultConstructor, 0, className, « [[ConstructorKind]], [[SourceText]] », the current Realm Record, constructorParent).

15. Else,
   a. Let constructorInfo be ! DefineMethod of constructor with arguments proto and constructorParent.
   b. Let F be constructorInfo.[[Closure]].
   c. Perform MakeClassConstructor(F).
   d. Perform SetFunctionName(F, className).

16. Perform MakeConstructor(F, false, proto).
17. If `ClassHeritage_opt` is present, set \( F .[[\text{ConstructorKind}]] \) to derived.
18. Perform `CreateMethodProperty(proto, "constructor", F)``.
19. If `ClassBody_opt` is not present, let `elements` be a new empty `List`.
20. Else, let `elements` be `NonConstructorElements` of `ClassBody`.
21. Let `instancePrivateMethods` be a new empty `List`.
22. Let `staticPrivateMethods` be a new empty `List`.
23. Let `instanceFields` be a new empty `List`.
24. Let `staticElements` be a new empty `List`.
25. For each `ClassElement` `e` of `elements`, do
   a. If `IsStatic` of `e` is `false`, then
      i. Let `element` be `Completion(ClassElementEvaluation of e with argument proto)`.
   b. Else,
      i. Let `element` be `Completion(ClassElementEvaluation of e with argument F)`.
   c. If `element` is an abrupt completion, then
      i. Set the running execution context's LexicalEnvironment to `env`.
      ii. Set the running execution context's PrivateEnvironment to `outerPrivateEnvironment`.
      iii. Return `? element`.
   d. Set `element` to `element`.[[Value]].
   e. If `element` is a `PrivateElement`, then
      i. Assert: `element`.[[Kind]] is either method or accessor.
      ii. If `IsStatic` of `e` is `false`, let `container` be `instancePrivateMethods`.
      iii. Else, let `container` be `staticPrivateMethods`.
      iv. If `container` contains a `PrivateElement` whose `[[Key]]` is `element`.[[Key]], then
         1. Let `existing` be that `PrivateElement`.
         2. Assert: `element`.[[Kind]] and `existing`.[[Kind]] are both accessor.
         3. If `element`.[[Get]] is `undefined`, then
            a. Let `combined` be `PrivateElement` { `[[Key]]`: `element`.[[Key]], `[[Kind]]`: accessor, `[[Get]]`: `existing`.[[Get]], `[[Set]]`: `element`.[[Set]] }.
         4. Else,
            a. Let `combined` be `PrivateElement` { `[[Key]]`: `element`.[[Key]], `[[Kind]]`: accessor, `[[Get]]`: `element`.[[Get]], `[[Set]]`: `existing`.[[Set]] }.
         5. Replace `existing` in `container` with `combined`.
   v. Else,
      1. Append `element` to `container`.
   f. Else if `element` is a `ClassFieldDefinition Record`, then
      i. If `IsStatic` of `e` is `false`, append `element` to `instanceFields`.
      ii. Else, append `element` to `staticElements`.
   g. Else if `element` is a `ClassStaticBlockDefinition Record`, then
      i. Append `element` to `staticElements`.
26. Set the running execution context's LexicalEnvironment to `env`.
27. If `classBinding` is not `undefined`, then
   a. Perform `! classEnv.InitializeBinding(classBinding, F)`.
29. Set `F`.[[Fields]] to `instanceFields`.
30. For each `PrivateElement method` of `staticPrivateMethods`, do
   a. Perform `! PrivateMethodOrAccessorAdd(F, method)`.
31. For each element `elementRecord` of `staticElements`, do
   a. If `elementRecord` is a `ClassFieldDefinition Record`, then
i. Let \( \text{result} \) be \( \text{Completion}(\text{DefineField}(F, \text{elementRecord})) \).

b. Else,
   i. Assert: \( \text{elementRecord} \) is a ClassStaticBlockDefinition Record.
   ii. Let \( \text{result} \) be \( \text{Completion}(\text{Call}(\text{elementRecord}.[[\text{BodyFunction}}], F)) \).

c. If \( \text{result} \) is an abrupt completion, then
   i. Set the running execution context's PrivateEnvironment to \( \text{outerPrivateEnvironment} \).
   ii. Return \( ? \text{result} \).

32. Set the running execution context's PrivateEnvironment to \( \text{outerPrivateEnvironment} \).

33. Return \( F \).

### 15.7.15 Runtime Semantics: BindingClassDeclarationEvaluation

The syntax-directed operation BindingClassDeclarationEvaluation takes no arguments and returns either a normal completion containing a function object or an abrupt completion. It is defined piecewise over the following productions:

**ClassDeclaration**: \( \text{class} \ \text{BindingIdentifier} \ \text{ClassTail} \)

1. Let \( \text{className} \) be \( \text{StringValue} \) of \( \text{BindingIdentifier} \).
2. Let \( \text{value} \) be \( ? \ \text{ClassDefinitionEvaluation} \) of \( \text{ClassTail} \) with arguments \( \text{className} \) and \( \text{className} \).
3. Set \( \text{value}.[[\text{SourceText}}] \) to the source text matched by \( \text{ClassDeclaration} \).
4. Let \( \text{env} \) be the running execution context's LexicalEnvironment.
5. Perform \( ? \ \text{InitializeBoundName}(\text{className}, \text{value}, \text{env}) \).
6. Return \( \text{value} \).

**ClassDeclaration**: \( \text{class} \ \text{ClassTail} \)

1. Let \( \text{value} \) be \( ? \ \text{ClassDefinitionEvaluation} \) of \( \text{ClassTail} \) with arguments \( \text{undefined} \) and "default".
2. Set \( \text{value}.[[\text{SourceText}}] \) to the source text matched by \( \text{ClassDeclaration} \).
3. Return \( \text{value} \).

**NOTE**  
**ClassDeclaration**: \( \text{class} \ \text{ClassTail} \) only occurs as part of an \( \text{ExportDeclaration} \) and establishing its binding is handled as part of the evaluation action for that production. See 16.2.3.7.

### 15.7.16 Runtime Semantics: Evaluation

**ClassDeclaration**: \( \text{class} \ \text{BindingIdentifier} \ \text{ClassTail} \)

1. Perform \( ? \ \text{BindingClassDeclarationEvaluation} \) of this \( \text{ClassDeclaration} \).
2. Return empty.

**NOTE**  
**ClassDeclaration**: \( \text{class} \ \text{ClassTail} \) only occurs as part of an \( \text{ExportDeclaration} \) and is never directly evaluated.

**ClassExpression**: \( \text{class} \ \text{ClassTail} \)

1. Let \( \text{value} \) be \( ? \ \text{ClassDefinitionEvaluation} \) of \( \text{ClassTail} \) with arguments \( \text{undefined} \) and "".
2. Set \( \text{value}.[[\text{SourceText}}] \) to the source text matched by \( \text{ClassExpression} \).
3. Return \( \text{value} \).
ClassExpression : class BindingIdentifier ClassTail

1. Let className be StringValue of BindingIdentifier.
2. Let value be ? ClassDefinitionEvaluation of ClassTail with arguments className and className.
3. Set value.[[SourceText]] to the source text matched by ClassExpression.
4. Return value.

ClassElementName : Privatedentifier

1. Let privatedentifier be StringValue of Privatedentifier.
2. Let privateEnvRec be the running execution context’s PrivateEnvironment.
3. Let names be privateEnvRec.[[Names]].
4. Assert: Exactly one element of names is a Private Name whose [[Description]] is privatedentifier.
5. Let privatedentifier be the Private Name in names whose [[Description]] is privatedentifier.
6. Return privatedentifier.

ClassStaticBlockStatementList : [empty]

1. Return undefined.

15.8 Async Function Definitions

Syntax

AsyncFunctionDeclaration[Yield, Await, Default] :
   async [no LineTerminator here] function BindingIdentifier[Yield, Await] (FormalParameters[Yield, Await]) { AsyncFunctionBody }
   [+Default] async [no LineTerminator here] function (FormalParameters[Yield, Await]) { AsyncFunctionBody }

AsyncFunctionExpression :
   async [no LineTerminator here] function BindingIdentifier[Yield, Await] opt (FormalParameters[Yield, Await]) { AsyncFunctionBody }

AsyncMethod[Yield, Await] :
   async [no LineTerminator here] ClassElementName[Yield, Await] (UniqueFormalParameters[Yield, Await]) { AsyncFunctionBody }

AsyncFunctionBody :
   FunctionBody[Yield, Await]

AwaitExpression[Yield] :
   await UnaryExpression[Yield, Await]
NOTE 1  
`await` is parsed as a keyword of an `AwaitExpression` when the `[Await]` parameter is present. The `[Await]` parameter is present in the top level of the following contexts, although the parameter may be absent in some contexts depending on the nonterminals, such as `FunctionBody`:
- In an `AsyncFunctionBody`.
- In the `FormalParameters` of an `AsyncFunctionDeclaration`, `AsyncFunctionExpression`, `AsyncGeneratorDeclaration`, or `AsyncGeneratorExpression`. `AwaitExpression` in this position is a Syntax error via static semantics.
- In a `Module`.

When `Script` is the syntactic goal symbol, `await` may be parsed as an identifier when the `[Await]` parameter is absent. This includes the following contexts:
- Anywhere outside of an `AsyncFunctionBody` or `FormalParameters` of an `AsyncFunctionDeclaration`, `AsyncFunctionExpression`, `AsyncGeneratorDeclaration`, or `AsyncGeneratorExpression`.
- In the `BindingIdentifier` of a `FunctionExpression`, `GeneratorExpression`, or `AsyncGeneratorExpression`.

NOTE 2  
Unlike `YieldExpression`, it is a Syntax Error to omit the operand of an `AwaitExpression`. You must await something.

15.8.1 Static Semantics: Early Errors

AsyncMethod : async ClassElementName ( UniqueFormalParameters ) { AsyncFunctionBody }

- It is a Syntax Error if `FunctionBodyContainsUseStrict` of `AsyncFunctionBody` is `true` and `IsSimpleParameterList` of `UniqueFormalParameters` is `false`.
- It is a Syntax Error if `HasDirectSuper` of `AsyncMethod` is `true`.
- It is a Syntax Error if `UniqueFormalParameters Contains AwaitExpression` is `true`.
- It is a Syntax Error if any element of the `BoundNames` of `UniqueFormalParameters` also occurs in the `LexicallyDeclaredNames` of `AsyncFunctionBody`.

AsyncFunctionDeclaration :

```plaintext
async function BindingIdentifier ( FormalParameters ) { AsyncFunctionBody }
async function ( FormalParameters ) { AsyncFunctionBody }
```

AsyncFunctionExpression :

```plaintext
async function BindingIdentifier_opt ( FormalParameters ) { AsyncFunctionBody }
```

- It is a Syntax Error if `FunctionBodyContainsUseStrict` of `AsyncFunctionBody` is `true` and `IsSimpleParameterList` of `FormalParameters` is `false`.
- It is a Syntax Error if `FormalParameters Contains AwaitExpression` is `true`.
- If the source text matched by `FormalParameters` is strict mode code, the Early Error rules for `UniqueFormalParameters : FormalsParameters` are applied.
- If `BindingIdentifier` is present and the source text matched by `BindingIdentifier` is strict mode code, it is a Syntax Error if the `StringValue` of `BindingIdentifier` is "eval" or "arguments".
- It is a Syntax Error if any element of the `BoundNames` of `FormalParameters` also occurs in the `LexicallyDeclaredNames` of `AsyncFunctionBody`.
- It is a Syntax Error if `FormalParameters Contains SuperProperty` is `true`.
- It is a Syntax Error if `AsyncFunctionBody Contains SuperProperty` is `true`.
- It is a Syntax Error if `FormalParameters Contains SuperCall` is `true`.
- It is a Syntax Error if `AsyncFunctionBody Contains SuperCall` is `true`.

15.8.2 Runtime Semantics: InstantiateAsyncFunctionObject

The syntax-directed operation `InstantiateAsyncFunctionObject` takes arguments `env` and `privateEnv` and returns a `function object`. It is defined piecewise over the following productions:
AsyncFunctionDeclaration : async function BindingIdentifier ( FormalParameters ) { AsyncFunctionBody }

1. Let name be StringValue of BindingIdentifier.
2. Let sourceText be the source text matched by AsyncFunctionDeclaration.
3. Let F be OrdinaryFunctionCreate(%AsyncFunction.prototype%, sourceText, FormalParameters, AsyncFunctionBody, non-lexical-this, env, privateEnv).
4. Perform SetFunctionName(F, name).
5. Return F.

AsyncFunctionDeclaration : async function ( FormalParameters ) { AsyncFunctionBody }

1. Let sourceText be the source text matched by AsyncFunctionDeclaration.
2. Let F be OrdinaryFunctionCreate(%AsyncFunction.prototype%, sourceText, FormalParameters, AsyncFunctionBody, non-lexical-this, env, privateEnv).
3. Perform SetFunctionName(F, "default").
4. Return F.

15.8.3 Runtime Semantics: InstantiateAsyncFunctionExpression

The syntax-directed operation InstantiateAsyncFunctionExpression takes optional argument name and returns a function object. It is defined piecewise over the following productions:

AsyncFunctionExpression : async function ( FormalParameters ) { AsyncFunctionBody }

1. If name is not present, set name to ".
2. Let env be the LexicalEnvironment of the running execution context.
3. Let privateEnv be the running execution context's PrivateEnvironment.
4. Let sourceText be the source text matched by AsyncFunctionExpression.
5. Let closure be OrdinaryFunctionCreate(%AsyncFunction.prototype%, sourceText, FormalParameters, AsyncFunctionBody, non-lexical-this, env, privateEnv).
6. Perform SetFunctionName(closure, name).
7. Return closure.

AsyncFunctionExpression : async function BindingIdentifier ( FormalParameters ) { AsyncFunctionBody }

1. Assert: name is not present.
2. Set name to StringValue of BindingIdentifier.
3. Let outerEnv be the LexicalEnvironment of the running execution context.
4. Let funcEnv be NewDeclarativeEnvironment(outerEnv).
5. Perform 1 funcEnv.CreateImmutableBinding(name, false).
6. Let privateEnv be the running execution context's PrivateEnvironment.
7. Let sourceText be the source text matched by AsyncFunctionExpression.
8. Let closure be OrdinaryFunctionCreate(%AsyncFunction.prototype%, sourceText, FormalParameters, AsyncFunctionBody, non-lexical-this, funcEnv, privateEnv).
9. Perform SetFunctionName(closure, name).
10. Perform 1 funcEnv.InitializeBinding(name, closure).

NOTE The BindingIdentifier in an AsyncFunctionExpression can be referenced from inside the AsyncFunctionExpression's AsyncFunctionBody to allow the function to call itself recursively. However, unlike in a FunctionDeclaration, the BindingIdentifier in a AsyncFunctionExpression
cannot be referenced from and does not affect the scope enclosing the `AsyncFunctionExpression`.

15.8.4 Runtime Semantics: EvaluateAsyncFunctionBody

The syntax-directed operation `EvaluateAsyncFunctionBody` takes arguments `functionObject` and `argumentsList` (a List) and returns a `return completion`. It is defined piecewise over the following productions:

```
AsyncFunctionBody : FunctionBody
  1. Let `promiseCapability` be ! NewPromiseCapability(%Promise%).
  2. Let `declResult` be `Completion(FunctionDeclarationInstantiation(functionObject, argumentsList))`.
  3. If `declResult` is an abrupt completion, then
     a. Perform `! Call(promiseCapability.[[Reject]], undefined, « declResult.[[Value]] »)`.
  4. Else,
     a. Perform `AsyncFunctionStart(promiseCapability, FunctionBody)`.
  5. Return `Completion Record { [[Type]]: return, [[Value]]: promiseCapability.[[Promise]], [[Target]]: empty }`.
```

15.8.5 Runtime Semantics: Evaluation

```
AsyncFunctionExpression : async function BindingIdentifier_opt ( FormalParameters ) { AsyncFunctionBody }

AwaitExpression : await UnaryExpression
  1. Let `exprRef` be the result of evaluating `UnaryExpression`.
  2. Let `value` be `? GetValue(exprRef)`.
```

15.9 Async Arrow Function Definitions

Syntax

```
AsyncArrowFunction [In, Yield, Await] :
CoverCallExpressionAndAsyncArrowHead [?Yield, ?Await] [no LineTerminator here] =>
  AsyncConciseBody [?In]

AsyncConciseBody [In] :
  [lookahead ≠ {}] ExpressionBody [?In, +Await]
  { AsyncFunctionBody }

AsyncArrowBindingIdentifier [Yield] :
  BindingIdentifier [?Yield, +Await]
CoverCallExpressionAndAsyncArrowHead [Yield, Await] :
  MemberExpression [?Yield, ?Await] Arguments [?Yield, ?Await]
```
Supplemental Syntax

When processing an instance of the production
AsyncArrowFunction : CoverCallExpressionAndAsyncArrowHead => AsyncConciseBody
the interpretation of CoverCallExpressionAndAsyncArrowHead is refined using the following grammar:

AsyncArrowHead :

15.9.1 Static Semantics: Early Errors

AsyncArrowFunction : async AsyncArrowBindingIdentifier => AsyncConciseBody

- It is a Syntax Error if any element of the BoundNames of AsyncArrowBindingIdentifier also occurs in the LexicallyDeclaredNames of AsyncConciseBody.

AsyncArrowFunction : CoverCallExpressionAndAsyncArrowHead => AsyncConciseBody

- CoverCallExpressionAndAsyncArrowHead must cover an AsyncArrowHead.
- It is a Syntax Error if CoverCallExpressionAndAsyncArrowHead Contains YieldExpression is true.
- It is a Syntax Error if CoverCallExpressionAndAsyncArrowHead Contains AwaitExpression is true.
- It is a Syntax Error if any element of the BoundNames of CoverCallExpressionAndAsyncArrowHead also occurs in the LexicallyDeclaredNames of AsyncConciseBody.
- It is a Syntax Error if AsyncConciseBodyContainsUseStrict of AsyncConciseBody is true and IsSimpleParameterList of CoverCallExpressionAndAsyncArrowHead is false.

15.9.2 Static Semantics: AsyncConciseBodyContainsUseStrict

The syntax-directed operation AsyncConciseBodyContainsUseStrict takes no arguments and returns a Boolean. It is defined piecewise over the following productions:

AsyncConciseBody : ExpressionBody
  1. Return false.

AsyncConciseBody : { AsyncFunctionBody }

15.9.3 Runtime Semantics: EvaluateAsyncConciseBody

The syntax-directed operation EvaluateAsyncConciseBody takes arguments functionObject and argumentsList (a List) and returns a return completion. It is defined piecewise over the following productions:

AsyncConciseBody : ExpressionBody
  1. Let promiseCapability be ! NewPromiseCapability(%Promise%).
  2. Let declResult be Completion(FunctionDeclarationInstantiation(functionObject, argumentsList)).
  3. If declResult is an abrupt completion, then
     a. Perform ! Call(promiseCapability.[[Reject]], undefined, « declResult.[[Value]] »).
  4. Else,
  5. Return Completion Record { [[Type]]: return, [[Value]]: promiseCapability.[[Promise]], [[Target]]: empty }.
15.9.4 Runtime Semantics: InstantiateAsyncArrowFunctionExpression

The syntax-directed operation InstantiateAsyncArrowFunctionExpression takes optional argument name and returns a function object. It is defined piecewise over the following productions:

AsyncArrowFunction : async AsyncArrowBindingIdentifier => AsyncConciseBody

1. If name is not present, set name to "".
2. Let env be the LexicalEnvironment of the running execution context.
3. Let privateEnv be the running execution context's PrivateEnvironment.
4. Let sourceText be the source text matched by AsyncArrowFunction.
5. Let parameters be AsyncArrowBindingIdentifier.
6. Let closure be OrdinaryFunctionCreate(%AsyncFunction.prototype%, sourceText, parameters, AsyncConciseBody, lexical-this, env, privateEnv).
7. Perform SetFunctionName(closure, name).

AsyncArrowFunction : CoverCallExpressionAndAsyncArrowHead => AsyncConciseBody

1. If name is not present, set name to "".
2. Let env be the LexicalEnvironment of the running execution context.
3. Let privateEnv be the running execution context's PrivateEnvironment.
4. Let sourceText be the source text matched by AsyncArrowFunction.
5. Let head be the AsyncArrowHead that is covered by CoverCallExpressionAndAsyncArrowHead.
6. Let parameters be the ArrowFormalParameters of head.
7. Let closure be OrdinaryFunctionCreate(%AsyncFunction.prototype%, sourceText, parameters, AsyncConciseBody, lexical-this, env, privateEnv).
8. Perform SetFunctionName(closure, name).

15.9.5 Runtime Semantics: Evaluation

AsyncArrowFunction :
  async AsyncArrowBindingIdentifier => AsyncConciseBody
  CoverCallExpressionAndAsyncArrowHead => AsyncConciseBody


15.10 Tail Position Calls

15.10.1 Static Semantics: IsInTailPosition ( call )

The abstract operation IsInTailPosition takes argument call (a Parse Node) and returns a Boolean. It performs the following steps when called:

1. If the source text matched by call is non-strict code, return false.
2. If call is not contained within a FunctionBody, ConciseBody, or AsyncConciseBody, return false.
3. Let body be the FunctionBody, ConciseBody, or AsyncConciseBody that most closely contains call.
4. If body is the FunctionBody of a GeneratorBody, return false.
5. If `body` is the `FunctionBody` of an `AsyncFunctionBody`, return `false`.

6. If `body` is the `FunctionBody` of an `AsyncGeneratorBody`, return `false`.

7. If `body` is an `AsyncConciseBody`, return `false`.

8. Return the result of `HasCallInTailPosition` of `body` with argument `call`.

**NOTE**
Tail Position calls are only defined in **strict mode code** because of a common non-standard language extension (see 10.2.4) that enables observation of the chain of caller contexts.

### 15.10.2 Static Semantics: `HasCallInTailPosition`

The syntax-directed operation `HasCallInTailPosition` takes argument `call` and returns a Boolean.

**NOTE**
`call` is a Parse Node that represents a specific range of source text. When the following algorithms compare `call` to another Parse Node, it is a test of whether they represent the same source text.

### 15.10.2.1 Statement Rules

StatementList : StatementList StatementListItem

1. Let `has` be `HasCallInTailPosition` of `StatementList` with argument `call`.
2. If `has` is `true`, return `true`.
3. Return `HasCallInTailPosition` of `StatementListItem` with argument `call`.

FunctionStatementList :

[empty]

StatementListItem :

Declaration

Statement :

VariableStatement

EmptyStatement

ExpressionStatement

ContinueStatement

BreakStatement

ThrowStatement

DebuggerStatement

Block :

{ }

ReturnStatement :

return ;

LabelledItem :

FunctionDeclaration

ForInOfStatement :

for ( LeftHandSideExpression of AssignmentExpression ) Statement

for ( var ForBinding of AssignmentExpression ) Statement

for ( ForDeclaration of AssignmentExpression ) Statement

CaseBlock :

{ }

1. Return `false`.

IfStatement :

if ( Expression ) Statement else Statement
1. Let \( \text{has} \) be \( \text{HasCallInTailPosition} \) of the first \( \text{Statement} \) with argument \( \text{call} \).
2. If \( \text{has} \) is true, return true.
3. Return \( \text{HasCallInTailPosition} \) of the second \( \text{Statement} \) with argument \( \text{call} \).

\text{IfStatement}:
\[
\text{if ( Expression ) Statement}
\]

\text{DoWhileStatement}:
\[
\text{do Statement while ( Expression ) ;}
\]

\text{WhileStatement}:
\[
\text{while ( Expression ) Statement}
\]

\text{ForStatement}:
\[
\text{for ( Expression\opt ; Expression\opt ; Expression\opt ) Statement}
\]

\text{ForOfStatement}:
\[
\text{for ( LeftHandSideExpression in Expression ) Statement}
\]

\text{WithStatement}:
\[
\text{with ( Expression ) Statement}
\]

\text{LabelledStatement}:
\[
\text{LabelIdentifier : LabelledItem}
\]

\text{ReturnStatement}:
\[
\text{return Expression ;}
\]

\text{SwitchStatement}:
\[
\text{switch ( Expression ) CaseBlock}
\]

\text{CaseBlock}:
\[
\{ \text{CaseClauses\opt DefaultClause CaseClauses\opt } \}
\]

1. Let \( \text{has} \) be false.
2. If the first \( \text{CaseClauses} \) is present, let \( \text{has} \) be \( \text{HasCallInTailPosition} \) of the first \( \text{CaseClauses} \) with argument \( \text{call} \).
3. If \( \text{has} \) is true, return true.
4. Let \( \text{has} \) be \( \text{HasCallInTailPosition} \) of \( \text{DefaultClause} \) with argument \( \text{call} \).
5. If \( \text{has} \) is true, return true.
6. If the second \( \text{CaseClauses} \) is present, let \( \text{has} \) be \( \text{HasCallInTailPosition} \) of the second \( \text{CaseClauses} \) with argument \( \text{call} \).
7. Return \( \text{has} \).
CaseClause: \texttt{case~Expression:~StatementList}_{\text{opt}}

DefaultClause: \texttt{default:~StatementList}_{\text{opt}}

1. If \texttt{StatementList} is present, return HasCallInTailPosition of \texttt{StatementList} with argument \texttt{call}.
2. Return \texttt{false}.

TryStatement: \\
\texttt{try~Block~Catch}

1. Return HasCallInTailPosition of \texttt{Catch} with argument \texttt{call}.

TryStatement:
\begin{itemize}
  \item \texttt{try~Block~Finally}
  \item \texttt{try~Block~Catch~Finally}
\end{itemize}

1. Return HasCallInTailPosition of \texttt{Finally} with argument \texttt{call}.

Catch: \texttt{catch~(CatchParameter)~Block}

1. Return HasCallInTailPosition of \texttt{Block} with argument \texttt{call}.

### 15.10.2.2 Expression Rules

**NOTE** A potential tail position call that is immediately followed by return \texttt{GetValue} of the call result is also a possible tail position call. A function call cannot return a \texttt{Reference~Record}, so such a \texttt{GetValue} operation will always return the same value as the actual function call result.

AssignmentExpression:
\begin{itemize}
  \item YieldExpression
  \item ArrowFunction
  \item AsyncArrowFunction
  \item \texttt{LeftHandSideExpression~=}~AssignmentExpression
  \item \texttt{LeftHandSideExpression~AssignmentOperator~AssignmentExpression}
  \item \texttt{LeftHandSideExpression~&&=~AssignmentExpression}
  \item \texttt{LeftHandSideExpression~||=~AssignmentExpression}
  \item \texttt{LeftHandSideExpression~??=~AssignmentExpression}
\end{itemize}

BitwiseANDExpression:
\begin{itemize}
  \item BitwiseANDExpression~\&~EqualityExpression
\end{itemize}

BitwiseXORExpression:
\begin{itemize}
  \item BitwiseXORExpression~^~BitwiseANDExpression
\end{itemize}

BitwiseORExpression:
\begin{itemize}
  \item BitwiseORExpression~|~BitwiseXORExpression
\end{itemize}

EqualityExpression:
\begin{itemize}
  \item EqualityExpression~==~RelationalExpression
  \item EqualityExpression~!=~RelationalExpression
  \item EqualityExpression~===~RelationalExpression
  \item EqualityExpression~!==~RelationalExpression
\end{itemize}

RelationalExpression:
\begin{itemize}
  \item RelationalExpression~\<~ShiftExpression
  \item RelationalExpression~\>~ShiftExpression
  \item RelationalExpression~\<\<~ShiftExpression
  \item RelationalExpression~\>\>~ShiftExpression
  \item RelationalExpression~instanceof~ShiftExpression
  \item RelationalExpression~\texttt{in}~ShiftExpression
  \item PrivateIdentifier~\texttt{in}~ShiftExpression
\end{itemize}

ShiftExpression:
```
ShiftExpression << AdditiveExpression
ShiftExpression >> AdditiveExpression
ShiftExpression >>> AdditiveExpression

AdditiveExpression:
AdditiveExpression + MultiplicativeExpression
AdditiveExpression - MultiplicativeExpression

MultiplicativeExpression:
MultiplicativeExpression MultiplicativeOperator ExponentiationExpression

ExponentiationExpression:
UpdateExpression ** ExponentiationExpression

UpdateExpression:
LeftHandSideExpression ++
LeftHandSideExpression --
++ UnaryExpression
-- UnaryExpression

UnaryExpression:
dele UNaryExpression
dele UNaryExpression
typeof UNaryExpression
typeof UNaryExpression
+ UNaryExpression
- UNaryExpression
~ UNaryExpression
! UNaryExpression
AwaitExpression

CallExpression:
SuperCall
CallExpression [ Expression ]
CallExpression . IdentifierName
CallExpression . PrivateIdentifier

NewExpression:
new NewExpression

MemberExpression:
MemberExpression [ Expression ]
MemberExpression . IdentifierName
SuperProperty
MetaProperty
new MemberExpression Arguments
MemberExpression . PrivateIdentifier

PrimaryExpression:
this
IdentifierReference
Literal
ArrayLiteral
ObjectLiteral
FunctionExpression
ClassExpression
GeneratorExpression
AsyncFunctionExpression
AsyncGeneratorExpression
RegularExpressionLiteral
TemplateLiteral

1. Return false.
```
Expression:
  AssignmentExpression
  Expression , AssignmentExpression

  1. Return HasCallInTailPosition of AssignmentExpression with argument call.

ConditionalExpression: ShortCircuitExpression ? AssignmentExpression : AssignmentExpression

  1. Let has be HasCallInTailPosition of the first AssignmentExpression with argument call.
  2. If has is true, return true.
  3. Return HasCallInTailPosition of the second AssignmentExpression with argument call.

LogicalANDExpression: LogicalANDExpression && BitwiseORExpression

  1. Return HasCallInTailPosition of BitwiseORExpression with argument call.

LogicalORExpression: LogicalORExpression || LogicalANDExpression

  1. Return HasCallInTailPosition of LogicalANDExpression with argument call.

CoalesceExpression: CoalesceExpressionHead ?? BitwiseORExpression

  1. Return HasCallInTailPosition of BitwiseORExpression with argument call.

CallExpression: CoverCallExpressionAndAsyncArrowHead CallExpression Arguments
  CallExpression TemplateLiteral

  1. If this CallExpression is call, return true.
  2. Return false.

OptionalExpression: MemberExpression OptionalChain
  CallExpression OptionalChain
  OptionalExpression OptionalChain

  1. Return HasCallInTailPosition of OptionalChain with argument call.

OptionalChain: ? . [ Expression ]
  ? . IdentifierName
  ? . PrivateIdentifier
  OptionalChain [ Expression ]
  OptionalChain . IdentifierName
  OptionalChain . PrivateIdentifier

  1. Return false.

OptionalChain:
  ? . Arguments
  OptionalChain Arguments

  1. If this OptionalChain is call, return true.
  2. Return false.

MemberExpression: MemberExpression TemplateLiteral
1. If this MemberExpression is call, return true.
2. Return false.

PrimaryExpression: CoverParenthesizedExpressionAndArrowParameterList

1. Let expr be the ParenthesizedExpression that is covered by CoverParenthesizedExpressionAndArrowParameterList.
2. Return HasCallInTailPosition of expr with argument call.

ParenthesizedExpression:
( Expression )

1. Return HasCallInTailPosition of Expression with argument call.

15.10.3 PrepareForTailCall ( )

The abstract operation PrepareForTailCall takes no arguments and returns unused. It performs the following steps when called:

1. Assert: The current execution context will not subsequently be used for the evaluation of any ECMAScript code or built-in functions. The invocation of Call subsequent to the invocation of this abstract operation will create and push a new execution context before performing any such evaluation.
2. Discard all resources associated with the current execution context.
3. Return unused.

A tail position call must either release any transient internal resources associated with the currently executing function execution context before invoking the target function or reuse those resources in support of the target function.

NOTE
For example, a tail position call should only grow an implementation's activation record stack by the amount that the size of the target function's activation record exceeds the size of the calling function's activation record. If the target function's activation record is smaller, then the total size of the stack should decrease.

16 ECMAScript Language: Scripts and Modules

16.1 Scripts

Syntax

Script : ScriptBody<opt>

ScriptBody :
StatementList[~Yield, ~Await, ~Return]

16.1.1 Static Semantics: Early Errors

Script : ScriptBody
It is a Syntax Error if the LexicallyDeclaredNames of ScriptBody contains any duplicate entries.
It is a Syntax Error if any element of the LexicallyDeclaredNames of ScriptBody also occurs in the VarDeclaredNames of ScriptBody.

ScriptBody : StatementList

- It is a Syntax Error if StatementList Contains super unless the source text containing super is eval code that is being processed by a direct eval. Additional early error rules for super within direct eval are defined in 19.2.1.1.
- It is a Syntax Error if StatementList Contains NewTarget unless the source text containing NewTarget is eval code that is being processed by a direct eval. Additional early error rules for NewTarget in direct eval are defined in 19.2.1.1.
- It is a Syntax Error if ContainsDuplicateLabels of StatementList with argument « » is true.
- It is a Syntax Error if ContainsUndefinedBreakTarget of StatementList with argument « » is true.
- It is a Syntax Error if ContainsUndefinedContinueTarget of StatementList with arguments « » and « » is true.
- It is a Syntax Error if AllPrivateIdentifiersValid of StatementList with argument « » is false unless the source text containing ScriptBody is eval code that is being processed by a direct eval.

16.1.2 Static Semantics: IsStrict

The syntax-directed operation IsStrict takes no arguments and returns a Boolean. It is defined piecewise over the following productions:

Script : ScriptBody_opt

1. If ScriptBody is present and the Directive Prologue of ScriptBody contains a Use Strict Directive, return true; otherwise, return false.

16.1.3 Runtime Semantics: Evaluation

Script : [empty]

1. Return undefined.

16.1.4 Script Records

A Script Record encapsulates information about a script being evaluated. Each script record contains the fields listed in Table 43.

Table 43: Script Record Fields

<table>
<thead>
<tr>
<th>Field Name</th>
<th>Value Type</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>[[Realm]]</td>
<td>a Realm Record or undefined</td>
<td>The realm within which this script was created. undefined if not yet assigned.</td>
</tr>
<tr>
<td>[[ECMAScriptCode]]</td>
<td>a Parse Node</td>
<td>The result of parsing the source text of this script using Script as the goal symbol.</td>
</tr>
<tr>
<td>[[HostDefined]]</td>
<td>anything (default value is empty)</td>
<td>Field reserved for use by host environments that need to associate additional information with a script.</td>
</tr>
</tbody>
</table>
The abstract operation ParseScript takes arguments \textit{sourceText} (ECMAScript source text), \textit{realm}, and \textit{hostDefined} and returns a Script Record or a non-empty List of SyntaxError objects. It creates a Script Record based upon the result of parsing \textit{sourceText} as a Script. It performs the following steps when called:

1. Let \textit{script} be ParseText\((\textit{sourceText}, \text{Script})\).
2. If \textit{script} is a List of errors, return \textit{script}.
3. Return Script Record \{ [[Realm]]: \textit{realm}, [[ECMAScriptCode]]: \textit{script}, [[HostDefined]]: \textit{hostDefined} \}.

\textbf{NOTE} An implementation may parse script source text and analyse it for Early Error conditions prior to evaluation of ParseScript for that script source text. However, the reporting of any errors must be deferred until the point where this specification actually performs ParseScript upon that source text.

The abstract operation ScriptEvaluation takes argument \textit{scriptRecord} and returns either a normal completion containing an ECMAScript language value or an abrupt completion. It performs the following steps when called:

1. Let \textit{globalEnv} be \textit{scriptRecord}.[[Realm]].[[GlobalEnv]].
2. Let \textit{scriptId} be a new ECMAScript code execution context.
3. Set the Function of \textit{scriptId} to \text{null}.
4. Set the Realm of \textit{scriptId} to \textit{scriptRecord}.[[Realm]].
5. Set the ScriptOrModule of \textit{scriptId} to \textit{scriptRecord}.
6. Set the VariableEnvironment of \textit{scriptId} to \textit{globalEnv}.
7. Set the LexicalEnvironment of \textit{scriptId} to \textit{globalEnv}.
8. Set the PrivateEnvironment of \textit{scriptId} to \text{null}.
9. Suspend the currently running execution context.
10. Push \textit{scriptId} onto the execution context stack; \textit{scriptId} is now the running execution context.
11. Let \textit{script} be \textit{scriptRecord}.[[ECMAScriptCode]].
12. Let \textit{result} be Completion\((\text{GlobalDeclarationInstantiation} (\textit{script}, \textit{globalEnv}))\).
13. If \textit{result}.[[Type]] is normal, then
   a. Set \textit{result} to the result of evaluating \textit{script}.
14. If \textit{result}.[[Type]] is normal and \textit{result}.[[Value]] is empty, then
   a. Set \textit{result} to NormalCompletion\((\text{undefined})\).
15. Suspend \textit{scriptId} and remove it from the execution context stack.
16. Assert: The execution context stack is not empty.
17. Resume the context that is now on the top of the execution context stack as the running execution context.
18. Return ? \textit{result}.

The abstract operation GlobalDeclarationInstantiation takes arguments \textit{script} (a ScriptBody Parse Node) and \textit{env} (a global Environment Record) and returns either a normal completion containing unused or an abrupt completion. \textit{script} is the ScriptBody for which the execution context is being established. \textit{env} is the global environment in which bindings are to be created.
It performs the following steps when called:

1. Let lexNames be the LexicallyDeclaredNames of script.
2. Let varNames be the VarDeclaredNames of script.
3. For each element name of lexNames, do
   a. If env.HasVarDeclaration(name) is true, throw a SyntaxError exception.
   b. If env.HasLexicalDeclaration(name) is true, throw a SyntaxError exception.
   c. Let hasRestrictedGlobal be ? env.HasRestrictedGlobalProperty(name).
   d. If hasRestrictedGlobal is true, throw a SyntaxError exception.
4. For each element name of varNames, do
   a. If env.HasLexicalDeclaration(name) is true, throw a SyntaxError exception.
5. Let varDeclarations be the VarScopedDeclarations of script.
6. Let functionsToInitialize be a new empty List.
7. Let declaredFunctionNames be a new empty List.
8. For each element d of varDeclarations, in reverse List order, do
   a. If d is neither a VariableDeclaration nor a ForBinding nor a BindingIdentifier, then
      i. Assert: d is either a FunctionDeclaration, a GeneratorDeclaration, an
         AsyncFunctionDeclaration, or an AsyncGeneratorDeclaration.
      ii. NOTE: If there are multiple function declarations for the same name, the last declaration
          is used.
      iii. Let fn be the sole element of the BoundNames of d.
      iv. If fn is not an element of declaredFunctionNames, then
         2. If fnDefinable is false, throw a TypeError exception.
         3. Append fn to declaredFunctionNames.
         4. Insert d as the first element of functionsToInitialize.
9. Let declaredVarNames be a new empty List.
10. For each element d of varDeclarations, do
    a. If d is a VariableDeclaration, a ForBinding, or a BindingIdentifier, then
       i. For each String vn of the BoundNames of d, do
          1. If vn is not an element of declaredFunctionNames, then
             b. If vnDefinable is false, throw a TypeError exception.
             c. If vn is not an element of declaredVarNames, then
                i. Append vn to declaredVarNames.
11. NOTE: No abnormal terminations occur after this algorithm step if the global object is an ordinary object. However, if the global object is a Proxy exotic object it may exhibit behaviours that cause abnormal terminations in some of the following steps.
12. NOTE: Annex B.3.2.2 adds additional steps at this point.
13. Let lexDeclarations be the LexicallyScopedDeclarations of script.
14. Let privateEnv be null.
15. For each element d of lexDeclarations, do
    a. NOTE: Lexically declared names are only instantiated here but not initialized.
    b. For each element dn of the BoundNames of d, do
       i. If IsConstantDeclaration of d is true, then
1. Perform \( \text{env}.\text{CreateImmutableBinding}(dn, \text{true}) \).
   ii. Else,
   1. Perform \( \text{env}.\text{CreateMutableBinding}(dn, \text{false}) \).

16. For each Parse Node \( f \) of \( \text{functionsToInitialize} \), do
   a. Let \( fn \) be the sole element of the \( \text{BoundNames} \) of \( f \).
   b. Let \( fo \) be \( \text{InstantiateFunctionObject} \) of \( f \) with arguments \( \text{env} \) and \( \text{privateEnv} \).
   c. Perform \( \text{env}.\text{CreateGlobalFunctionBinding}(fn, fo, \text{false}) \).

17. For each String \( vn \) of \( \text{declaredVarNames} \), do
   a. Perform \( \text{env}.\text{CreateGlobalVarBinding}(vn, \text{false}) \).

18. Return \( \text{unused} \).

NOTE 2  Early errors specified in 16.1.1 prevent name conflicts between function/var declarations and let/const/class declarations as well as redeclaration of let/const/class bindings for declaration contained within a single \( \text{Script} \). However, such conflicts and redeclarations that span more than one \( \text{Script} \) are detected as runtime errors during \( \text{GlobalDeclarationInstantiation} \). If any such errors are detected, no bindings are instantiated for the script. However, if the global object is defined using \( \text{Proxy exotic objects} \) then the runtime tests for conflicting declarations may be unreliable resulting in an abrupt completion and some global declarations not being instantiated. If this occurs, the code for the \( \text{Script} \) is not evaluated.

Unlike explicit var or function declarations, properties that are directly created on the global object result in global bindings that may be shadowed by let/const/class declarations.

16.2 Modules

Syntax

\[
\text{Module} : \quad \text{ModuleBody}_{\text{opt}}
\]

\[
\text{ModuleBody} : \quad \text{ModuleItemList}
\]

\[
\text{ModuleItemList} : \quad \text{ModuleItem} \quad \text{ModuleItemList} \quad \text{ModuleItem}
\]

\[
\text{ModuleItem} : \quad \text{ImportDeclaration} \quad \text{ExportDeclaration} \quad \text{StatementListItem}_{\text{[~Yield, +Await, ~Return]}}
\]

\[
\text{ModuleExportName} : \quad \text{IdentifierName} \quad \text{StringLiteral}
\]

16.2.1 Module Semantics

16.2.1.1 Static Semantics: Early Errors

\[
\text{ModuleBody} : \quad \text{ModuleItemList}
\]

- It is a Syntax Error if the \( \text{LexicallyDeclaredNames} \) of \( \text{ModuleItemList} \) contains any duplicate entries.
It is a Syntax Error if any element of the `LexicallyDeclaredNames` of `ModuleItemList` also occurs in the `VarDeclaredNames` of `ModuleItemList`.

It is a Syntax Error if the `ExportedNames` of `ModuleItemList` contains any duplicate entries.

It is a Syntax Error if any element of the `ExportedBindings` of `ModuleItemList` does not also occur in either the `VarDeclaredNames` of `ModuleItemList`, or the `LexicallyDeclaredNames` of `ModuleItemList`.

It is a Syntax Error if `ModuleItemList` Contains `super`.

It is a Syntax Error if `ModuleItemList` Contains `NewTarget`.

It is a Syntax Error if `ContainsDuplicateLabels` of `ModuleItemList` with argument « » is true.

It is a Syntax Error if `ContainsUndefinedBreakTarget` of `ModuleItemList` with argument « » is true.

It is a Syntax Error if `ContainsUndefinedContinueTarget` of `ModuleItemList` with arguments « » and « » is true.

It is a Syntax Error if `AllPrivateIdentifiersValid` of `ModuleItemList` with argument « » is false.

NOTE

The duplicate `ExportedNames` rule implies that multiple `export default ExportDeclaration` items within a `ModuleBody` is a Syntax Error. Additional error conditions relating to conflicting or duplicate declarations are checked during module linking prior to evaluation of a `Module`. If any such errors are detected the `Module` is not evaluated.

```
ModuleExportName : StringLiteral
```

It is a Syntax Error if `IsStringWellFormedUnicode` the `SV` of `StringLiteral` is false.

### 16.2.1.2 Static Semantics: ImportedLocalNames ( importEntries )

The abstract operation `ImportedLocalNames` takes argument `importEntries` (a List of `ImportEntry` Records) and returns a List of Strings. It creates a List of all of the local name bindings defined by `importEntries`. It performs the following steps when called:

1. Let `localNames` be a new empty List.
2. For each `ImportEntry` Record `i` of `importEntries`, do
   a. Append `i.[[LocalName]]` to `localNames`.
3. Return `localNames`.

### 16.2.1.3 Static Semantics: ModuleRequests

The syntax-directed operation `ModuleRequests` takes no arguments and returns a List of Strings. It is defined piecewise over the following productions:

```
Module : [empty]
   1. Return a new empty List.

ModuleItemList : ModuleItem
   1. Return `ModuleRequests` of `ModuleItem`.

ModuleItemList : ModuleItemList ModuleItem
   1. Let `moduleNames` be `ModuleRequests` of `ModuleItemList`.
   2. Let `additionalNames` be `ModuleRequests` of `ModuleItem`.
   3. Append to `moduleNames` each element of `additionalNames` that is not already an element of `moduleNames`.
   4. Return `moduleNames`.

ModuleItem : StatementListItem
   1. Return a new empty List.
ImportDeclaration: import ImportClause FromClause;

1. Return ModuleRequests of FromClause.

ModuleSpecifier: StringLiteral

1. Return a List whose sole element is the SV of StringLiteral.

ExportDeclaration: export ExportFromClause FromClause;

1. Return the ModuleRequests of FromClause.

ExportDeclaration:

- export NamedExports;
- export VariableStatement
- export Declaration
- export default HoistableDeclaration
- export default ClassDeclaration
- export default AssignmentExpression;

1. Return a new empty List.

16.2.1.4 Abstract Module Records

A Module Record encapsulates structural information about the imports and exports of a single module. This information is used to link the imports and exports of sets of connected modules. A Module Record includes four fields that are only used when evaluating a module.

For specification purposes Module Record values are values of the Record specification type and can be thought of as existing in a simple object-oriented hierarchy where Module Record is an abstract class with both abstract and concrete subclasses. This specification defines the abstract subclass named Cyclic Module Record and its concrete subclass named Source Text Module Record. Other specifications and implementations may define additional Module Record subclasses corresponding to alternative module definition facilities that they defined.

Module Record defines the fields listed in Table 44. All Module Definition subclasses include at least those fields. Module Record also defines the abstract method list in Table 45. All Module definition subclasses must provide concrete implementations of these abstract methods.

<table>
<thead>
<tr>
<th>Field Name</th>
<th>Value Type</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>[[Realm]]</td>
<td>a Realm Record</td>
<td>The Realm within which this module was created.</td>
</tr>
<tr>
<td>[[Environment]]</td>
<td>a module Environment Record or empty</td>
<td>The Environment Record containing the top level bindings for this module. Module is set when the module is linked.</td>
</tr>
<tr>
<td>[[Namespace]]</td>
<td>an Object or empty</td>
<td>The Module Namespace Object (28.3) if one has been created for this module.</td>
</tr>
<tr>
<td>[[HostDefined]]</td>
<td>anything (default value is undefined)</td>
<td>Field reserved for use by host environments that need to associate additional information with a module.</td>
</tr>
</tbody>
</table>
Table 45: Abstract Methods of Module Records

<table>
<thead>
<tr>
<th>Method</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>GetExportedNames([exportStarSet])</td>
<td>Return a list of all names that are either directly or indirectly exported from this module.</td>
</tr>
<tr>
<td>ResolveExport(exportName [, resolveSet])</td>
<td>Return the binding of a name exported by this module. Bindings are represented by a ResolvedBinding Record, of the form { [[Module]]: Module Record, [[BindingName]]: String</td>
</tr>
<tr>
<td>Link()</td>
<td>Prepare the module for evaluation by transitively resolving all module dependencies and creating a module Environment Record.</td>
</tr>
<tr>
<td>Evaluate()</td>
<td>Returns a promise for the evaluation of this module and its dependencies, resolving on successful evaluation or if it has already been evaluated successfully, and rejecting for an evaluation error or if it has already been evaluated unsuccessfully. If the promise is rejected, hosts are expected to handle the promise rejection and rethrow the evaluation error. Link must have completed successfully prior to invoking this method.</td>
</tr>
</tbody>
</table>

### 16.2.1.5 Cyclic Module Records

A Cyclic Module Record is used to represent information about a module that can participate in dependency cycles with other modules that are subclasses of the Cyclic Module Record type. Module Records that are not subclasses of the Cyclic Module Record type must not participate in dependency cycles with Source Text Module Records.

In addition to the fields defined in Table 44 Cyclic Module Records have the additional fields listed in Table 46

Table 46: Additional Fields of Cyclic Module Records

<table>
<thead>
<tr>
<th>Field</th>
<th>Name</th>
<th>Value Type</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>[[Status]]</td>
<td>unlinked, linking, linked, evaluating, evaluating-asyc, or evaluated</td>
<td>Initially unlinked. Transitions to linking, linked, evaluating, possibly evaluating-asyc, evaluated (in that order) as the module progresses throughout its lifecycle. evaluating-asyc indicates this module is queued to execute on completion of its asynchronous dependencies or it is a module whose [[HasTLA]] field is true that has been executed and is pending top-level completion.</td>
<td></td>
</tr>
<tr>
<td>[[EvaluationError]]</td>
<td>an abrupt completion or empty</td>
<td>A throw completion representing the exception that occurred during evaluation. undefined if no exception occurred or if [[Status]] is not evaluated.</td>
<td></td>
</tr>
<tr>
<td>Field Name</td>
<td>Value Type</td>
<td>Meaning</td>
<td></td>
</tr>
<tr>
<td>----------------------------</td>
<td>-------------------------------------------------</td>
<td>----------------------------------------------------------------------------------------------------------------------------------------</td>
<td></td>
</tr>
<tr>
<td>[[DFSIndex]]</td>
<td>an integer or empty</td>
<td>Auxiliary field used during Link and Evaluate only. If [[Status]] is linking or evaluating, this non-negative number records the point at which the module was first visited during the depth-first traversal of the dependency graph.</td>
<td></td>
</tr>
<tr>
<td>[[DFSAncestorIndex]]</td>
<td>an integer or empty</td>
<td>Auxiliary field used during Link and Evaluate only. If [[Status]] is linking or evaluating, this is either the module’s own [[DFSIndex]] or that of an &quot;earlier&quot; module in the same strongly connected component.</td>
<td></td>
</tr>
<tr>
<td>[[RequestedModules]]</td>
<td>a List of Strings</td>
<td>A List of all the ModuleSpecifier strings used by the module represented by this record to request the importation of a module. The List is source text occurrence ordered.</td>
<td></td>
</tr>
<tr>
<td>[[CycleRoot]]</td>
<td>a Cyclic Module Record or empty</td>
<td>The first visited module of the cycle, the root DFS ancestor of the strongly connected component. For a module not in a cycle this would be the module itself. Once Evaluate has completed, a module's [[DFSAncestorIndex]] is equal to the [[DFSIndex]] of its [[CycleRoot]].</td>
<td></td>
</tr>
<tr>
<td>[[HasTLA]]</td>
<td>a Boolean</td>
<td>Whether this module is individually asynchronous (for example, if it's a Source Text Module Record containing a top-level await). Having an asynchronous dependency does not mean this field is true. This field must not change after the module is parsed.</td>
<td></td>
</tr>
<tr>
<td>[[AsyncEvaluation]]</td>
<td>a Boolean</td>
<td>Whether this module is either itself asynchronous or has an asynchronous dependency. Note: The order in which this field is set is used to order queued executions, see 16.2.1.5.2.4.</td>
<td></td>
</tr>
<tr>
<td>[[TopLevelCapability]]</td>
<td>a PromiseCapability Record or empty</td>
<td>If this module is the [[CycleRoot]] of some cycle, and Evaluate() was called on some module in that cycle, this field contains the PromiseCapability Record for that entire evaluation. It is used to settle the Promise object that is returned from the Evaluate() abstract method. This field will be empty for any dependencies of that module, unless a top-level Evaluate() has been initiated for some of those dependencies.</td>
<td></td>
</tr>
<tr>
<td>[[AsyncParentModules]]</td>
<td>a List of Cyclic Module Records</td>
<td>If this module or a dependency has [[HasTLA]] true, and execution is in progress, this tracks the parent importers of this module for the top-level execution job. These parent modules will not start executing before this module has successfully completed execution.</td>
<td></td>
</tr>
<tr>
<td>[[PendingAsyncDependencies]]</td>
<td>an integer or empty</td>
<td>If this module has any asynchronous dependencies, this tracks the number of asynchronous dependency modules remaining to execute for this module. A module with asynchronous dependencies will be executed when this field reaches 0 and there are no execution errors.</td>
<td></td>
</tr>
</tbody>
</table>
In addition to the methods defined in Table 45 Cyclic Module Records have the additional methods listed in Table 47

Table 47: Additional Abstract Methods of Cyclic Module Records

<table>
<thead>
<tr>
<th>Method</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>InitializeEnvironment()</td>
<td>Initialize the Environment Record of the module, including resolving all imported bindings, and create the module's execution context.</td>
</tr>
<tr>
<td>ExecuteModule( [promiseCapability] )</td>
<td>Evaluate the module's code within its execution context. If this module has true in [[HasTLA]], then a PromiseCapability Record is passed as an argument, and the method is expected to resolve or reject the given capability. In this case, the method must not throw an exception, but instead reject the PromiseCapability Record if necessary.</td>
</tr>
</tbody>
</table>

16.2.1.5.1 Link ( )

The Link concrete method of a Cyclic Module Record module takes no arguments and returns either a normal completion containing unused or an abrupt completion. On success, Link transitions this module's [[Status]] from unlinked to linked. On failure, an exception is thrown and this module's [[Status]] remains unlinked. (Most of the work is done by the auxiliary function InnerModuleLinking.) It performs the following steps when called:

1. Assert: module.[[Status]] is not linking or evaluating.
2. Let stack be a new empty List.
3. Let result be Completion(InnerModuleLinking(module, stack, 0)).
4. If result is an abrupt completion, then
   a. For each Cyclic Module Record m of stack, do
      i. Assert: m.[[Status]] is linking.
      ii. Set m.[[Status]] to unlinked.
   b. Assert: module.[[Status]] is unlinked.
   c. Return ? result.
5. Assert: module.[[Status]] is linked, evaluating-async, or evaluated.
6. Assert: stack is empty.
7. Return unused.

16.2.1.5.1.1 InnerModuleLinking ( module, stack, index )

The abstract operation InnerModuleLinking takes arguments module (a Module Record), stack, and index (a non-negative integer) and returns either a normal completion containing a non-negative integer or an abrupt completion. It is used by Link to perform the actual linking process for module, as well as recursively on all other modules in the dependency graph. The stack and index parameters, as well as a module's [[DFSIndex]] and [[DFSAncestorIndex]] fields, keep track of the depth-first search (DFS) traversal. In particular, [[DFSAncestorIndex]] is used to discover strongly connected components (SCCs), such that all modules in an SCC transition to linked together. It performs the following steps when called:

1. If module is not a Cyclic Module Record, then
   a. Perform ? module.Link().
   b. Return index.
2. If module.[[Status]] is linking, linked, evaluating-async, or evaluated, then
   a. Return index.
3. Assert: module.[[Status]] is unlinked.
4. Set `module.[[Status]]` to linking.
5. Set `module.[[DFSIndex]]` to `index`.
6. Set `module.[[DFSAncestorIndex]]` to `index`.
7. Set `index` to `index + 1`.
8. Append `module` to `stack`.
9. For each String `required` of `module.[[RequestedModules]]`, do
   a. Let `requiredModule` be `? HostResolveImportedModule(module, required)`.
   b. Set `index` to `? InnerModuleLinking(requiredModule, stack, index)`.
   c. If `requiredModule` is a Cyclic Module Record, then
      i. Assert: `requiredModule.[[Status]]` is either linking, linked, evaluating-async, or evaluated.
      ii. Assert: `requiredModule.[[Status]]` is linking if and only if `requiredModule` is in `stack`.
      iii. If `requiredModule.[[Status]]` is linking, then
          1. Set `module.[[DFSAncestorIndex]]` to `min(module.[[DFSAncestorIndex]], requiredModule.[[DFSAncestorIndex]])`.
11. Assert: `module` occurs exactly once in `stack`.
13. If `module.[[DFSAncestorIndex]]` = `module.[[DFSIndex]]`, then
    a. Let `done` be `false`.
    b. Repeat, while `done` is `false`,
       i. Let `requiredModule` be the last element in `stack`.
       ii. Remove the last element of `stack`.
       iii. Assert: `requiredModule` is a Cyclic Module Record.
       iv. Set `requiredModule.[[Status]]` to linked.
       v. If `requiredModule` and `module` are the same Module Record, set `done` to `true`.

### 16.2.1.5.2 Evaluate ( )

The Evaluate concrete method of a Cyclic Module Record `module` takes no arguments and returns a Promise. Evaluate transitions this module’s `[[Status]]` from linked to either evaluating-async or evaluated. The first time it is called on a module in a given strongly connected component, Evaluate creates and returns a Promise which resolves when the module has finished evaluating. This Promise is stored in the `[[TopLevelCapability]]` field of the `[[CycleRoot]]` for the component. Future invocations of Evaluate on any module in the component return the same Promise. (Most of the work is done by the auxiliary function `InnerModuleEvaluation`.) It performs the following steps when called:

1. Assert: This call to Evaluate is not happening at the same time as another call to Evaluate within the surrounding agent.
2. Assert: `module.[[Status]]` is linked, evaluating-async, or evaluated.
3. If `module.[[Status]]` is evaluating-async or evaluated, set `module` to `module.[[CycleRoot]]`.
4. If `module.[[TopLevelCapability]]` is not empty, then
   a. Return `module.[[TopLevelCapability]].[[Promise]]`.
5. Let `stack` be a new empty List.
6. Let `capability` be `! NewPromiseCapability(%Promise%)`.
7. Set `module.[[TopLevelCapability]]` to `capability`.
8. Let `result` be `Completion(InnerModuleEvaluation(module, stack, 0))`.
9. If `result` is an abrupt completion, then
   a. For each Cyclic Module Record `m` of `stack`, do
      i. Assert: `m.[[Status]]` is evaluating.
ii. Set \(m.\text{[[Status]]}\) to evaluated.
iii. Set \(m.\text{[[EvaluationError]]}\) to result.
b. Assert: \(m.\text{[[Status]]}\) is evaluated.
c. Assert: \(m.\text{[[EvaluationError]]}\) is result.
d. Perform \(\text{Call}(\text{capability}.\text{[[Reject]]}, \text{undefined}, « \text{result}.\text{[[Value]]} »)\).

10. Else,
a. Assert: \(m.\text{[[Status]]}\) is evaluating-async or evaluated.
b. Assert: \(m.\text{[[EvaluationError]]}\) is empty.
c. If \(m.\text{[[AsyncEvaluation]]}\) is false, then
   i. Assert: \(m.\text{[[Status]]}\) is evaluated.
   ii. Perform \(\text{Call}(\text{capability}.\text{[[Resolve]]}, \text{undefined}, « \text{undefined} »)\).
d. Assert: \(stack\) is empty.

11. Return \(\text{capability}.\text{[[Promise]]}\).

16.2.1.5.2.1 \text{InnerModuleEvaluation} (module, stack, index)

The abstract operation \text{InnerModuleEvaluation} takes arguments \text{module} (a Module Record), \text{stack}, and \text{index} (a non-negative integer) and returns either a normal completion containing a non-negative integer or an abrupt completion. It is used by \text{Evaluate} to perform the actual evaluation process for \text{module}, as well as recursively on all other modules in the dependency graph. The \text{stack} and \text{index} parameters, as well as \text{module}'s \text{[[DFSIndex]]} and \text{[[DFSAncestorIndex]]} fields, are used the same way as in \text{InnerModuleLinking}. It performs the following steps when called:

1. If \text{module} is not a Cyclic Module Record, then
   a. Let \(promise\) be \(! \text{module}.\text{Evaluate()}\).
   b. Assert: \(promise.\text{[[PromiseState]]}\) is not pending.
   c. If \(promise.\text{[[PromiseState]]}\) is rejected, then
      i. Return \(\text{ThrowCompletion}(\text{promise}.\text{[[PromiseResult]]})\).
   d. Return \(index\).

2. If \text{module}.\text{[[Status]]} is evaluating-async or evaluated, then
   a. If \text{module}.\text{[[EvaluationError]]} is empty, return \(index\).
   b. Otherwise, return \(? \text{module}.\text{[[EvaluationError]]}\).

3. If \text{module}.\text{[[Status]]} is evaluating, return \(index\).
4. Assert: \text{module}.\text{[[Status]]} is linked.
5. Set \text{module}.\text{[[Status]]} to evaluating.
6. Set \text{module}.\text{[[DFSIndex]]} to \(index\).
7. Set \text{module}.\text{[[DFSAncestorIndex]]} to \(index\).
8. Set \text{module}.\text{[[PendingAsyncDependencies]]} to 0.
9. Set \(index\) to \(index + 1\).
10. Append \text{module} to \text{stack}.
11. For each String \text{required} of \text{module}.\text{[[RequestedModules]]], do
   a. Let \(\text{requiredModule}\) be \(! \text{HostResolveImportedModule}(\text{module}, \text{required})\).
   b. NOTE: Link must be completed successfully prior to invoking this method, so every requested module is guaranteed to resolve successfully.
   c. Set \(index\) to \(? \text{ InnerModuleEvaluation}(\text{requiredModule}, \text{stack}, \text{index})\).
   d. If \text{requiredModule} is a Cyclic Module Record, then
      i. Assert: \text{requiredModule}.\text{[[Status]]} is either evaluating, evaluating-async, or evaluated.
      ii. Assert: \text{requiredModule}.\text{[[Status]]} is evaluating if and only if \text{requiredModule} is in \text{stack}.
      iii. If \text{requiredModule}.\text{[[Status]]} is evaluating, then
1. Set `module.([DFSAncestorIndex])` to \( \min(module.([DFSAncestorIndex]),
requiredModule.([DFSAncestorIndex])). \)

iv. Else,
1. Set `requiredModule` to `requiredModule.([CycleRoot])`.
2. Assert: `requiredModule.([Status])` is evaluating-async or evaluated.
3. If `requiredModule.([EvaluationError])` is not empty, return `requiredModule.([EvaluationError])`.

v. If `requiredModule.([AsyncEvaluation])` is `true`, then
1. Set `module.([PendingAsyncDependencies])` to `module.([PendingAsyncDependencies]) + 1`.
2. Append `module` to `requiredModule.([AsyncParentModules])`.

12. If `module.([PendingAsyncDependencies])` > `0` or `module.([HasTLA])` is `true`, then
   a. Assert: `module.([AsyncEvaluation])` is `false` and was never previously set to `true`.
   b. Set `module.([AsyncEvaluation])` to `true`.
   c. NOTE: The order in which module records have their `[AsyncEvaluation]` fields transition to `true` is significant. (See 16.2.1.5.2.4.)
   d. If `module.([PendingAsyncDependencies])` is `0`, perform ExecuteAsyncModule(`module`).

15. Assert: `module.([DFSAncestorIndex]) ≤ module.([DFSIndex])`.
16. If `module.([DFSAncestorIndex])` = `module.([DFSIndex])`, then
   a. Let `done` be `false`.
   b. Repeat, while `done` is `false`,
      i. Let `requiredModule` be the last element in `stack`.
      ii. Remove the last element of `stack`.
      iii. Assert: `requiredModule` is a Cyclic Module Record.
      iv. If `requiredModule.([AsyncEvaluation])` is `false`, set `requiredModule.([Status])` to evaluated.
      v. Otherwise, set `requiredModule.([Status])` to evaluating-async.
      vi. If `requiredModule` and `module` are the same Module Record, set `done` to `true`.
      vii. Set `requiredModule.([CycleRoot])` to `module`.

17. Return `index`.

**NOTE 1**  A module is evaluating while it is being traversed by InnerModuleEvaluation. A module is evaluated on execution completion or evaluating-async during execution if its `([HasTLA])` field is `true` or if it has asynchronous dependencies.

**NOTE 2**  Any modules depending on a module of an asynchronous cycle when that cycle is not evaluating will instead depend on the execution of the root of the cycle via `([CycleRoot])`. This ensures that the cycle state can be treated as a single strongly connected component through its root module state.

16.2.1.5.2.2 ExecuteAsyncModule (`module`)

The abstract operation ExecuteAsyncModule takes argument `module` (a Cyclic Module Record) and returns unused. It performs the following steps when called:

1. Assert: `module.([Status])` is evaluating or evaluating-async.
2. Assert: `module.([HasTLA])` is `true`.
3. Let `capability` be `! NewPromiseCapability(%Promise%)`.
4. Let `fulfilledClosure` be a new Abstract Closure with no parameters that captures `module` and performs the following steps when called:
   a. Perform `AsyncModuleExecutionFulfilled(module)`.
   b. Return `undefined`.

5. Let `onFulfilled` be `CreateBuiltinFunction(fulfilledClosure, 0, "", "")`.

6. Let `rejectedClosure` be a new Abstract Closure with parameters (`error`) that captures `module` and performs the following steps when called:
   a. Perform `AsyncModuleExecutionRejected(module, error)`.
   b. Return `undefined`.

7. Let `onRejected` be `CreateBuiltinFunction(rejectedClosure, 0, "", "")`.

8. Perform `PerformPromiseThen(capability.[[Promise]], onFulfilled, onRejected)`.


10. Return `unused`.

16.2.1.5.2.3 GatherAvailableAncestors ( `module`, `execList` )

The abstract operation `GatherAvailableAncestors` takes arguments `module` (a Cyclic Module Record) and `execList` (a List of Cyclic Module Records) and returns `unused`. It performs the following steps when called:

1. For each Cyclic Module Record `m` of `module`.[[AsyncParentModules]], do
   a. If `execList` does not contain `m` and `m`.[[CycleRoot]].[[EvaluationError]] is empty, then
      i. Assert: `m`.[[Status]] is evaluating-async.
      ii. Assert: `m`.[[EvaluationError]] is empty.
      iii. Assert: `m`.[[AsyncEvaluation]] is true.
      iv. Assert: `m`.[[PendingAsyncDependencies]] > 0.
      v. Set `m`.[[PendingAsyncDependencies]] to `m`.[[PendingAsyncDependencies]] - 1.
   vi. If `m`.[[PendingAsyncDependencies]] = 0, then
      1. Append `m` to `execList`.
      2. If `m`.[[HasTLA]] is false, perform `GatherAvailableAncestors(m, execList)`.

2. Return `unused`.

**NOTE**
When an asynchronous execution for a root `module` is fulfilled, this function determines the list of modules which are able to synchronously execute together on this completion, populating them in `execList`.

16.2.1.5.2.4 AsyncModuleExecutionFulfilled ( `module` )

The abstract operation `AsyncModuleExecutionFulfilled` takes argument `module` (a Cyclic Module Record) and returns unused. It performs the following steps when called:

1. If `module`.[[Status]] is evaluated, then
   a. Assert: `module`.[[EvaluationError]] is not empty.
   b. Return unused.

2. Assert: `module`.[[Status]] is evaluating-async.

3. Assert: `module`.[[AsyncEvaluation]] is true.


5. Set `module`.[[AsyncEvaluation]] to false.

6. Set `module`.[[Status]] to evaluated.

7. If `module`.[[TopLevelCapability]] is not empty, then
   a. Assert: `module`.[[CycleRoot]] is `module`.
b. Perform ! Call(module.[[TopLevelCapability]].[[Resolve]], undefined, « undefined »).

8. Let execList be a new empty List.
10. Let sortedExecList be a List whose elements are the elements of execList, in the order in which they had their [[AsyncEvaluation]] fields set to true in InnerModuleEvaluation.
11. Assert: All elements of sortedExecList have their [[AsyncEvaluation]] field set to true, [[PendingAsyncDependencies]] field set to 0, and [[EvaluationError]] field set to empty.
12. For each Cyclic Module Record m of sortedExecList, do
   a. If m.[[Status]] is evaluated, then
      i. Assert: m.[[EvaluationError]] is not empty.
   b. Else if m.[[HasTLA]] is true, then
      i. Perform ExecuteAsyncModule(m).
   c. Else,
      i. Let result be m.ExecuteModule().
      ii. If result is an abrupt completion, then
          1. Perform AsyncModuleExecutionRejected(m, result.[[Value]]).
      iii. Else,
          1. Set m.[[Status]] to evaluated.
          2. If m.[[TopLevelCapability]] is not empty, then
             a. Assert: m.[[CycleRoot]] is m.
             b. Perform ! Call(m.[[TopLevelCapability]].[[Resolve]], undefined, « undefined »).
13. Return unused.

16.2.1.5.2.5 AsyncModuleExecutionRejected (module, error)

The abstract operation AsyncModuleExecutionRejected takes arguments module (a Cyclic Module Record) and error (an ECMAScript language value) and returns unused. It performs the following steps when called:

1. If module.[[Status]] is evaluated, then
   a. Assert: module.[[EvaluationError]] is not empty.
   b. Return unused.
2. Assert: module.[[Status]] is evaluating-async.
3. Assert: module.[[AsyncEvaluation]] is true.
5. Set module.[[EvaluationError]] to ThrowCompletion(error).
6. Set module.[[Status]] to evaluated.
7. For each Cyclic Module Record m of module.[[AsyncParentModules]], do
   a. Perform AsyncModuleExecutionRejected(m, error).
8. If module.[[TopLevelCapability]] is not empty, then
   a. Assert: module.[[CycleRoot]] is module.
   b. Perform ! Call(module.[[TopLevelCapability]].[[Reject]], undefined, « error »).
9. Return unused.

16.2.1.5.3 Example Cyclic Module Record Graphs

This non-normative section gives a series of examples of the linking and evaluation of a few common module graphs, with a specific focus on how errors can occur.

First consider the following simple module graph:
Let's first assume that there are no error conditions. When a host first calls $A$.Link(), this will complete successfully by assumption, and recursively link modules $B$ and $C$ as well, such that $A$.[[Status]] = $B$.[[Status]] = $C$.[[Status]] = linked. This preparatory step can be performed at any time. Later, when the host is ready to incur any possible side effects of the modules, it can call $A$.Evaluate(), which will complete successfully, returning a Promise resolving to $\text{undefined}$ (again by assumption), recursively having evaluated first $C$ and then $B$. Each module's [[Status]] at this point will be evaluated.

Consider then cases involving linking errors. If $\text{InnerModuleLinking}$ of $C$ succeeds but, thereafter, fails for $B$, for example because it imports something that $C$ does not provide, then the original $A$.Link() will fail, and both $A$ and $B$'s [[Status]] remain unlinked. $C$'s [[Status]] has become linked, though.

Finally, consider a case involving evaluation errors. If $\text{InnerModuleEvaluation}$ of $C$ succeeds but, thereafter, fails for $B$, for example because $B$ contains code that throws an exception, then the original $A$.Evaluate() will fail, returning a rejected Promise. The resulting exception will be recorded in both $A$ and $B$'s [[EvaluationError]] fields, and their [[Status]] will become evaluated. $C$ will also become evaluated but, in contrast to $A$ and $B$, will remain without an [[EvaluationError]], as it successfully completed evaluation. Storing the exception ensures that any time a host tries to reuse $A$ or $B$ by calling their Evaluate() method, it will encounter the same exception. ($\text{Hosts}$ are not required to reuse Cyclic Module Records; similarly, hosts are not required to expose the exception objects thrown by these methods. However, the specification enables such uses.)

The difference here between linking and evaluation errors is due to how evaluation must be only performed once, as it can cause side effects; it is thus important to remember whether evaluation has already been performed, even if unsuccessfully. (In the error case, it makes sense to also remember the exception because otherwise subsequent Evaluate() calls would have to synthesize a new one.) Linking, on the other hand, is side-effect-free, and thus even if it fails, it can be retried at a later time with no issues.

Now consider a different type of error condition:

![Figure 3: A module graph with an unresolvable module](image)

In this scenario, module $A$ declares a dependency on some other module, but no Module Record exists for that module, i.e. $\text{HostResolveImportedModule}$ throws an exception when asked for it. This could occur for a variety of reasons, such as the corresponding resource not existing, or the resource existing but
ParseModule throwing an exception when trying to parse the resulting source text. Hosts can choose to expose the cause of failure via the exception they throw from HostResolveImportedModule. In any case, this exception causes a linking failure, which as before results in A's [[Status]] remaining unlinked.

Now, consider a module graph with a cycle:

![Figure 4: A cyclic module graph](image)

Here we assume that the entry point is module A, so that the host proceeds by calling A.Link(), which performs InnerModuleLinking on A. This in turn calls InnerModuleLinking on B. Because of the cycle, this again triggers InnerModuleLinking on A, but at this point it is a no-op since A.[[Status]] is already linking. B. [[Status]] itself remains linking when control gets back to A and InnerModuleLinking is triggered on C. After this returns with C.[[Status]] being linked, both A and B transition from linking to linked together; this is by design, since they form a strongly connected component.

An analogous story occurs for the evaluation phase of a cyclic module graph, in the success case.

Now consider a case where A has an linking error; for example, it tries to import a binding from C that does not exist. In that case, the above steps still occur, including the early return from the second call to InnerModuleLinking on A. However, once we unwind back to the original InnerModuleLinking on A, it fails during InitializeEnvironment, namely right after C.ResolveExport(). The thrown SyntaxError exception propagates up to A.Link, which resets all modules that are currently on its stack (these are always exactly the modules that are still linking). Hence both A and B become unlinked. Note that C is left as linked.

Alternatively, consider a case where A has an evaluation error; for example, its source code throws an exception. In that case, the evaluation-time analog of the above steps still occurs, including the early return from the second call to InnerModuleEvaluation on A. However, once we unwind back to the original InnerModuleEvaluation on A, it fails by assumption. The exception thrown propagates up to A.Evaluate(), which records the error in all modules that are currently on its stack (i.e., the modules that are still evaluating) as well as via [[AsyncParentModules]], which form a chain for modules which contain or depend on top-level await through the whole dependency graph through the AsyncModuleExecutionRejected algorithm. Hence both A and B become evaluated and the exception is recorded in both A and B’s [[EvaluationError]] fields, while C is left as evaluated with no [[EvaluationError]].

Lastly, consider a module graph with a cycle, where all modules complete asynchronously:

![Figure 5: An asynchronous cyclic module graph](image)
Linking happens as before, and all modules end up with \[[\text{Status}]\] set to \text{linked}.

Calling \text{A}.\text{Evaluate()} calls \text{InnerModuleEvaluation} on \text{A}, \text{B}, and \text{D}, which all transition to evaluating. Then \text{InnerModuleEvaluation} is called on \text{A} again, which is a no-op because it is already evaluating. At this point, \text{D}.[\text{PendingAsyncDependencies}] is 0, so \text{ExecuteAsyncModule}(\text{D}) is called and we call \text{D}.\text{ExecuteModule} with a new \text{PromiseCapability} tracking the asynchronous execution of \text{D}. We unwind back to the \text{InnerModuleEvaluation} on \text{B}, setting \text{B}.[\text{PendingAsyncDependencies}] to 1 and \text{B}.[\text{AsyncEvaluation}] to \text{true}. We unwind back to the original \text{InnerModuleEvaluation} on \text{A}, setting \text{A}.[\text{PendingAsyncDependencies}] to 1. In the next iteration of the loop over \text{A}'s dependencies, we call \text{InnerModuleEvaluation} on \text{C} and thus on \text{D} (again a no-op) and \text{E}. As \text{E} has no dependencies and is not part of a cycle, we call \text{ExecuteAsyncModule}(...\text{E}) in the same manner as \text{D} and \text{E} is immediately removed from the stack. We unwind once more to the original \text{InnerModuleEvaluation} on \text{A}, setting \text{C}.[\text{AsyncEvaluation}] to \text{true}. Now we finish the loop over \text{A}'s dependencies, set \text{A}.[\text{AsyncEvaluation}] to \text{true}, and remove the entire strongly connected component from the stack, transitioning all of the modules to \text{evaluating-async} at once. At this point, the fields of the modules are as given in Table 48.

### Table 48: Module fields after the initial \text{Evaluate()} call

<table>
<thead>
<tr>
<th>Fields</th>
<th>\text{A}</th>
<th>\text{B}</th>
<th>\text{C}</th>
<th>\text{D}</th>
<th>\text{E}</th>
</tr>
</thead>
<tbody>
<tr>
<td>[\text{DFSIndex}]</td>
<td>0</td>
<td>1</td>
<td>2</td>
<td>3</td>
<td>4</td>
</tr>
<tr>
<td>[\text{DFSAncestorIndex}]</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>4</td>
</tr>
<tr>
<td>[\text{Status}]</td>
<td>evaluating-async</td>
<td>evaluating-async</td>
<td>evaluating-async</td>
<td>evaluating-async</td>
<td>evaluating-async</td>
</tr>
<tr>
<td>[\text{AsyncEvaluation}]</td>
<td>true</td>
<td>true</td>
<td>true</td>
<td>true</td>
<td>true</td>
</tr>
<tr>
<td>[\text{AsyncParentModules}]</td>
<td>« »</td>
<td>« \text{A} »</td>
<td>« \text{A} »</td>
<td>« \text{B}, \text{C} »</td>
<td>« \text{C} »</td>
</tr>
<tr>
<td>[\text{PendingAsyncDependencies}]</td>
<td>2 (\text{B and C})</td>
<td>1 (\text{D})</td>
<td>2 (\text{D and E})</td>
<td>0</td>
<td>0</td>
</tr>
</tbody>
</table>

Let us assume that \text{E} finishes executing first. When that happens, \text{AsyncModuleExecutionFulfilled} is called, \text{E}.[\text{Status}] is set to \text{evaluated} and \text{C}.[\text{PendingAsyncDependencies}] is decremented to become 1. The fields of the updated modules are as given in Table 49.

### Table 49: Module fields after module \text{E} finishes executing

<table>
<thead>
<tr>
<th>Fields</th>
<th>\text{C}</th>
<th>\text{E}</th>
</tr>
</thead>
<tbody>
<tr>
<td>[\text{DFSIndex}]</td>
<td>2</td>
<td>4</td>
</tr>
<tr>
<td>[\text{DFSAncestorIndex}]</td>
<td>0</td>
<td>4</td>
</tr>
<tr>
<td>[\text{Status}]</td>
<td>evaluating-async</td>
<td>evaluated</td>
</tr>
<tr>
<td>[\text{AsyncEvaluation}]</td>
<td>true</td>
<td>true</td>
</tr>
<tr>
<td>[\text{AsyncParentModules}]</td>
<td>« \text{A} »</td>
<td>« \text{C} »</td>
</tr>
<tr>
<td>[\text{PendingAsyncDependencies}]</td>
<td>1 (\text{D})</td>
<td>0</td>
</tr>
</tbody>
</table>

\text{D} is next to finish (as it was the only module that was still executing). When that happens, \text{AsyncModuleExecutionFulfilled} is called again and \text{D}.[\text{Status}] is set to \text{evaluated}. Then \text{B}.[\text{PendingAsyncDependencies}] is decremented to become 0, \text{ExecuteAsyncModule} is called on \text{B}, and it starts executing. \text{C}.[\text{PendingAsyncDependencies}] is also decremented to become 0, and \text{C} starts executing (potentially in parallel to \text{B} if \text{B} contains an \text{await}). The fields of the updated modules are as given in Table 50.
Let us assume that C finishes executing next. When that happens, AsyncModuleExecutionFulfilled is called again, C.[[Status]] is set to evaluated and A.[[PendingAsyncDependencies]] is decremented to become 1. The fields of the updated modules are as given in Table 51.

Table 51: Module fields after module C finishes executing

<table>
<thead>
<tr>
<th>Fields</th>
<th>A</th>
<th>C</th>
</tr>
</thead>
<tbody>
<tr>
<td>[[DFSIndex]]</td>
<td>0</td>
<td>2</td>
</tr>
<tr>
<td>[[DFSAncestorIndex]]</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>[[Status]]</td>
<td>evaluating-async</td>
<td>evaluated</td>
</tr>
<tr>
<td>[[AsyncEvaluation]]</td>
<td>true</td>
<td>true</td>
</tr>
<tr>
<td>[[AsyncParentModules]]</td>
<td>« A »</td>
<td>« A »</td>
</tr>
<tr>
<td>[[PendingAsyncDependencies]]</td>
<td>1 (B)</td>
<td>0</td>
</tr>
</tbody>
</table>

Then, B finishes executing. When that happens, AsyncModuleExecutionFulfilled is called again and B. [[Status]] is set to evaluated. A.[[PendingAsyncDependencies]] is decremented to become 0, so ExecuteAsyncModule is called and it starts executing. The fields of the updated modules are as given in Table 52.

Table 52: Module fields after module B finishes executing

<table>
<thead>
<tr>
<th>Fields</th>
<th>A</th>
<th>B</th>
</tr>
</thead>
<tbody>
<tr>
<td>[[DFSIndex]]</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>[[DFSAncestorIndex]]</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>[[Status]]</td>
<td>evaluating-async</td>
<td>evaluated</td>
</tr>
<tr>
<td>[[AsyncEvaluation]]</td>
<td>true</td>
<td>true</td>
</tr>
<tr>
<td>[[AsyncParentModules]]</td>
<td>« »</td>
<td>« A »</td>
</tr>
<tr>
<td>[[PendingAsyncDependencies]]</td>
<td>0</td>
<td>0</td>
</tr>
</tbody>
</table>

Finally, A finishes executing. When that happens, AsyncModuleExecutionFulfilled is called again and A. [[Status]] is set to evaluated. At this point, the Promise in A.[[TopLevelCapability]] (which was returned from A.Evaluate()) is resolved, and this concludes the handling of this module graph. The fields of the updated module are as given in Table 53.
Table 53: Module fields after module A finishes executing

<table>
<thead>
<tr>
<th>Fields</th>
<th>A</th>
</tr>
</thead>
<tbody>
<tr>
<td>[[DFSIndex]]</td>
<td>0</td>
</tr>
<tr>
<td>[[DFSAncestorIndex]]</td>
<td>0</td>
</tr>
<tr>
<td>[[Status]]</td>
<td>evaluated</td>
</tr>
<tr>
<td>[[AsyncEvaluation]]</td>
<td>true</td>
</tr>
<tr>
<td>[[AsyncParentModules]]</td>
<td>« »</td>
</tr>
<tr>
<td>[[PendingAsyncDependencies]]</td>
<td>0</td>
</tr>
</tbody>
</table>

Alternatively, consider a failure case where C fails execution and returns an error before B has finished executing. When that happens, AsyncModuleExecutionRejected is called, which sets C.[[Status]] to evaluated and C.[[EvaluationError]] to the error. It then propagates this error to all of the AsyncParentModules by performing AsyncModuleExecutionRejected on each of them. The fields of the updated modules are as given in Table 54.

Table 54: Module fields after module C finishes with an error

<table>
<thead>
<tr>
<th>Fields</th>
<th>A</th>
<th>C</th>
</tr>
</thead>
<tbody>
<tr>
<td>[[DFSIndex]]</td>
<td>0</td>
<td>2</td>
</tr>
<tr>
<td>[[DFSAncestorIndex]]</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>[[Status]]</td>
<td>evaluated</td>
<td>evaluated</td>
</tr>
<tr>
<td>[[AsyncEvaluation]]</td>
<td>true</td>
<td>true</td>
</tr>
<tr>
<td>[[AsyncParentModules]]</td>
<td>« »</td>
<td>« »</td>
</tr>
<tr>
<td>[[PendingAsyncDependencies]]</td>
<td>1 (C)</td>
<td>0</td>
</tr>
<tr>
<td>[[EvaluationError]]</td>
<td>empty</td>
<td>C’s evaluation error</td>
</tr>
</tbody>
</table>

A will be rejected with the same error as C since C will call AsyncModuleExecutionRejected on A with C’s error. A.[[Status]] is set to evaluated. At this point the Promise in A.[[TopLevelCapability]] (which was returned from A.Evaluate()) is rejected. The fields of the updated module are as given in Table 55.

Table 55: Module fields after module A is rejected

<table>
<thead>
<tr>
<th>Fields</th>
<th>A</th>
</tr>
</thead>
<tbody>
<tr>
<td>[[DFSIndex]]</td>
<td>0</td>
</tr>
<tr>
<td>[[DFSAncestorIndex]]</td>
<td>0</td>
</tr>
<tr>
<td>[[Status]]</td>
<td>evaluated</td>
</tr>
<tr>
<td>[[AsyncEvaluation]]</td>
<td>true</td>
</tr>
<tr>
<td>[[AsyncParentModules]]</td>
<td>« »</td>
</tr>
<tr>
<td>[[PendingAsyncDependencies]]</td>
<td>0</td>
</tr>
<tr>
<td>[[EvaluationError]]</td>
<td>C’s evaluation error</td>
</tr>
</tbody>
</table>
Then, \( B \) finishes executing without an error. When that happens, `AsyncModuleExecutionFulfilled` is called again and \( B.\![\text{Status}] \) is set to evaluated. `GatherAvailableAncestors` is called on \( B \). However, \( A.\![\text{CycleRoot}] \) has an evaluation error, so it will not be added to the returned `sortedExecList` and `AsyncModuleExecutionFulfilled` will return without further processing. Any future importer of \( B \) will resolve the rejection of \( B.\![\text{CycleRoot}].\![\text{EvaluationError}] \) from the evaluation error from \( C \) that was set on the cycle root \( A \). The fields of the updated modules are as given in Table 56.

Table 56: Module fields after module \( B \) finishes executing in an erroring graph

<table>
<thead>
<tr>
<th>Fields</th>
<th>( A )</th>
<th>( B )</th>
</tr>
</thead>
<tbody>
<tr>
<td>([\text{DFSIndex}])</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>([\text{DFSAncestorIndex}])</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>([\text{Status}])</td>
<td>evaluated</td>
<td>evaluated</td>
</tr>
<tr>
<td>([\text{AsyncEvaluation}])</td>
<td>true</td>
<td>true</td>
</tr>
<tr>
<td>([\text{AsyncParentModules}])</td>
<td>« »</td>
<td>« ( A ) »</td>
</tr>
<tr>
<td>([\text{PendingAsyncDependencies}])</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>([\text{EvaluationError}])</td>
<td>( C )'s evaluation error</td>
<td>empty</td>
</tr>
</tbody>
</table>

### 16.2.1.6 Source Text Module Records

A `Source Text Module Record` is used to represent information about a module that was defined from ECMAScript source text (11) that was parsed using the goal symbol `Module`. Its fields contain digested information about the names that are imported by the module and its concrete methods use this digest to link, link, and evaluate the module.

A `Source Text Module Record` can exist in a module graph with other subclasses of the abstract `Module Record` type, and can participate in cycles with other subclasses of the `Cyclic Module Record` type.

In addition to the fields defined in Table 46, `Source Text Module Records` have the additional fields listed in Table 57. Each of these fields is initially set in `ParseModule`.

Table 57: Additional Fields of `Source Text Module Records`

<table>
<thead>
<tr>
<th>Field Name</th>
<th>Value Type</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>([\text{ECMAScriptCode}])</td>
<td>a <code>Parse Node</code></td>
<td>The result of parsing the source text of this module using <code>Module</code> as the goal symbol.</td>
</tr>
<tr>
<td>([\text{Context}])</td>
<td>an ECMAScript execution context</td>
<td>The execution context associated with this module.</td>
</tr>
<tr>
<td>([\text{ImportMeta}])</td>
<td>an Object</td>
<td>An object exposed through the <code>import.meta</code> meta property. It is empty until it is accessed by ECMAScript code.</td>
</tr>
<tr>
<td>([\text{ImportEntries}])</td>
<td>a List of ImportEntry Records</td>
<td>A List of ImportEntry records derived from the code of this module.</td>
</tr>
<tr>
<td>([\text{LocalExportEntries}])</td>
<td>a List of ExportEntry Records</td>
<td>A List of ExportEntry records derived from the code of this module that correspond to declarations that occur within the module.</td>
</tr>
</tbody>
</table>
### Field Name | Value Type | Meaning
--- | --- | ---
[[IndirectExportEntries]] | a List of ExportEntry Records | A List of ExportEntry records derived from the code of this module that correspond to reexported imports that occur within the module or exports from `export * as namespace` declarations.
[[StarExportEntries]] | a List of ExportEntry Records | A List of ExportEntry records derived from the code of this module that correspond to `export *` declarations that occur within the module, not including `export * as namespace` declarations.

An *ImportEntry Record* is a *Record* that digests information about a single declarative import. Each *ImportEntry Record* has the fields defined in Table 58:

<table>
<thead>
<tr>
<th>Field Name</th>
<th>Value Type</th>
<th>Meaning</th>
</tr>
</thead>
</table>
| [[ModuleRequest]] | a String | String value of the *ModuleSpecifier* of the *ImportDeclaration*.
| [[ImportName]] | a String or namespace-object | The name under which the desired binding is exported by the module identified by [[ModuleRequest]]. The value namespace-object indicates that the import request is for the target module’s namespace object.
| [[LocalName]] | a String | The name that is used to locally access the imported value from within the importing module.

NOTE 1 Table 59 gives examples of ImportEntry records fields used to represent the syntactic import forms:

<table>
<thead>
<tr>
<th>Import Statement Form</th>
<th>[[ModuleRequest]]</th>
<th>[[ImportName]]</th>
<th>[[LocalName]]</th>
</tr>
</thead>
<tbody>
<tr>
<td>import v from &quot;mod&quot;;</td>
<td>&quot;mod&quot;</td>
<td>&quot;default&quot;</td>
<td>&quot;v&quot;</td>
</tr>
<tr>
<td>import * as ns from &quot;mod&quot;;</td>
<td>&quot;mod&quot;</td>
<td>namespace-object</td>
<td>&quot;ns&quot;</td>
</tr>
<tr>
<td>import {x} from &quot;mod&quot;;</td>
<td>&quot;mod&quot;</td>
<td>&quot;x&quot;</td>
<td>&quot;x&quot;</td>
</tr>
<tr>
<td>import {x as v} from &quot;mod&quot;;</td>
<td>&quot;mod&quot;</td>
<td>&quot;x&quot;</td>
<td>&quot;v&quot;</td>
</tr>
<tr>
<td>import &quot;mod&quot;;</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

An *ImportEntry Record* is not created.

An *ExportEntry Record* is a *Record* that digests information about a single declarative export. Each *ExportEntry Record* has the fields defined in Table 60:

<table>
<thead>
<tr>
<th>Field Name</th>
<th>Value Type</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>[[ExportName]]</td>
<td>a String or null</td>
<td>The name used to export this binding by this module.</td>
</tr>
<tr>
<td>[[ModuleRequest]]</td>
<td>a String or null</td>
<td>The String value of the <em>ModuleSpecifier</em> of the <em>ExportDeclaration</em>. null if the <em>ExportDeclaration</em> does not have a <em>ModuleSpecifier</em>.</td>
</tr>
<tr>
<td>Field Name</td>
<td>Value Type</td>
<td>Meaning</td>
</tr>
<tr>
<td>--------------</td>
<td>---------------------</td>
<td>-------------------------------------------------------------------------</td>
</tr>
<tr>
<td>[[ImportName]]</td>
<td>a String, null, all, or all-but-default</td>
<td>The name under which the desired binding is exported by the module identified by [[ModuleRequest]]. null if the ExportDeclaration does not have a ModuleSpecifier. all is used for export * as ns from &quot;mod&quot; declarations. all-but-default is used for export * from &quot;mod&quot; declarations.</td>
</tr>
<tr>
<td>[[LocalName]]</td>
<td>a String or null</td>
<td>The name that is used to locally access the exported value from within the importing module. null if the exported value is not locally accessible from within the module.</td>
</tr>
</tbody>
</table>

**NOTE 2** Table 61 gives examples of the ExportEntry record fields used to represent the syntactic export forms:

Table 61 (Informative): Export Forms Mappings to ExportEntry Records

<table>
<thead>
<tr>
<th>Export Statement Form</th>
<th>[[ExportName]]</th>
<th>[[ModuleRequest]]</th>
<th>[[ImportName]]</th>
<th>[[LocalName]]</th>
</tr>
</thead>
<tbody>
<tr>
<td>export var v;</td>
<td>&quot;v&quot;</td>
<td>null</td>
<td>null</td>
<td>&quot;v&quot;</td>
</tr>
<tr>
<td>export default function f() {}</td>
<td>&quot;default&quot;</td>
<td>null</td>
<td>null</td>
<td>&quot;f&quot;</td>
</tr>
<tr>
<td>export default function () {}</td>
<td>&quot;default&quot;</td>
<td>null</td>
<td>null</td>
<td>&quot;&quot;default&quot;&quot;</td>
</tr>
<tr>
<td>export default 42;</td>
<td>&quot;default&quot;</td>
<td>null</td>
<td>null</td>
<td>&quot;&quot;default&quot;&quot;</td>
</tr>
<tr>
<td>export {x};</td>
<td>&quot;x&quot;</td>
<td>null</td>
<td>null</td>
<td>&quot;x&quot;</td>
</tr>
<tr>
<td>export {v as x};</td>
<td>&quot;x&quot;</td>
<td>null</td>
<td>null</td>
<td>&quot;v&quot;</td>
</tr>
<tr>
<td>export {x} from &quot;mod&quot;</td>
<td>&quot;x&quot;</td>
<td>&quot;mod&quot;</td>
<td>&quot;x&quot;</td>
<td>null</td>
</tr>
<tr>
<td>export {v as x} from &quot;mod&quot;</td>
<td>&quot;x&quot;</td>
<td>&quot;mod&quot;</td>
<td>&quot;v&quot;</td>
<td>null</td>
</tr>
<tr>
<td>export * from &quot;mod&quot;;</td>
<td>null</td>
<td>&quot;mod&quot;</td>
<td>all-but-default</td>
<td>null</td>
</tr>
<tr>
<td>export * as ns from &quot;mod&quot;;</td>
<td>&quot;ns&quot;</td>
<td>&quot;mod&quot;</td>
<td>all</td>
<td>null</td>
</tr>
</tbody>
</table>

The following definitions specify the required concrete methods and other abstract operations for Source Text Module Records.
16.2.1.6.1 ParseModule (sourceText, realm, hostDefined)

The abstract operation ParseModule takes arguments sourceText (ECMAScript source text), realm, and hostDefined and returns a Source Text Module Record or a non-empty List of SyntaxError objects. It creates a Source Text Module Record based upon the result of parsing sourceText as a Module. It performs the following steps when called:

1. Let body be ParseText(sourceText, Module).
2. If body is a List of errors, return body.
3. Let requestedModules be the ModuleRequests of body.
4. Let importEntries be ImportEntries of body.
5. Let importedBoundNames be ImportedLocalNames(importEntries).
6. Let indirectExportEntries be a new empty List.
7. Let localExportEntries be a new empty List.
8. Let starExportEntries be a new empty List.
9. Let exportEntries be ExportEntries of body.
10. For each ExportEntry Record ee of exportEntries, do
    a. If ee.[[ModuleRequest]] is null, then
       i. If ee.[[LocalName]] is not an element of importedBoundNames, then
          1. Append ee to localExportEntries.
       ii. Else,
          1. Let ie be the element of importEntries whose [[LocalName]] is the same as ee.[[LocalName]].
          2. If ie.[[ImportName]] is namespace-object, then
             a. NOTE: This is a re-export of an imported module namespace object.
             b. Append ee to localExportEntries.
          3. Else,
             a. NOTE: This is a re-export of a single name.
             b. Append the ExportEntry Record { [[ModuleRequest]]: ie.[[ModuleRequest]],
                [[ImportName]]: ie.[[ImportName]], [[LocalName]]: null, [[ExportName]]: ee.[[ExportName]] } to indirectExportEntries.
    b. Else if ee.[[ImportName]] is all-but-default, then
       i. Assert: ee.[[ExportName]] is null.
       ii. Append ee to starExportEntries.
    c. Else,
       i. Append ee to indirectExportEntries.
11. Let async be body Contains await.
12. Return Source Text Module Record { [[Realm]]: realm, [[Environment]]: empty, [[Namespace]]: empty,
    [[CycleRoot]]: empty, [[HasTLA]]: async, [[AsyncEvaluation]]: false, [[TopLevelCapability]]: empty,
    [[AsyncParentModules]]: « », [[PendingAsyncDependencies]]: empty, [[Status]]: unlinked,
    [[EvaluationError]]: empty, [[HostDefined]]: hostDefined, [[ECMAScriptCode]]: body, [[Context]]: empty,
    [[ImportMeta]]: empty, [[RequestedModules]]: requestedModules, [[ImportEntries]]: importEntries,
    [[LocalExportEntries]]: localExportEntries, [[IndirectExportEntries]]: indirectExportEntries,
    [[StarExportEntries]]: starExportEntries, [[DFSIndex]]: empty,
    [[DFSAncestorIndex]]: empty }.

NOTE
An implementation may parse module source text and analyse it for Early Error conditions prior to the evaluation of ParseModule for that module source text. However, the reporting of any errors must be deferred until the point where this specification actually performs ParseModule upon that source text.
16.2.1.6.2  GetExportedNames ([exportStarSet])

The GetExportedNames concrete method of a Source Text Module Record module takes optional argument exportStarSet (a List of Source Text Module Records) and returns either a normal completion containing a List of either Strings or null, or an abrupt completion. It performs the following steps when called:

1. If exportStarSet is not present, set exportStarSet to a new empty List.
2. If exportStarSet contains module, then
   a. Assert: We’ve reached the starting point of an export * circularity.
   b. Return a new empty List.
3. Append module to exportStarSet.
4. Let exportedNames be a new empty List.
5. For each ExportEntry Record e of module.[[LocalExportEntries]], do
   a. Assert: module provides the direct binding for this export.
   b. Append e.[[ExportName]] to exportedNames.
6. For each ExportEntry Record e of module.[[IndirectExportEntries]], do
   a. Assert: module imports a specific binding for this export.
   b. Append e.[[ExportName]] to exportedNames.
7. For each ExportEntry Record e of module.[[StarExportEntries]], do
   a. Let requestedModule be ? HostResolveImportedModule(module, e.[[ModuleRequest]]).
   b. Let starNames be ? requestedModule.GetExportedNames(exportStarSet).
   c. For each element n of starNames, do
      i. If SameValue(n, "default") is false, then
         1. If n is not an element of exportedNames, then
            a. Append n to exportedNames.
8. Return exportedNames.

NOTE GetExportedNames does not filter out or throw an exception for names that have ambiguous star export bindings.

16.2.1.6.3  ResolveExport (exportName [, resolveSet])

The ResolveExport concrete method of a Source Text Module Record module takes argument exportName (a String) and optional argument resolveSet (a List of Records that have [[Module]] and [[ExportName]] fields) and returns either a normal completion containing either a ResolvedBinding Record, null, or ambiguous, or an abrupt completion.

ResolveExport attempts to resolve an imported binding to the actual defining module and local binding name. The defining module may be the module represented by the Module Record this method was invoked on or some other module that is imported by that module. The parameter resolveSet is used to detect unresolved circular import/export paths. If a pair consisting of specific Module Record and exportName is reached that is already in resolveSet, an import circularity has been encountered. Before recursively calling ResolveExport, a pair consisting of module and exportName is added to resolveSet.

If a defining module is found, a ResolvedBinding Record { [[Module]], [[BindingName]] } is returned. This record identifies the resolved binding of the originally requested export, unless this is the export of a namespace with no local binding. In this case, [[BindingName]] will be set to namespace. If no definition was found or the request is found to be circular, null is returned. If the request is found to be ambiguous, ambiguous is returned.

It performs the following steps when called:
1. If `resolveSet` is not present, set `resolveSet` to a new empty List.

2. For each Record `{ [[Module]], [[ExportName]] } r of `resolveSet`, do
   a. If `module` and `r.[[Module]]` are the same Module Record and `SameValue(exportName, r. [[ExportName]])` is `true`, then
      i. Assert: This is a circular import request.
      ii. Return `null`.
   b. Append the Record `{ [[Module]]: module, [[ExportName]]: exportName }` to `resolveSet`.

3. For each ExportEntry Record e of `module. [[LocalExportEntries]]`, do
   a. If `SameValue(exportName, e. [[ExportName]])` is `true`, then
      i. Assert: `module` provides the direct binding for this export.
      ii. Return ResolvedBinding Record `{ [[Module]]: module, [[BindingName]]: e. [[LocalName]] }`.

4. For each ExportEntry Record e of `module. [[IndirectExportEntries]]`, do
   a. If `SameValue(exportName, e. [[ExportName]])` is `true`, then
      i. Let `importedModule` be `? HostResolveImportedModule(module, e. [[ModuleRequest]])`.
      ii. If `e. [[ImportName]]` is `all`, then
         1. Assert: `module` does not provide the direct binding for this export.
         2. Return ResolvedBinding Record `{ [[Module]]: importedModule, [[BindingName]]: namespace }`.
      iii. Else,
         1. Assert: `module` imports a specific binding for this export.
         2. Return `importedModule. ResolveExport(exportName, resolveSet)`.
   b. If `SameValue(exportName, "default")` is `true`, then
      a. Assert: A `default` export was not explicitly defined by this module.
      b. Return `null`.
      c. NOTE: A `default` export cannot be provided by an `export * from "mod"` declaration.

7. Let `starResolution` be `null`.

8. For each ExportEntry Record e of `module. [[StarExportEntries]]`, do
   a. Let `importedModule` be `? HostResolveImportedModule(module, e. [[ModuleRequest]])`.
   b. Let `resolution` be `? importedModule. ResolveExport(exportName, resolveSet)`.
   c. If `resolution` is ambiguous, return ambiguous.
   d. If `resolution` is not `null`, then
      i. Assert: `resolution` is a ResolvedBinding Record.
      ii. If `starResolution` is `null`, set `starResolution` to `resolution`.
      iii. Else,
        1. Assert: There is more than one `*` import that includes the requested name.
        2. If `resolution. [[Module]]` and `starResolution. [[Module]]` are not the same Module Record, return ambiguous.
        3. If `resolution. [[BindingName]]` is namespace and `starResolution. [[BindingName]]` is not namespace, or if `resolution. [[BindingName]]` is not namespace and `starResolution. [[BindingName]]` is namespace, return ambiguous.
        4. If `resolution. [[BindingName]]` is a String, `starResolution. [[BindingName]]` is a String, and `SameValue(resolution. [[BindingName]], starResolution. [[BindingName]])` is `false`, return ambiguous.

9. Return `starResolution`.
The InitializeEnvironment concrete method of a Source Text Module Record `module` takes no arguments and returns either a normal completion containing unused or an abrupt completion. It performs the following steps when called:

1. For each ExportEntry Record `e` of `module`.\([\text{IndirectExportEntries}]\), do
   a. Let `resolution` be `module`.ResolveExport(`e`.\([\text{ExportName}]\)).
   b. If `resolution` is null or ambiguous, throw a SyntaxError exception.
   c. Assert: `resolution` is a ResolvedBinding Record.
2. Assert: All named exports from `module` are resolvable.
3. Let `realm` be `module`.\([\text{Realm}]\).
4. Assert: `realm` is not undefined.
5. Let `env` be NewModuleEnvironment(`realm`.\([\text{GlobalEnv}]\)).
6. Set `module`.\([\text{Environment}]\) to `env`.
7. For each ImportEntry Record `in` of `module`.\([\text{ImportEntries}]\), do
   a. Let `importedModule` be ! HostResolveImportedModule(`module`, `in`.\([\text{ModuleRequest}]\)).
   b. NOTE: The above call cannot fail because imported module requests are a subset of `module`.\([\text{RequestedModules}]\), and these have been resolved earlier in this algorithm.
   c. If `in`.\([\text{ImportName}]\) is namespace-object, then
      i. Let `namespace` be ? GetModuleNamespace(`importedModule`).
      ii. Perform ! `env`.CreateImmutableBinding(`in`.\([\text{LocalName}]\), true).
      iii. Perform ! `env`.InitializeBinding(`in`.\([\text{LocalName}]\), `namespace`).
   d. Else,
      i. Let `resolution` be `importedModule`.ResolveExport(`in`.\([\text{ImportName}]\)).
      ii. If `resolution` is null or ambiguous, throw a SyntaxError exception.
      iii. If `resolution`.\([\text{ModuleName}]\) is namespace, then
         1. Let `namespace` be ? GetModuleNamespace(`resolution`.\([\text{Module}]\)).
         2. Perform ! `env`.CreateImmutableBinding(`in`.\([\text{LocalName}]\), true).
      iv. Else,
         1. Perform `env`.CreateImportBinding(`in`.\([\text{LocalName}]\), `resolution`.\([\text{ModuleName}]\), `resolution`.\([\text{BindingName}]\)).
8. Let `moduleContext` be a new ECMAScript code execution context.
9. Set the Function of `moduleContext` to null.
10. Assert: `module`.\([\text{Realm}]\) is not undefined.
11. Set the Realm of `moduleContext` to `module`.\([\text{Realm}]\).
12. Set the ScriptOrModule of `moduleContext` to `module`.
13. Set the VariableEnvironment of `moduleContext` to `module`.\([\text{Environment}]\).
14. Set the LexicalEnvironment of `moduleContext` to `module`.\([\text{Environment}]\).
15. Set the PrivateEnvironment of `moduleContext` to null.
17. Push `moduleContext` onto the execution context stack; `moduleContext` is now the running execution context.
18. Let `code` be `module`.\([\text{ECMAScriptCode}]\).
19. Let `varDeclarations` be the VarScopedDeclarations of `code`.
20. Let `declaredVarNames` be a new empty List.
21. For each element `d` of `varDeclarations`, do
   a. For each element `dn` of the BoundNames of `d`, do
If \( dn \) is not an element of \( \text{declaredVarNames} \), then
1. Perform \! \text{env}.CreateMutableBinding\((dn, \text{false})\).
2. Perform \! \text{env}.InitializeBinding\((dn, \text{undefined})\).
3. Append \( dn \) to \( \text{declaredVarNames} \).

22. Let \( \text{lexDeclarations} \) be the \text{LexicallyScopedDeclarations} of \( \text{code} \).
23. Let \( \text{privateEnv} \) be \text{null}.
24. For each element \( d \) of \( \text{lexDeclarations} \), do
   a. For each element \( dn \) of the \text{BoundNames} of \( d \), do
      i. If \text{IsConstantDeclaration} of \( d \) is \text{true}, then
         1. Perform \! \text{env}.CreateImmutableBinding\((dn, \text{true})\).
      ii. Else,
         1. Perform \! \text{env}.CreateMutableBinding\((dn, \text{false})\).
      iii. If \( d \) is a \text{FunctionDeclaration}, a \text{GeneratorDeclaration}, an \text{AsyncFunctionDeclaration}, or an \text{AsyncGeneratorDeclaration}, then
            1. Let \( fo \) be \text{InstantiateFunctionObject} of \( d \) with arguments \( \text{env} \) and \( \text{privateEnv} \).
            2. Perform \! \text{env}.InitializeBinding\((dn, fo)\).
25. Remove \( \text{moduleContext} \) from the execution context stack.

16.2.1.6.5 \text{ExecuteModule ( [ capability ] )}

The \text{ExecuteModule} concrete method of a \text{Source Text Module Record} \( \text{module} \) takes optional argument \( \text{capability} \) and returns either a normal completion containing unused or an abrupt completion. It performs the following steps when called:

1. Let \( \text{moduleContext} \) be a new ECMAScript code execution context.
2. Set the Function of \( \text{moduleContext} \) to \text{null}.
3. Set the \text{Realm} of \( \text{moduleContext} \) to \( \text{module}.[[\text{Realm}]] \).
4. Set the \text{ScriptOrModule} of \( \text{moduleContext} \) to \( \text{module} \).
5. \text{Assert}: \( \text{module} \) has been linked and declarations in its module environment have been instantiated.
6. Set the \text{VariableEnvironment} of \( \text{moduleContext} \) to \( \text{module}.[[\text{Environment}]] \).
7. Set the \text{LexicalEnvironment} of \( \text{moduleContext} \) to \( \text{module}.[[\text{Environment}]] \).
8. Suspend the currently running execution context.
9. If \( \text{module}.[[\text{HasTLA}]] \) is \text{false}, then
   a. \text{Assert}: \( \text{capability} \) is not present.
   b. Push \( \text{moduleContext} \) onto the execution context stack; \( \text{moduleContext} \) is now the running execution context.
   c. Let \( \text{result} \) be the result of evaluating \( \text{module}.[[\text{ECMAScriptCode}]] \).
   d. Suspend \( \text{moduleContext} \) and remove it from the execution context stack.
   e. Resume the context that is now on the top of the execution context stack as the running execution context.
   f. If \( \text{result} \) is an abrupt completion, then
      i. Return \( \text{result} \).
10. Else,
   a. \text{Assert}: \( \text{capability} \) is a \text{PromiseCapability Record}.
   b. Perform \text{AsyncBlockStart}(\text{capability}, \text{module}.[[\text{ECMAScriptCode}]], \text{moduleContext}).
11. Return unused.
16.2.1.7 HostResolveImportedModule ( referencingScriptOrModule, specifier )

The host-defined abstract operation HostResolveImportedModule takes arguments referencingScriptOrModule (a Script Record, a Module Record, or null) and specifier (a ModuleSpecifier String) and returns either a normal completion containing a Module Record or an abrupt completion. It provides the concrete Module Record subclass instance that corresponds to specifier occurring within the context of the script or module represented by referencingScriptOrModule. referencingScriptOrModule may be null if the resolution is being performed in the context of an import() expression and there is no active script or module at that time.

**NOTE**
An example of when referencingScriptOrModule can be null is in a web browser host. There, if a user clicks on a control given by

```html
<button type="button" onclick="import('./foo.mjs')">Click me</button>
```

there will be no active script or module at the time the import() expression runs. More generally, this can happen in any situation where the host pushes execution contexts with null ScriptOrModule components onto the execution context stack.

An implementation of HostResolveImportedModule must conform to the following requirements:

- If the returned Completion Record is a normal completion, it must be a normal completion containing an instance of a concrete subclass of Module Record.
- If a Module Record corresponding to the pair referencingScriptOrModule, specifier does not exist or cannot be created, an exception must be thrown.
- Each time this operation is called with a specific referencingScriptOrModule, specifier pair as arguments it must return the same Module Record instance if it completes normally.

Multiple different referencingScriptOrModule, specifier pairs may map to the same Module Record instance. The actual mapping semantic is host-defined but typically a normalization process is applied to specifier as part of the mapping process. A typical normalization process would include actions such as alphabetic case folding and expansion of relative and abbreviated path specifiers.

16.2.1.8 HostImportModuleDynamically ( referencingScriptOrModule, specifier, promiseCapability )

The host-defined abstract operation HostImportModuleDynamically takes arguments referencingScriptOrModule (a Script Record, a Module Record, or null), specifier (a ModuleSpecifier String), and promiseCapability (a PromiseCapability Record) and returns unused. It performs any necessary setup work in order to make available the module corresponding to specifier occurring within the context of the script or module represented by referencingScriptOrModule. referencingScriptOrModule may be null if there is no active script or module when the import() expression occurs. It then performs FinishDynamicImport to finish the dynamic import process.

An implementation of HostImportModuleDynamically must conform to the following requirements:

- It must return unused. Success or failure must instead be signaled as discussed below.
- The host environment must conform to one of the following sets of requirements:
  - **Success path**
    - At some future time, the host environment must perform
      FinishDynamicImport(referencingScriptOrModule, specifier, promiseCapability, promise), where promise is a Promise resolved with undefined.
    - Any subsequent call to HostResolveImportedModule after FinishDynamicImport has completed, given the arguments referencingScriptOrModule and specifier, must return a normal completion containing a module which has already been evaluated, i.e. whose Evaluate concrete method has already been called and returned a normal completion.
Failure path

- At some future time, the host environment must perform
  FinishDynamicImport(referencingScriptOrModule, specifier, promiseCapability, promise), where
  promise is a Promise rejected with an error representing the cause of failure.
- If the host environment takes the success path once for a given referencingScriptOrModule, specifier pair, it
  must always do so for subsequent calls.
- The operation must not call promiseCapability.[[Resolve]] or promiseCapability.[[Reject]], but instead must
  treat promiseCapability as an opaque identifying value to be passed through to FinishDynamicImport.

The actual process performed is host-defined, but typically consists of performing whatever I/O operations
are necessary to allow HostResolveImportedModule to synchronously retrieve the appropriate Module
Record, and then calling its Evaluate concrete method. This might require performing similar normalization
as HostResolveImportedModule does.

16.2.1.9 FinishDynamicImport (referencingScriptOrModule, specifier, promiseCapability, innerPromise)

The abstract operation FinishDynamicImport takes arguments referencingScriptOrModule, specifier, promiseCapability (a PromiseCapability Record), and innerPromise and returns unused.
FinishDynamicImport completes the process of a dynamic import originally started by an import() call, resolving or rejecting the promise returned by that call as appropriate according to innerPromise’s resolution. It is performed by host environments as part of HostImportModuleDynamically. It performs the following steps when called:

1. Let fulfilledClosure be a new Abstract Closure with parameters (result) that captures
   referencingScriptOrModule, specifier, and promiseCapability and performs the following steps when called:
   a. Assert: result is undefined.
   b. Let moduleRecord be ! HostResolveImportedModule(referencingScriptOrModule, specifier).
   c. Assert: Evaluate has already been invoked on moduleRecord and successfully completed.
   d. Let namespace be Completion(GetModuleNamespace(moduleRecord)).
   e. If namespace is an abrupt completion, then
      i. Perform ! Call(promiseCapability.[[Reject]], undefined, « namespace.[[Value]] »).
   f. Else,
      i. Perform ! Call(promiseCapability.[[Resolve]], undefined, « namespace.[[Value]] »).
   g. Return unused.
2. Let onFulfilled be CreateBuiltinFunction(fulfilledClosure, 0, "", « »).
3. Let rejectedClosure be a new Abstract Closure with parameters (error) that captures
   promiseCapability and performs the following steps when called:
   a. Perform ! Call(promiseCapability.[[Reject]], undefined, « error »).
   b. Return unused.
4. Let onRejected be CreateBuiltinFunction(rejectedClosure, 0, "", « »).
5. Perform PerformPromiseThen(innerPromise, onFulfilled, onRejected).
6. Return unused.

16.2.1.10 GetModuleNamespace (module)

The abstract operation GetModuleNamespace takes argument module (an instance of a concrete subclass
of Module Record) and returns either a normal completion containing either a Module Namespace Object or
empty, or an abrupt completion. It retrieves the Module Namespace Object representing module’s exports,
lazily creating it the first time it was requested, and storing it in module.[[Namespace]] for future retrieval. It
performs the following steps when called:
1. Assert: If module is a Cyclic Module Record, then module.[[Status]] is not unlinked.

2. Let namespace be module.[[Namespace]].

3. If namespace is empty, then
   a. Let exportedNames be ? module.GetExportedNames().
   b. Let unambiguousNames be a new empty List.
   c. For each element name of exportedNames, do
      i. Let resolution be ? module.ResolveExport(name).
      ii. If resolution is a ResolvedBinding Record, append name to unambiguousNames.
   d. Set namespace to ModuleNamespaceCreate(module, unambiguousNames).

4. Return namespace.

NOTE The only way GetModuleNamespace can throw is via one of the triggered HostResolveImportedModule calls. Unresolvable names are simply excluded from the namespace at this point. They will lead to a real linking error later unless they are all ambiguous star exports that are not explicitly requested anywhere.

### 16.2.1.11 Runtime Semantics: Evaluation

**Module**: [empty]

1. Return undefined.

**ModuleBody**: ModuleItemList

1. Let result be the result of evaluating ModuleItemList.
2. If result.[[Type]] is normal and result.[[Value]] is empty, then
   a. Return undefined.
3. Return result.

**ModuleItemList**: ModuleItemList ModuleItem

1. Let sl be the result of evaluating ModuleItemList.
2. ReturnIfAbrupt(sl).
3. Let s be the result of evaluating ModuleItem.
4. Return ? UpdateEmpty(s, sl).

NOTE The value of a ModuleItemList is the value of the last value-producing item in the ModuleItemList.

**ModuleItem**: ImportDeclaration

1. Return empty.

### 16.2.2 Imports

**Syntax**

ImportDeclaration : import ImportClause FromClause ;
import ModuleSpecifier ;
ImportClause : ImportedDefaultBinding
NameSpaceImport
NamedImports
ImportedDefaultBinding, NameSpaceImport
ImportedDefaultBinding, NamedImports
ImportedDefaultBinding:
ImportedBinding
NameSpaceImport:
  * as ImportedBinding
NamedImports:
  { }
  { ImportsList }
  { ImportsList, }
FromClause:
  from ModuleSpecifier
ImportsList:
  ImportSpecifier
ImportsList, ImportSpecifier
ImportSpecifier:
  ImportedBinding
  ModuleExportName as ImportedBinding
ModuleSpecifier:
  StringLiteral
ImportedBinding:
  BindingIdentifier[~Yield, +Await]

16.2.2.1 Static Semantics: Early Errors

ModuleItem : ImportDeclaration

- It is a Syntax Error if the BoundNames of ImportDeclaration contains any duplicate entries.

16.2.2.2 Static Semantics: ImportEntries

The syntax-directed operation ImportEntries takes no arguments and returns a List of ImportEntry Records. It is defined piecewise over the following productions:

Module : [empty]

1. Return a new empty List.

ModuleItemList : ModuleItemList ModuleItem

1. Let entries1 be ImportEntries of ModuleItemList.
2. Let entries2 be ImportEntries of ModuleItem.
3. Return the list-concatenation of entries1 and entries2.

ModuleItem :
  ExportDeclaration
  StatementListItem
1. Return a new empty List.

ImportDeclaration : import ImportClause FromClause ;

1. Let module be the sole element of ModuleRequests of FromClause.
2. Return ImportEntriesForModule of ImportClause with argument module.
16.2.2.3 Static Semantics: ImportEntriesForModule

The syntax-directed operation ImportEntriesForModule takes argument `module` and returns a List of ImportEntry Records. It is defined piecewise over the following productions:

**ImportClause**: `ImportedDefaultBinding`, `NamespaceImport`

1. Let `entries1` be ImportEntriesForModule of `ImportedDefaultBinding` with argument `module`.
2. Let `entries2` be ImportEntriesForModule of `NamespaceImport` with argument `module`.
3. Return the list-concatenation of `entries1` and `entries2`.

**ImportClause**: `ImportedDefaultBinding`, `NamedImports`

1. Let `entries1` be ImportEntriesForModule of `ImportedDefaultBinding` with argument `module`.
2. Let `entries2` be ImportEntriesForModule of `NamedImports` with argument `module`.
3. Return the list-concatenation of `entries1` and `entries2`.

**ImportedDefaultBinding**: `ImportedBinding`

1. Let `localName` be the sole element of `BoundNames` of `ImportedBinding`.
2. Let `defaultEntry` be the ImportEntry Record `{ [[ModuleRequest]]: `module`, [[ImportName]]: "default", [[LocalName]]: `localName` }.
3. Return « `defaultEntry` ».

**NamespaceImport**: `* as ` `ImportedBinding`

1. Let `localName` be the `StringValue` of `ImportedBinding`.
2. Let `entry` be the ImportEntry Record `{ [[ModuleRequest]]: `module`, [[ImportName]]: `namespace-object`, [[LocalName]]: `localName` }.
3. Return « `entry` ».

**NamedImports**: `{ }`

1. Return a new empty List.

**ImportsList**: `ImportsList`, `ImportSpecifier`

1. Let `specs1` be the ImportEntriesForModule of `ImportsList` with argument `module`.
2. Let `specs2` be the ImportEntriesForModule of `ImportSpecifier` with argument `module`.
3. Return the list-concatenation of `specs1` and `specs2`.

**ImportSpecifier**: `ImportedBinding`

1. Let `localName` be the sole element of `BoundNames` of `ImportedBinding`.
2. Let `entry` be the ImportEntry Record `{ [[ModuleRequest]]: `module`, [[ImportName]]: `localName`, [[LocalName]]: `localName` }.
3. Return « `entry` ».

**ImportSpecifier**: `ModuleExportName as ` `ImportedBinding`

1. Let `importName` be the `StringValue` of `ModuleExportName`.
2. Let `localName` be the `StringValue` of `ImportedBinding`.

---

*ExportDeclaration*: `export ModuleSpecifier`;

1. Return a new empty List.
3. Let `entry` be the `ImportEntry` Record `{ [[ModuleRequest]]: module, [[ImportName]]: importName, [[LocalName]]: localName }.

4. Return « `entry` ».

16.2.3 Exports

Syntax

```
ExportDeclaration : export ExportFromClause FromClause ;
export NamedExports ;
export VariableStatement [-Yield, +Await]
export Declaration [-Yield, +Await]
export default HoistableDeclaration [-Yield, +Await, +Default]
export default ClassDeclaration [-Yield, +Await, +Default]
export default [lookahead ∉ { function, async [no LineTerminator here] function, class }] AssignmentExpression [+In, -Yield, +Await] ;
```

ExportFromClause :
```
* as ModuleExportName
NamedExports
```

NamedExports :
```
{ }
{ ExportsList }
{ ExportsList , }
```

ExportsList :
```
ExportSpecifier
ExportsList , ExportSpecifier
```

ExportSpecifier :
```
ModuleExportName
ModuleExportName as ModuleExportName
```

16.2.3.1 Static Semantics: Early Errors

ExportDeclaration : export NamedExports ;

- It is a Syntax Error if `ReferencedBindings` of `NamedExports` contains any `String_literals`.
- For each `IdentifierName` `n` in `ReferencedBindings` of `NamedExports`: It is a Syntax Error if `StringValue` of `n` is a `ReservedWord` or if the `StringValue` of `n` is one of: "implements", "interface", "let", "package", "private", "protected", "public", or "static".

**NOTE** The above rule means that each `ReferencedBindings` of `NamedExports` is treated as an `IdentifierReference`.

16.2.3.2 Static Semantics: ExportedBindings

The syntax-directed operation `ExportedBindings` takes no arguments and returns a `List` of Strings.
NOTE  ExportedBindings are the locally bound names that are explicitly associated with a Module's ExportedNames.

It is defined piecewise over the following productions:

ModuleItemList : ModuleItemList ModuleItem
  1. Let names1 be ExportedBindings of ModuleItemList.
  2. Let names2 be ExportedBindings of ModuleItem.
  3. Return the list-concatenation of names1 and names2.

ModuleItem :
  ImportDeclaration
  StatementListItem
  1. Return a new empty List.

ExportDeclaration :
  export ExportFromClause FromClause ;
  1. Return a new empty List.

ExportDeclaration : export NamedExports ;
  1. Return the ExportedBindings of NamedExports.

ExportDeclaration : export VariableStatement
  1. Return the BoundNames of VariableStatement.

ExportDeclaration : export Declaration
  1. Return the BoundNames of Declaration.

ExportDeclaration :
  export default HoistableDeclaration
  export default ClassDeclaration
  export default AssignmentExpression ;
  1. Return the BoundNames of this ExportDeclaration.

NamedExports : { }
  1. Return a new empty List.

ExportsList : ExportsList , ExportSpecifier
  1. Let names1 be the ExportedBindings of ExportsList.
  2. Let names2 be the ExportedBindings of ExportSpecifier.
  3. Return the list-concatenation of names1 and names2.

ExportSpecifier : ModuleExportName
  1. Return a List whose sole element is the StringValue of ModuleExportName.

ExportSpecifier : ModuleExportName as ModuleExportName
1. Return a List whose sole element is the StringValue of the first ModuleExportName.

16.2.3.3 Static Semantics: ExportedNames

The syntax-directed operation ExportedNames takes no arguments and returns a List of Strings.

NOTE ExportedNames are the externally visible names that a Module explicitly maps to one of its local name bindings.

It is defined piecewise over the following productions:

ModuleItemList : ModuleItemList ModuleItem

1. Let names1 be ExportedNames of ModuleItemList.
2. Let names2 be ExportedNames of ModuleItem.
3. Return the list-concatenation of names1 and names2.

ModuleItem : ExportDeclaration

1. Return the ExportedNames of ExportDeclaration.

ModuleItem :
  ImportDeclaration
  StatementListItem

1. Return a new empty List.

ExportDeclaration : export ExportFromClause FromClause ;

1. Return the ExportedNames of ExportFromClause.

ExportFromClause : *

1. Return a new empty List.

ExportFromClause : * as ModuleExportName

1. Return a List whose sole element is the StringValue of ModuleExportName.

ExportFromClause : NamedExports

1. Return the ExportedNames of NamedExports.

ExportDeclaration : export VariableStatement

1. Return the BoundNames of VariableStatement.

ExportDeclaration : export Declaration

1. Return the BoundNames of Declaration.

ExportDeclaration :
  export default HoistableDeclaration
  export default ClassDeclaration
  export default AssignmentExpression ;

1. Return « "default" ».
NamedExports : { }

1. Return a new empty List.

ExportsList : ExportsList , ExportSpecifier

1. Let names1 be the ExportedNames of ExportsList.
2. Let names2 be the ExportedNames of ExportSpecifier.
3. Return the list-concatenation of names1 and names2.

ExportSpecifier : ModuleExportName

1. Return a List whose sole element is the StringValue of ModuleExportName.

ExportSpecifier : ModuleExportName as ModuleExportName

1. Return a List whose sole element is the StringValue of the second ModuleExportName.

16.2.3.4 Static Semantics: ExportEntries

The syntax-directed operation ExportEntries takes no arguments and returns a List of ExportEntry Records. It is defined piecewise over the following productions:

Module : [empty]

1. Return a new empty List.

ModuleItemList : ModuleItemList ModuleItem

1. Let entries1 be ExportEntries of ModuleItemList.
2. Let entries2 be ExportEntries of ModuleItem.
3. Return the list-concatenation of entries1 and entries2.

ModuleItem :
  ImportDeclaration
  StatementListItem

1. Return a new empty List.

ExportDeclaration : export ExportFromClause FromClause ;

1. Let module be the sole element of ModuleRequests of FromClause.
2. Return ExportEntriesForModule of ExportFromClause with argument module.

ExportDeclaration : export NamedExports ;

1. Return ExportEntriesForModule of NamedExports with argument null.

ExportDeclaration : export VariableStatement

1. Let entries be a new empty List.
2. Let names be the BoundNames of VariableStatement.
3. For each element name of names, do
   a. Append the ExportEntry Record \{ [[ModuleRequest]]: null, [[ImportName]]: null, [[LocalName]]: name, [[ExportName]]: name \} to entries.
4. Return entries.

ExportDeclaration : export Declaration
1. Let \textit{entries} be a new empty List.
2. Let \textit{names} be the BoundNames of \textit{Declaration}.
3. For each element \textit{name} of \textit{names}, do
   a. Append the ExportEntry Record \{ [[ModuleRequest]]: null, [[ImportName]]: null, [[LocalName]]: \textit{name}, [[ExportName]]: \textit{name} \} to \textit{entries}.
4. Return \textit{entries}.

\textbf{ExportDeclaration} \textbf{: export default \texttt{HoistableDeclaration}}

1. Let \textit{names} be BoundNames of \textit{HoistableDeclaration}.
2. Let \textit{localName} be the sole element of \textit{names}.
3. Return a List whose sole element is the ExportEntry Record \{ [[ModuleRequest]]: null, [[ImportName]]: null, [[LocalName]]: \textit{localName}, [[ExportName]]: "default" \}.

\textbf{ExportDeclaration} \textbf{: export default \texttt{ClassDeclaration}}

1. Let \textit{names} be BoundNames of \textit{ClassDeclaration}.
2. Let \textit{localName} be the sole element of \textit{names}.
3. Return a List whose sole element is the ExportEntry Record \{ [[ModuleRequest]]: null, [[ImportName]]: null, [[LocalName]]: \textit{localName}, [[ExportName]]: "default" \}.

\textbf{ExportDeclaration} \textbf{: export default \texttt{AssignmentExpression};}

1. Let \textit{entry} be the ExportEntry Record \{ [[ModuleRequest]]: null, [[ImportName]]: null, [[LocalName]]: "\*default\*", [[ExportName]]: "default" \}.
2. Return « \textit{entry} ».

\textbf{NOTE}\quad "\*default\*" is used within this specification as a synthetic name for anonymous default export values. See this note for more details.

\textbf{16.2.3.5 Static Semantics: ExportEntriesForModule}

The syntax-directed operation ExportEntriesForModule takes argument \textit{module} and returns a List of ExportEntry Records. It is defined piecewise over the following productions:

\textbf{ExportFromClause} : *

1. Let \textit{entry} be the ExportEntry Record \{ [[ModuleRequest]]: \textit{module}, [[ImportName]]: all-but-default, [[LocalName]]: null, [[ExportName]]: null \}.
2. Return « \textit{entry} ».

\textbf{ExportFromClause} : * as ModuleExportName

1. Let \textit{exportName} be the StringValue of ModuleExportName.
2. Let \textit{entry} be the ExportEntry Record \{ [[ModuleRequest]]: \textit{module}, [[ImportName]]: all, [[LocalName]]: null, [[ExportName]]: \textit{exportName} \}.
3. Return « \textit{entry} ».

\textbf{NamedExports} : \{ \}

1. Return a new empty List.

\textbf{ExportsList} : ExportsList , ExportSpecifier

1. Let \textit{specs1} be the ExportEntriesForModule of \textit{ExportsList} with argument \textit{module}.
2. Let `specs2` be the `ExportEntriesForModule` of `ExportSpecifier` with argument `module`.
3. Return the list-concatenation of `specs1` and `specs2`.

```
ExportSpecifier : ModuleExportName

1. Let `sourceName` be the `StringValue` of `ModuleExportName`.
2. If `module` is null, then
   a. Let `localName` be `sourceName`.
   b. Let `importName` be null.
3. Else,
   a. Let `localName` be null.
   b. Let `importName` be `sourceName`.
4. Return a List whose sole element is the ExportEntry Record `{ `[[ModuleRequest]]: module, `[[ImportName]]: importName, `[[LocalName]]: localName, `[[ExportName]]: sourceName }`.
```

```
ExportSpecifier : ModuleExportName as ModuleExportName

1. Let `sourceName` be the `StringValue` of the first `ModuleExportName`.
2. Let `exportName` be the `StringValue` of the second `ModuleExportName`.
3. If `module` is null, then
   a. Let `localName` be `sourceName`.
   b. Let `importName` be null.
4. Else,
   a. Let `localName` be null.
   b. Let `importName` be `sourceName`.
5. Return a List whose sole element is the ExportEntry Record `{ `[[ModuleRequest]]: module, `[[ImportName]]: importName, `[[LocalName]]: localName, `[[ExportName]]: exportName }`.
```

### 16.2.3.6 Static Semantics: ReferencedBindings

The syntax-directed operation `ReferencedBindings` takes no arguments and returns a List of Parse Nodes. It is defined piecewise over the following productions:

```
NamedExports : { }

1. Return a new empty List.
```

```
ExportsList : ExportsList , ExportSpecifier

1. Let `names1` be the `ReferencedBindings` of `ExportsList`.
2. Let `names2` be the `ReferencedBindings` of `ExportSpecifier`.
3. Return the list-concatenation of `names1` and `names2`.
```

```
ExportSpecifier : ModuleExportName as ModuleExportName

1. Return the `ReferencedBindings` of the first `ModuleExportName`.
```

```
ModuleExportName : IdentifierName

1. Return a List whose sole element is the `IdentifierName`.
```

```
ModuleExportName : StringLiteral

1. Return a List whose sole element is the `StringLiteral`.
```
16.2.3.7 Runtime Semantics: Evaluation

**ExportDeclaration**:  
\[
\text{export ExportFromClause FromClause ;
export NamedExports ;}
\]
1. Return empty.

**ExportDeclaration**: export VariableStatement
1. Return the result of evaluating VariableStatement.

**ExportDeclaration**: export Declaration
1. Return the result of evaluating Declaration.

**ExportDeclaration**: export default HoistableDeclaration
1. Return the result of evaluating HoistableDeclaration.

**ExportDeclaration**: export default ClassDeclaration
1. Let value be ? BindingClassDeclarationEvaluation of ClassDeclaration.
2. Let className be the sole element of BoundNames of ClassDeclaration.
3. If className is "default", then
   a. Let env be the running execution context's LexicalEnvironment.
4. Return empty.

**ExportDeclaration**: export default AssignmentExpression ;
1. If IsAnonymousFunctionDefinition(AssignmentExpression) is true, then
   a. Let value be ? NamedEvaluation of AssignmentExpression with argument "default".
2. Else,
   a. Let rhs be the result of evaluating AssignmentExpression.
   b. Let value be ? GetValue(rhs).
3. Let env be the running execution context's LexicalEnvironment.
5. Return empty.

17 Error Handling and Language Extensions

An implementation must report most errors at the time the relevant ECMAScript language construct is evaluated. An early error is an error that can be detected and reported prior to the evaluation of any construct in the Script containing the error. The presence of an early error prevents the evaluation of the construct. An implementation must report early errors in a Script as part of parsing that Script in ParseScript. Early errors in a Module are reported at the point when the Module would be evaluated and the Module is never initialized. Early errors in eval code are reported at the time eval is called and prevent evaluation of the eval code. All errors that are not early errors are runtime errors.

An implementation must report as an early error any occurrence of a condition that is listed in a “Static Semantics: Early Errors” subclause of this specification.
An implementation shall not treat other kinds of errors as early errors even if the compiler can prove that a construct cannot execute without error under any circumstances. An implementation may issue an early warning in such a case, but it should not report the error until the relevant construct is actually executed.

An implementation shall report all errors as specified, except for the following:

- Except as restricted in 17.1, a host or implementation may extend Script syntax, Module syntax, and regular expression pattern or flag syntax. To permit this, all operations (such as calling eval, using a regular expression literal, or using the Function or RegExp constructor) that are allowed to throw SyntaxError are permitted to exhibit host-defined behavior instead of throwing SyntaxError when they encounter a host-defined extension to the script syntax or regular expression pattern or flag syntax.
- Except as restricted in 17.1, a host or implementation may provide additional types, values, objects, properties, and functions beyond those described in this specification. This may cause constructs (such as looking up a variable in the global scope) to have host-defined behavior instead of throwing an error (such as ReferenceError).

17.1 Forbidden Extensions

An implementation must not extend this specification in the following ways:

- ECMAScript function objects defined using syntactic constructors in strict mode code must not be created with own properties named "caller" or "arguments". Such own properties also must not be created for function objects defined using an ArrowFunction, MethodDefinition, GeneratorDeclaration, GeneratorExpression, AsyncGeneratorExpression, AsyncGeneratorExpression, ClassDeclaration, ClassExpression, AsyncFunctionDeclaration, AsyncFunctionExpression, or AsyncArrowFunction regardless of whether the definition is contained in strict mode code. Built-in functions, strict functions created using the Function constructor, generator functions created using the Generator constructor, async functions created using the AsyncFunction constructor, and functions created using the bind method also must not be created with such own properties.
- If an implementation extends any function object with an own property named "caller" the value of that property, as observed using [[Get]] or [[GetOwnProperty]], must not be a strict function object. If it is an accessor property, the function that is the value of the property's [[Get]] attribute must never return a strict function when called.
- Neither mapped nor unmapped arguments objects may be created with an own property named "caller".
- The behaviour of built-in methods which are specified in ECMA-402, such as those named toLocaleString, must not be extended except as specified in ECMA-402.
- The RegExp pattern grammars in 22.2.1 and B.1.2 must not be extended to recognize any of the source characters A-Z or a-z as IdentityEscape[^UnicodeMode] when the [UnicodeMode] grammar parameter is present.
- The Syntactic Grammar must not be extended in any manner that allows the token : to immediately follow source text that is matched by the BindingIdentifier nonterminal symbol.
- When processing strict mode code, an implementation must not relax the early error rules of 12.8.3.1.
- TemplateEscapeSequence must not be extended to include LegacyOctalEscapeSequence or NonOctalDecimalEscapeSequence as defined in 12.8.4.
- When processing strict mode code, the extensions defined in B.3.1, B.3.2, B.3.3, and B.3.5 must not be supported.
- When parsing for the Module goal symbol, the lexical grammar extensions defined in B.1.1 must not be supported.
- ImportCall must not be extended.

18 ECMAScript Standard Built-in Objects

There are certain built-in objects available whenever an ECMAScript Script or Module begins execution. One, the global object, is part of the global environment of the executing program. Others are accessible as initial properties of the global object or indirectly as properties of accessible built-in objects.
Unless specified otherwise, a built-in object that is callable as a function is a built-in function object with the characteristics described in 10.3. Unless specified otherwise, the [[Extensible]] internal slot of a built-in object initially has the value true. Every built-in function object has a [[Realm]] internal slot whose value is the Realm Record of the realm for which the object was initially created.

Many built-in objects are functions: they can be invoked with arguments. Some of them furthermore are constructors: they are functions intended for use with the new operator. For each built-in function, this specification describes the arguments required by that function and the properties of that function object. For each built-in constructor, this specification furthermore describes properties of the prototype object of that constructor and properties of specific object instances returned by a new expression that invokes that constructor.

Unless otherwise specified in the description of a particular function, if a built-in function or constructor is given fewer arguments than the function is specified to require, the function or constructor shall behave exactly as if it had been given sufficient additional arguments, each such argument being the undefined value. Such missing arguments are considered to be “not present” and may be identified in that manner by specification algorithms. In the description of a particular function, the terms “this value” and “NewTarget” have the meanings given in 10.3.

Unless otherwise specified in the description of a particular function, if a built-in function or constructor described is given more arguments than the function is specified to allow, the extra arguments are evaluated by the call and then ignored by the function. However, an implementation may define implementation specific behaviour relating to such arguments as long as the behaviour is not the throwing of a TypeError exception that is predicated simply on the presence of an extra argument.

**NOTE 1**
Implementations that add additional capabilities to the set of built-in functions are encouraged to do so by adding new functions rather than adding new parameters to existing functions.

Unless otherwise specified every built-in function and every built-in constructor has the Function prototype object, which is the initial value of the expression Function.prototype (20.2.3), as the value of its [[Prototype]] internal slot.

Unless otherwise specified every built-in prototype object has the Object prototype object, which is the initial value of the expression Object.prototype (20.1.3), as the value of its [[Prototype]] internal slot, except the Object prototype object itself.

Built-in function objects that are not identified as constructors do not implement the [[Construct]] internal method unless otherwise specified in the description of a particular function.

Each built-in function defined in this specification is created by calling the CreateBuiltinFunction abstract operation (10.3.3). The values of the length and name parameters are the initial values of the "length" and "name" properties as discussed below. The values of the prefix parameter are similarly discussed below.

Every built-in function object, including constructors, has a "length" property whose value is a non-negative integral Number. Unless otherwise specified, this value is equal to the number of required parameters shown in the subclause heading for the function description. Optional parameters and rest parameters are not included in the parameter count.

**NOTE 2**
For example, the function object that is the initial value of the "map" property of the Array prototype object is described under the subclause heading «Array.prototype.map (callbackFn [, thisArg])» which shows the two named arguments callbackFn and thisArg, the latter being optional; therefore the value of the "length" property of that function object is 1.

Unless otherwise specified, the "length" property of a built-in function object has the attributes { [[Writable]]: false, [[Enumerable]]: false, [[Configurable]]: true }.

Every built-in function object, including constructors, has a "name" property whose value is a String. Unless otherwise specified, this value is the name that is given to the function in this specification. Functions that are
identified as anonymous functions use the empty String as the value of the "name" property. For functions that are specified as properties of objects, the name value is the property name string used to access the function. Functions that are specified as get or set accessor functions of built-in properties have "get" or "set" (respectively) passed to the prefix parameter when calling CreateBuiltinFunction.

The value of the "name" property is explicitly specified for each built-in functions whose property key is a Symbol value. If such an explicitly specified value starts with the prefix "get " or "set " and the function for which it is specified is a get or set accessor function of a built-in property, the value without the prefix is passed to the name parameter, and the value "get" or "set" (respectively) is passed to the prefix parameter when calling CreateBuiltinFunction.

Unless otherwise specified, the "name" property of a built-in function object has the attributes { [Writable]: false, [Enumerable]: false, [Configurable]: true }.

Every other data property described in clauses 19 through 28 and in Annex B.2 has the attributes { [Writable]: true, [Enumerable]: false, [Configurable]: true } unless otherwise specified.

Every accessor property described in clauses 19 through 28 and in Annex B.2 has the attributes { [Enumerable]: false, [Configurable]: true } unless otherwise specified. If only a get accessor function is described, the set accessor function is the default value, undefined. If only a set accessor is described the get accessor is the default value, undefined.

19 The Global Object

The global object:

- is created before control enters any execution context.
- does not have a [[Construct]] internal method; it cannot be used as a constructor with the new operator.
- does not have a [[Call]] internal method; it cannot be invoked as a function.
- has a [[Prototype]] internal slot whose value is host-defined.
- may have host-defined properties in addition to the properties defined in this specification. This may include a property whose value is the global object itself.

19.1 Value Properties of the Global Object

19.1.1 globalThis

The initial value of the "globalThis" property of the global object in a Realm Record realm is realm. [[GlobalEnv]].[[GlobalThisValue]].

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

19.1.2 Infinity

The value of Infinity is +∞𝔽 (see 6.1.6.1). This property has the attributes { [Writable]: false, [Enumerable]: false, [Configurable]: false }.

19.1.3 NaN

The value of NaN is NaN (see 6.1.6.1). This property has the attributes { [Writable]: false, [Enumerable]: false, [Configurable]: false }. 
19.1.4 undefined

The value of `undefined` is `undefined` (see 6.1.1). This property has the attributes `{ [[Writable]]: false, [[Enumerable]]: false, [[Configurable]]: false }.

19.2 Function Properties of the Global Object

19.2.1 eval (x)

The `eval` function is the `%eval%` intrinsic object. When the `eval` function is called with one argument `x`, the following steps are taken:

1. Assert: The execution context stack has at least two elements.
2. Let `callerContext` be the second to top element of the execution context stack.
3. Let `callerRealm` be `callerContext`'s Realm.

19.2.1.1 PerformEval (x, callerRealm, strictCaller, direct)

The abstract operation PerformEval takes arguments `x`, `callerRealm`, `strictCaller`, and `direct` and returns either a normal completion containing an ECMAScript language value or an abrupt completion. It performs the following steps when called:

1. Assert: If `direct` is `false`, then `strictCaller` is also `false`.
2. If `Type(x)` is not String, return `x`.
3. Let `evalRealm` be the current Realm Record.
5. Let `inFunction` be `false`.
6. Let `inMethod` be `false`.
7. Let `inDerivedConstructor` be `false`.
8. Let `inClassFieldInitializer` be `false`.
9. If `direct` is `true`, then
   a. Let `thisEnvRec` be GetThisEnvironment().
   b. If `thisEnvRec` is a function Environment Record, then
      i. Let `F` be `thisEnvRec`.[[FunctionObject]].
      ii. Set `inFunction` to `true`.
      iii. Set `inMethod` to `thisEnvRec`.HasSuperBinding().
      iv. If `F`.[[ConstructorKind]] is derived, set `inDerivedConstructor` to `true`.
      v. Let `classFieldInitializerName` be `F`.[[ClassFieldInitializerName]].
      vi. If `classFieldInitializerName` is not empty, set `inClassFieldInitializer` to `true`.
10. Perform the following substeps in an implementation-defined order, possibly interleaving parsing and error detection:
   a. Let `script` be ParseText(StringToCodePoints(x), Script).
   b. If `script` is a List of errors, throw a `SyntaxError` exception.
   c. If `script` Contains ScriptBody is `false`, return `undefined`.
   d. Let `body` be the ScriptBody of `script`.
   e. If `inFunction` is `false`, and `body` Contains NewTarget, throw a `SyntaxError` exception.
f. If `inMethod` is `false`, and `body` Contains `SuperProperty`, throw a `SyntaxError` exception.

g. If `inDerivedConstructor` is `false`, and `body` Contains `SuperCall`, throw a `SyntaxError` exception.

h. If `inClassFieldInitializer` is `true`, and `ContainsArguments` of `body` is `true`, throw a `SyntaxError` exception.

11. If `strictCaller` is `true`, let `strictEval` be `true`.
12. Else, let `strictEval` be `IsStrict` of `script`.
13. Let `runningContext` be the running execution context.
14. NOTE: If `direct` is `true`, `runningContext` will be the execution context that performed the direct `eval`. If `direct` is `false`, `runningContext` will be the execution context for the invocation of the `eval` function.
15. If `direct` is `true`, then
   a. Let `lexEnv` be `NewDeclarativeEnvironment(` `runningContext`'s LexicalEnvironment`).
   b. Let `varEnv` be `runningContext`'s VariableEnvironment.
   c. Let `privateEnv` be `runningContext`'s PrivateEnvironment.
16. Else,
   a. Let `lexEnv` be `NewDeclarativeEnvironment`(`evalRealm`.`[[GlobalEnv]]`).
   b. Let `varEnv` be `evalRealm`.`[[GlobalEnv]]`.
   c. Let `privateEnv` be `null`.
17. If `strictEval` is `true`, set `varEnv` to `lexEnv`.
18. If `runningContext` is not already suspended, suspend `runningContext`.
19. Let `evalContext` be a new ECMAScript code execution context.
20. Set `evalContext`'s `Function` to `null`.
21. Set `evalContext`'s `Realm` to `evalRealm`.
22. Set `evalContext`'s `ScriptOrModule` to `runningContext`'s `ScriptOrModule`.
23. Set `evalContext`'s `VariableEnvironment` to `varEnv`.
24. Set `evalContext`'s `LexicalEnvironment` to `lexEnv`.
25. Set `evalContext`'s `PrivateEnvironment` to `privateEnv`.
26. Push `evalContext` onto the execution context stack; `evalContext` is now the running execution context.
27. Let `result` be `Completion`(`EvalDeclarationInstantiation`(`body`, `varEnv`, `lexEnv`, `privateEnv`, `strictEval`)).
28. If `result`.'`[[Type]]` is normal, then
   a. Set `result` to the result of evaluating `body`.
29. If `result`.'`[[Type]]` is normal and `result`.'`[[Value]]` is empty, then
   a. Set `result` to `NormalCompletion`(undefined).
30. Suspend `evalContext` and remove it from the execution context stack.
31. Resume the context that is now on the top of the execution context stack as the running execution context.
32. Return ? `result`.

NOTE The eval code cannot instantiate variable or function bindings in the variable environment of the calling context that invoked the eval if either the code of the calling context or the eval code is strict mode code. Instead such bindings are instantiated in a new VariableEnvironment that is only accessible to the eval code. Bindings introduced by let, const, or class declarations are always instantiated in a new LexicalEnvironment.

19.2.1.2 HostEnsureCanCompileStrings ( callerRealm, calleeRealm )

The host-defined abstract operation HostEnsureCanCompileStrings takes arguments `callerRealm` (a Realm Record) and `calleeRealm` (a Realm Record) and returns either a normal completion containing unused or an abrupt completion. It allows host environments to block certain ECMAScript functions which allow developers to compile strings into ECMAScript code.
An implementation of HostEnsureCanCompileStrings must conform to the following requirements:

- If the returned Completion Record is a normal completion, it must be a normal completion containing unused.

The default implementation of HostEnsureCanCompileStrings is to return NormalCompletion(unused).

19.2.1.3 EvalDeclarationInstantiation ( body, varEnv, lexEnv, privateEnv, strict )

The abstract operation EvalDeclarationInstantiation takes arguments body, varEnv, lexEnv, privateEnv, and strict and returns either a normal completion containing unused or an abrupt completion. It performs the following steps when called:

1. Let varNames be the VarDeclaredNames of body.
2. Let varDeclarations be the VarScopedDeclarations of body.
3. If strict is false, then
   a. If varEnv is a global Environment Record, then
      i. For each element name of varNames, do
         1. If varEnv.HasLexicalDeclaration(name) is true, throw a SyntaxError exception.
      2. NOTE: eval will not create a global var declaration that would be shadowed by a global lexical declaration.
   b. Let thisEnv be lexEnv.
   c. Assert: The following loop will terminate.
   d. Repeat, while thisEnv is not the same as varEnv,
      i. If thisEnv is not an object Environment Record, then
         1. NOTE: The environment of with statements cannot contain any lexical declaration so it doesn't need to be checked for var/let hoisting conflicts.
         2. For each element name of varNames, do
            a. If ! thisEnv.HasBinding(name) is true, then
               i. Throw a SyntaxError exception.
            ii. NOTE: Annex B.3.4 defines alternate semantics for the above step.
      ii. Set thisEnv to thisEnv.[[OuterEnv]].
4. Let privateIdentifiers be a new empty List.
5. Let pointer be privateEnv.
6. Repeat, while pointer is not null,
   a. For each Private Name binding of pointer.[[Names]], do
      i. If privateIdentifiers does not contain binding.[[Description]], append binding.[[Description]] to privateIdentifiers.
   b. Set pointer to pointer.[[OuterPrivateEnvironment]].
7. If AllPrivateIdentifiersValid of body with argument privateIdentifiers is false, throw a SyntaxError exception.
8. Let functionsToInitialize be a new empty List.
9. Let declaredFunctionNames be a new empty List.
10. For each element d of varDeclarations, in reverse List order, do
   a. If d is neither a VariableDeclaration nor a ForBinding nor a BindingIdentifier, then
      i. Assert: d is either a FunctionDeclaration, a GeneratorDeclaration, an AsyncFunctionDeclaration, or an AsyncGeneratorDeclaration.
ii. NOTE: If there are multiple function declarations for the same name, the last declaration is used.

iii. Let \( fn \) be the sole element of the BoundNames of \( d \).

iv. If \( fn \) is not an element of \( \text{declaredFunctionNames} \), then
   1. If \( \text{varEnv} \) is a global Environment Record, then
      a. Let \( \text{fnDefinable} \) be \( ? \text{varEnv}.\text{CanDeclareGlobalFunction}( fn ) \).
      b. If \( \text{fnDefinable} \) is false, throw a TypeError exception.
   2. Append \( fn \) to \( \text{declaredFunctionNames} \).
   3. Insert \( d \) as the first element of \( \text{functionsToInitialize} \).

11. NOTE: Annex B.3.2.3 adds additional steps at this point.

12. Let \( \text{declaredVarNames} \) be a new empty List.

13. For each element \( d \) of \( \text{varDeclarations} \), do
   a. If \( d \) is a VariableDeclaration, a ForBinding, or a BindingIdentifier, then
      i. For each String \( vn \) of the BoundNames of \( d \), do
         1. If \( vn \) is not an element of \( \text{declaredFunctionNames} \), then
            a. If \( \text{varEnv} \) is a global Environment Record, then
               i. Let \( \text{vnDefinable} \) be \( ? \text{varEnv}.\text{CanDeclareGlobalVar}( vn ) \).
               ii. If \( \text{vnDefinable} \) is false, throw a TypeError exception.
            b. If \( vn \) is not an element of \( \text{declaredVarNames} \), then
               i. Append \( vn \) to \( \text{declaredVarNames} \).

14. NOTE: No abnormal terminations occur after this algorithm step unless \( \text{varEnv} \) is a global Environment Record and the global object is a Proxy exotic object.

15. Let \( \text{lexDeclarations} \) be the LexicallyScopedDeclarations of \( \text{body} \).

16. For each element \( d \) of \( \text{lexDeclarations} \), do
   a. NOTE: Lexically declared names are only instantiated here but not initialized.
   b. For each element \( dn \) of the BoundNames of \( d \), do
      i. If IsConstantDeclaration of \( d \) is true, then
         1. Perform \( ? \text{lexEnv}.\text{CreateImmutableBinding}( dn, true ) \).
      ii. Else,
         1. Perform \( ? \text{lexEnv}.\text{CreateMutableBinding}( dn, false ) \).

17. For each Parse Node \( f \) of \( \text{functionsToInitialize} \), do
   a. Let \( fn \) be the sole element of the BoundNames of \( f \).
   b. Let \( fo \) be InstantiateFunctionObject of \( f \) with arguments \( \text{lexEnv} \) and \( \text{privateEnv} \).
   c. If \( \text{varEnv} \) is a global Environment Record, then
      i. Perform \( ? \text{varEnv}.\text{CreateGlobalFunctionBinding}( fn, fo, true ) \).
   d. Else,
      i. Let \( \text{bindingExists} \) be \( ! \text{varEnv}.\text{HasBinding}( fn ) \).
      ii. If \( \text{bindingExists} \) is false, then
         1. NOTE: The following invocation cannot return an abrupt completion because of the validation preceding step 14.
         2. Perform \( ! \text{varEnv}.\text{CreateMutableBinding}( fn, true ) \).
         3. Perform \( ! \text{varEnv}.\text{InitializeBinding}( fn, fo ) \).
      iii. Else,
         1. Perform \( ! \text{varEnv}.\text{SetMutableBinding}( fn, fo, false ) \).

18. For each String \( vn \) of \( \text{declaredVarNames} \), do
   a. If \( \text{varEnv} \) is a global Environment Record, then
      i. Perform \( ? \text{varEnv}.\text{CreateGlobalVarBinding}( vn, true ) \).
   b. Else,
Let `bindingExists` be `varEnv.HasBinding(vn)`.

ii. If `bindingExists` is false, then
   1. NOTE: The following invocation cannot return an abrupt completion because of the validation preceding step 14.
   2. Perform `! varEnv.CreateMutableBinding(vn, true)`.
   3. Perform `! varEnv.InitializeBinding(vn, undefined)`.


NOTE An alternative version of this algorithm is described in B.3.4.

19.2.2 `isFinite (number)`

The `isFinite` function is the `%isFinite% intrinsic object. When the `isFinite` function is called with one argument `number`, the following steps are taken:

1. Let `num` be `? ToNumber(number)`.
2. If `num` is NaN, +∞, or -∞, return false.
3. Otherwise, return true.

19.2.3 `isNaN (number)`

The `isNaN` function is the `%isNaN% intrinsic object. When the `isNaN` function is called with one argument `number`, the following steps are taken:

1. Let `num` be `? ToNumber(number)`.
2. If `num` is NaN, return true.
3. Otherwise, return false.

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

19.2.4 `parseFloat (string)`

The `parseFloat` function produces a Number value dictated by interpretation of the contents of the `string` argument as a decimal literal.

The `parseFloat` function is the `%parseFloat% intrinsic object. When the `parseFloat` function is called with one argument `string`, the following steps are taken:

1. Let `inputString` be `? ToString(string)`.
2. Let `trimmedString` be `! TrimString(inputString, start)`.
3. If neither `trimmedString` nor any prefix of `trimmedString` satisfies the syntax of a StrDecimalLiteral (see 7.1.4.1), return NaN.
4. Let `numberString` be the longest prefix of `trimmedString`, which might be `trimmedString` itself, that satisfies the syntax of a StrDecimalLiteral.
5. Let `parsedNumber` be `ParseText(StringToCodePoints(numberString), StrDecimalLiteral)`.
6. Assert: `parsedNumber` is a Parse Node.
7. Return `StringNumericValue of parsedNumber`. 
NOTE `parseFloat` may interpret only a leading portion of `string` as a `Number` value; it ignores any code units that cannot be interpreted as part of the notation of a decimal literal, and no indication is given that any such code units were ignored.

19.2.5 `parseInt (string, radix)`

The `parseInt` function produces an integral `Number` dictated by interpretation of the contents of the `string` argument according to the specified `radix`. Leading white space in `string` is ignored. If `radix` is `undefined` or 0, it is assumed to be 10 except when the number begins with the code unit pairs `0x` or `0X`, in which case a radix of 16 is assumed. If `radix` is 16, the number may also optionally begin with the code unit pairs `0x` or `0X`.

The `parseInt` function is the `%parseInt% intrinsic object. When the `parseInt` function is called, the following steps are taken:

1. Let `inputString` be `ToString(string).`
2. Let `S` be `!TrimString(inputString, start).`
3. Let `sign` be 1.
4. If `S` is not empty and the first code unit of `S` is the code unit 0x002D (HYPHEN-MINUS), set `sign` to -1.
5. If `S` is not empty and the first code unit of `S` is the code unit 0x002B (PLUS SIGN) or the code unit 0x002D (HYPHEN-MINUS), remove the first code unit from `S`.
6. Let `R` be `ℝ(? ToInt32(radix)).`
7. Let `stripPrefix` be `true`.
8. If `R ≠ 0`, then
   a. If `R < 2` or `R > 36`, return `NaN`.
   b. If `R ≠ 16`, set `stripPrefix` to `false`.
9. Else,
   a. Set `R` to 10.
10. If `stripPrefix` is `true`, then
    a. If the length of `S` is at least 2 and the first two code units of `S` are either "0x" or "0X", then
       i. Remove the first two code units from `S`.
       ii. Set `R` to 16.
11. If `S` contains a code unit that is not a radix-`R` digit, let `end` be the index within `S` of the first such code unit; otherwise, let `end` be the length of `S`.
12. Let `Z` be the `substring` of `S` from 0 to `end`.
13. If `Z` is empty, return `NaN`.
14. Let `mathInt` be the integer value that is represented by `Z` in radix-`R` notation, using the letters A-Z and a-z for digits with values 10 through 35. (However, if `R` is 10 and `Z` contains more than 20 significant digits, every significant digit after the 20th may be replaced by a 0 digit, at the option of the implementation; and if `R` is not 2, 4, 8, 10, 16, or 32, then `mathInt` may be an implementation-approximated integer representing the integer value denoted by `Z` in radix-`R` notation.)
15. If `mathInt = 0`, then
    a. If `sign = -1`, return `-0𝔽`.
    b. Return `+0𝔽`.
16. Return `𝔽(sign × mathInt)`.

NOTE `parseInt` may interpret only a leading portion of `string` as an `integer` value; it ignores any code units that cannot be interpreted as part of the notation of an `integer`, and no indication is given that any such code units were ignored.
19.2.6 URI Handling Functions

Uniform Resource Identifiers, or URIs, are Strings that identify resources (e.g. web pages or files) and transport protocols by which to access them (e.g. HTTP or FTP) on the Internet. The ECMAScript language itself does not provide any support for using URIs except for functions that encode and decode URIs as described in 19.2.6.2, 19.2.6.3, 19.2.6.4 and 19.2.6.5

NOTE Many implementations of ECMAScript provide additional functions and methods that manipulate web pages; these functions are beyond the scope of this standard.

19.2.6.1 URI Syntax and Semantics

A URI is composed of a sequence of components separated by component separators. The general form is:

**Scheme:** First/Second; Third?Fourth

where the italicized names represent components and “:”, “/”, “;” and “?” are reserved for use as separators. The `encodeURI` and `decodeURI` functions are intended to work with complete URIs; they assume that any reserved code units in the URI are intended to have special meaning and so are not encoded. The `encodeURIComponent` and `decodeURIComponent` functions are intended to work with the individual component parts of a URI; they assume that any reserved code units represent text and so must be encoded so that they are not interpreted as reserved code units when the component is part of a complete URI.

The following lexical grammar specifies the form of encoded URIs.

**Syntax**

```plaintext
uri :: uriCharacters_opt
uriCharacters :: uriCharacter uriCharacters_opt
uriCharacter :: uriReserved uriUnescaped uriEscaped
uriReserved :: one of ; / ? : @ & = + $ ,
uriUnescaped :: uriAlpha DecimalDigit uriMark
uriEscaped :: % HexDigit HexDigit
uriAlpha :: one of a b c d e f g h i j k l m n o p q r s t u v w x y z A B C D E F G H I J K L M N O P Q R S T U V W X Y Z
uriMark :: one of - _ . ! ~ * ' ( )
```
NOTE The above syntax is based upon RFC 2396 and does not reflect changes introduced by the more recent RFC 3986.

Runtime Semantics

When a code unit to be included in a URI is not listed above or is not intended to have the special meaning sometimes given to the reserved code units, that code unit must be encoded. The code unit is transformed into its UTF-8 encoding, with surrogate pairs first converted from UTF-16 to the corresponding code point value. (Note that for code units in the range [0, 127] this results in a single octet with the same value.) The resulting sequence of octets is then transformed into a String with each octet represented by an escape sequence of the form "%xx".

19.2.6.1.1 Encode (string, unescapedSet)

The abstract operation Encode takes arguments string (a String) and unescapedSet (a String) and returns either a normal completion containing a String or an abrupt completion. It performs URI encoding and escaping. It performs the following steps when called:

1. Let strLen be the number of code units in string.
2. Let R be the empty String.
3. Let k be 0.
4. Repeat,
   a. If k = strLen, return R.
   b. Let C be the code unit at index k within string.
   c. If C is in unescapedSet, then
      i. Set k to k + 1.
      ii. Set R to the string-concatenation of R and C.
   d. Else,
      i. Let cp be CodePointAt(string, k).
      ii. If cp.[[IsUnpairedSurrogate]] is true, throw a URIError exception.
      iii. Set k to k + cp.[[CodeUnitCount]].
      iv. Let Octets be the List of octets resulting by applying the UTF-8 transformation to cp.[[CodePoint]].
      v. For each element octet of Octets, do
         1. Set R to the string-concatenation of:
            a. R
            b. "%"
            c. the String representation of octet, formatted as a two-digit uppercase hexadecimal number, padded to the left with a zero if necessary

19.2.6.1.2 Decode (string, reservedSet)

The abstract operation Decode takes arguments string (a String) and reservedSet (a String) and returns either a normal completion containing a String or an abrupt completion. It performs URI unescaping and decoding. It performs the following steps when called:

1. Let strLen be the length of string.
2. Let R be the empty String.
3. Let k be 0.
4. Repeat,
   a. If k = strLen, return R.
   b. Let C be the code unit at index k within string.
If $C$ is not the code unit 0x0025 (PERCENT SIGN), then

i. Let $S$ be the String value containing only the code unit $C$.

d. Else,

i. Let $start$ be $k$.

ii. If $k + 2 \geq strLen$, throw a URIError exception.

iii. If the code units at index $(k + 1)$ and $(k + 2)$ within $string$ do not represent hexadecimal digits, throw a URIError exception.

iv. Let $B$ be the 8-bit value represented by the two hexadecimal digits at index $(k + 1)$ and $(k + 2)$.

v. Set $k$ to $k + 2$.

vi. Let $n$ be the number of leading 1 bits in $B$.

vii. If $n = 0$, then

1. Let $C$ be the code unit whose value is $B$.

2. If $C$ is not in reservedSet, then

   a. Let $S$ be the String value containing only the code unit $C$.

3. Else,

   a. Let $S$ be the substring of $string$ from $start$ to $k + 1$.

viii. Else,

1. If $n = 1$ or $n > 4$, throw a URIError exception.

2. If $k + (3 \times (n - 1)) \geq strLen$, throw a URIError exception.

3. Let $Octets$ be « $B$ ».

4. Let $j$ be 1.

5. Repeat, while $j < n$,

   a. Set $k$ to $k + 1$.

   b. If the code unit at index $k$ within $string$ is not the code unit 0x0025 (PERCENT SIGN), throw a URIError exception.

   c. If the code units at index $(k + 1)$ and $(k + 2)$ within $string$ do not represent hexadecimal digits, throw a URIError exception.

   d. Let $B$ be the 8-bit value represented by the two hexadecimal digits at index $(k + 1)$ and $(k + 2)$.

   e. Set $k$ to $k + 2$.

   f. Append $B$ to $Octets$.

   g. Set $j$ to $j + 1$.

6. Assert: The length of $Octets$ is $n$.

7. If $Octets$ does not contain a valid UTF-8 encoding of a Unicode code point, throw a URIError exception.

8. Let $V$ be the code point obtained by applying the UTF-8 transformation to $Octets$, that is, from a List of octets into a 21-bit value.

9. Let $S$ be UTF16EncodeCodePoint($V$).

e. Set $R$ to the string-concatenation of $R$ and $S$.

f. Set $k$ to $k + 1$.

NOTE This syntax of Uniform Resource Identifiers is based upon RFC 2396 and does not reflect the more recent RFC 3986 which replaces RFC 2396. A formal description and implementation of UTF-8 is given in RFC 3629.

RFC 3629 prohibits the decoding of invalid UTF-8 octet sequences. For example, the invalid sequence C0 80 must not decode into the code unit 0x0000. Implementations of the Decode algorithm are required to throw a URIError when encountering such invalid sequences.
19.2.6.2 decodeURI (encodedURI)

The decodeURI function computes a new version of a URI in which each escape sequence and UTF-8 encoding of the sort that might be introduced by the encodeURI function is replaced with the UTF-16 encoding of the code points that it represents. Escape sequences that could not have been introduced by encodeURI are not replaced.

The decodeURI function is the %decodeURI% intrinsic object. When the decodeURI function is called with one argument encodedURI, the following steps are taken:

1. Let uriString be ? ToString(encodedURI).
2. Let reservedURISet be a String containing one instance of each code unit valid in uriReserved plus "#".

NOTE The code point # is not decoded from escape sequences even though it is not a reserved URI code point.

19.2.6.3 decodeURIComponent (encodedURIComponent)

The decodeURIComponent function computes a new version of a URI in which each escape sequence and UTF-8 encoding of the sort that might be introduced by the encodeURIComponent function is replaced with the UTF-16 encoding of the code points that it represents.

The decodeURIComponent function is the %decodeURIComponent% intrinsic object. When the decodeURIComponent function is called with one argument encodedURIComponent, the following steps are taken:

1. Let componentString be ? ToString(encodedURIComponent).
2. Let reservedURIComponentSet be the empty String.
3. Return ? Decode(componentString, reservedURIComponentSet).

19.2.6.4 encodeURI (uri)

The encodeURI function computes a new version of a UTF-16 encoded (6.1.4) URI in which each instance of certain code points is replaced by one, two, three, or four escape sequences representing the UTF-8 encoding of the code points.

The encodeURI function is the %encodeURI% intrinsic object. When the encodeURI function is called with one argument uri, the following steps are taken:

1. Let uriString be ? ToString(uri).
2. Let unescapedURISet be a String containing one instance of each code unit valid in uriReserved and uriUnescaped plus "#".

NOTE The code point # is not encoded to an escape sequence even though it is not a reserved or unescaped URI code point.
19.2.6.5 `encodeURIComponent (uriComponent)

The `encodeURIComponent` function computes a new version of a UTF-16 encoded (6.1.4) URI in which each instance of certain code points is replaced by one, two, three, or four escape sequences representing the UTF-8 encoding of the code point.

The `encodeURIComponent` function is the `%encodeURIComponent%` intrinsic object. When the `encodeURIComponent` function is called with one argument `uriComponent`, the following steps are taken:

1. Let `componentString` be `ToString(uriComponent)`.
2. Let `unescapedURIComponentSet` be a String containing one instance of each code unit valid in `uriUnescaped`.
3. Return `Encode(componentString, unescapedURIComponentSet)`.

19.3 Constructor Properties of the Global Object

19.3.1 `AggregateError (…)

See 20.5.7.1.

19.3.2 `Array (…)

See 23.1.1.

19.3.3 `ArrayBuffer (…)

See 25.1.3.

19.3.4 `BigInt (…)

See 21.2.1.

19.3.5 `BigInt64Array (…)

See 23.2.5.

19.3.6 `BigUint64Array (…)

See 23.2.5.

19.3.7 `Boolean (…)

See 20.3.1.

19.3.8 `DataView (…)

See 25.3.2.
19.3.9 Date ( . . . )
See 21.4.2.

19.3.10 Error ( . . . )
See 20.5.1.

19.3.11 EvalError ( . . . )
See 20.5.5.1.

19.3.12 FinalizationRegistry ( . . . )
See 26.2.1.

19.3.13 Float32Array ( . . . )
See 23.2.5.

19.3.14 Float64Array ( . . . )
See 23.2.5.

19.3.15 Function ( . . . )
See 20.2.1.

19.3.16 Int8Array ( . . . )
See 23.2.5.

19.3.17 Int16Array ( . . . )
See 23.2.5.

19.3.18 Int32Array ( . . . )
See 23.2.5.

19.3.19 Map ( . . . )
See 24.1.1.
19.3.20 Number ( . . . )
See 21.1.1.

19.3.21 Object ( . . . )
See 20.1.1.

19.3.22 Promise ( . . . )
See 27.2.3.

19.3.23 Proxy ( . . . )
See 28.2.1.

19.3.24 RangeError ( . . . )
See 20.5.5.2.

19.3.25 ReferenceError ( . . . )
See 20.5.5.3.

19.3.26 RegExp ( . . . )
See 22.2.3.

19.3.27 Set ( . . . )
See 24.2.1.

19.3.28 SharedArrayBuffer ( . . . )
See 25.2.2.

19.3.29 String ( . . . )
See 22.1.1.

19.3.30 Symbol ( . . . )
See 20.4.1.
19.3.31 SyntaxError ( . . . )
See 20.5.5.4.

19.3.32 TypeError ( . . . )
See 20.5.5.5.

19.3.33 Uint8Array ( . . . )
See 23.2.5.

19.3.34 Uint8ClampedArray ( . . . )
See 23.2.5.

19.3.35 Uint16Array ( . . . )
See 23.2.5.

19.3.36 Uint32Array ( . . . )
See 23.2.5.

19.3.37 URIError ( . . . )
See 20.5.5.6.

19.3.38 WeakMap ( . . . )
See 24.3.1.

19.3.39 WeakRef ( . . . )
See 26.1.1.

19.3.40 WeakSet ( . . . )
See 24.4.

19.4 Other Properties of the Global Object

19.4.1 Atomics
See 25.4.
19.4.2 JSON
See 25.5.

19.4.3 Math
See 21.3.

19.4.4 Reflect
See 28.1.

20 Fundamental Objects

20.1 Object Objects

20.1.1 The Object Constructor

The Object constructor:

- is `%Object%`.
- is the initial value of the "Object" property of the global object.
- creates a new ordinary object when called as a constructor.
- performs a type conversion when called as a function rather than as a constructor.
- may be used as the value of an `extends` clause of a class definition.

20.1.1.1 Object ([ value ])

When the Object function is called with optional argument `value`, the following steps are taken:

1. If `NewTarget` is neither `undefined` nor the active function, then
   a. Return `? OrdinaryCreateFromConstructor(NewTarget, "%Object.prototype").`
2. If `value` is `undefined` or `null`, return `OrdinaryObjectCreate(%Object.prototype%).`
3. Return `! ToObject(value)`.

The "length" property of the Object function is `1_F`.

20.1.2 Properties of the Object Constructor

The Object constructor:

- has a [[Prototype]] internal slot whose value is `%Function.prototype%`.
- has a "length" property.
- has the following additional properties:
20.1.2.1 Object.assign ( target, ...sources )

The assign function is used to copy the values of all of the enumerable own properties from one or more source objects to a target object. When the assign function is called, the following steps are taken:

1. Let to be ? ToObject(target).
2. If only one argument was passed, return to.
3. For each element nextSource of sources, do
   a. If nextSource is neither undefined nor null, then
      i. Let from be ! ToObject(nextSource).
      ii. Let keys be ? from.[[OwnPropertyKeys]]().
      iii. For each element nextKey of keys, do
         1. Let desc be ? from.[[GetOwnProperty]](nextKey).
         2. If desc is not undefined and desc.[[Enumerable]] is true, then
            a. Let propValue be ? Get(from, nextKey).
            b. Perform ? Set(to, nextKey, propValue, true).
4. Return to.

The "length" property of the assign function is 2𝔽.

20.1.2.2 Object.create ( O, Properties )

The create function creates a new object with a specified prototype. When the create function is called, the following steps are taken:

1. If Type(O) is neither Object nor Null, throw a TypeError exception.
2. Let obj be OrdinaryObjectCreate(O).
3. If Properties is not undefined, then
4. Return obj.

20.1.2.3 Object.defineProperties ( O, Properties )

The defineProperties function is used to add own properties and/or update the attributes of existing own properties of an object. When the defineProperties function is called, the following steps are taken:

1. If Type(O) is not Object, throw a TypeError exception.

20.1.2.3.1 ObjectDefineProperties ( O, Properties )

The abstract operation ObjectDefineProperties takes arguments O (an Object) and Properties and returns either a normal completion containing an Object or an abrupt completion. It performs the following steps when called:

1. Let props be ? ToObject(Properties).
2. Let keys be ? props.[[OwnPropertyKeys]]().
3. Let descriptors be a new empty List.
4. For each element nextKey of keys, do
   a. Let propDesc be ? props.[[GetOwnProperty]](nextKey).
If `propDesc` is not `undefined` and `propDesc.[[Enumerable]]` is `true`, then
i. Let `descObj` be `? Get(props, nextKey)`.
   ii. Let `desc` be `? ToPropertyDescriptor(descObj)`.
   iii. Append the pair (a two element `List`) consisting of `nextKey` and `desc` to the end of `descriptors`.
5. For each element `pair` of `descriptors`, do
   a. Let `P` be the first element of `pair`.
   b. Let `desc` be the second element of `pair`.
6. Return `O`.

### 20.1.2.4 Object.defineProperty ( `O, P, Attributes` )

The `defineProperty` function is used to add an own property and/or update the attributes of an existing own property of an object. When the `defineProperty` function is called, the following steps are taken:

1. If `Type(O)` is not `Object`, throw a `TypeError` exception.
2. Let `key` be `? ToPropertyKey(P)`.
3. Let `desc` be `? ToPropertyDescriptor(Attributes)`.
4. Perform `? DefinePropertyOrThrow(O, key, desc)`.
5. Return `O`.

### 20.1.2.5 Object.entries ( `O` )

When the `entries` function is called with argument `O`, the following steps are taken:

1. Let `obj` be `? ToObject(O)`.
2. Let `nameList` be `? EnumerableOwnPropertyNames(obj, key+value)`.
3. Return `CreateArrayFromList(nameList)`.

### 20.1.2.6 Object.freeze ( `O` )

When the `freeze` function is called, the following steps are taken:

1. If `Type(O)` is not `Object`, return `O`.
2. Let `status` be `? SetIntegrityLevel(O, frozen)`.
3. If `status` is `false`, throw a `TypeError` exception.
4. Return `O`.

### 20.1.2.7 Object.fromEntries ( `iterable` )

When the `fromEntries` method is called with argument `iterable`, the following steps are taken:

1. Perform `? RequireObjectCoercible(iterable)`.
2. Let `obj` be `OrdinaryObjectCreate(%Object.prototype%)`.
3. Assert: `obj` is an extensible ordinary object with no own properties.
4. Let `closure` be a new `Abstract Closure` with parameters `(key, value)` that captures `obj` and performs the following steps when called:
   a. Let `propertyKey` be `? ToPropertyKey(key)`.
b. Perform ! \texttt{CreateDataPropertyOrThrow}(\textit{obj}, \textit{propertyKey}, \textit{value}).
c. Return \textit{undefined}.

5. Let \textit{adder} be \texttt{CreateBuiltInFunction}(\textit{closure}, 2, "", « »).
6. Return \texttt{? AddEntriesFromIterable}(\textit{obj}, \textit{iterable}, \textit{adder}).

**NOTE** The function created for \textit{adder} is never directly accessible to ECMAScript code.

### 20.1.2.8 Object.getOwnPropertyDescriptor ( \textit{O, P} )

When the \texttt{getOwnPropertyDescriptor} function is called, the following steps are taken:

1. Let \textit{obj} be \texttt{ToObject}(\textit{O}).
2. Let \textit{key} be \texttt{ToPropertyKey}(\textit{P}).
3. Let \textit{desc} be \texttt{? obj.[[GetOwnProperty]]}(\textit{key}).
4. Return \texttt{FromPropertyDescriptor}(\textit{desc}).

### 20.1.2.9 Object.getOwnPropertyDescriptors ( \textit{O} )

When the \texttt{getOwnPropertyDescriptors} function is called, the following steps are taken:

1. Let \textit{obj} be \texttt{ToObject}(\textit{O}).
2. Let \textit{ownKeys} be \texttt{? obj.[[OwnPropertyKeys]]}().
3. Let \textit{descriptors} be \texttt{OrdinaryObjectCreate}(\%Object.prototype\%).
4. For each element \textit{key} of \textit{ownKeys}, do
   a. Let \textit{desc} be \texttt{? obj.[[GetOwnProperty]]}(\textit{key}).
   b. Let \textit{descriptor} be \texttt{FromPropertyDescriptor}(\textit{desc}).
   c. If \textit{descriptor} is not \textit{undefined}, perform ! \texttt{CreateDataPropertyOrThrow}(\textit{descriptors}, \textit{key}, \textit{descriptor}).
5. Return \textit{descriptors}.

### 20.1.2.10 Object.getOwnPropertyNames ( \textit{O} )

When the \texttt{getOwnPropertyNames} function is called, the following steps are taken:

1. Return \texttt{CreateArrayFromList(? GetOwnPropertyKeys(\textit{O}, \textit{string}))}.

### 20.1.2.11 Object.getOwnPropertySymbols ( \textit{O} )

When the \texttt{getOwnPropertySymbols} function is called with argument \textit{O}, the following steps are taken:

1. Return \texttt{CreateArrayFromList(? GetOwnPropertyKeys(\textit{O}, \textit{symbol}))}.

### 20.1.2.11.1 GetOwnPropertyKeys ( \textit{O, type} )

The abstract operation GetOwnPropertyKeys takes arguments \textit{O} and \textit{type} (string or symbol) and returns either a normal completion containing a List of property keys or an abrupt completion. It performs the following steps when called:

1. Let \textit{obj} be \texttt{ToObject}(\textit{O}).
2. Let \( \textit{keys} \) be \( \text{obj}[[\text{OwnPropertyKeys}]]() \).
3. Let \( \textit{nameList} \) be a new empty \textit{List}.
4. For each element \( \textit{nextKey} \) of \( \textit{keys} \), do
   a. If \( \text{Type}(\textit{nextKey}) \) is \text{Symbol} and \( \text{type} \) is symbol or \( \text{Type}(\textit{nextKey}) \) is String and \( \text{type} \) is string, then
      i. Append \( \textit{nextKey} \) as the last element of \( \textit{nameList} \).
5. Return \( \textit{nameList} \).

20.1.2.12 \textbf{Object.getPrototypeOf ( \( O \) )}

When the \textbf{getPrototypeOf} function is called with argument \( O \), the following steps are taken:
1. Let \( \textit{obj} \) be \( \text{ToObject}(O) \).
2. Return \( \text{obj}[[\text{GetPrototypeOf}]]() \).

20.1.2.13 \textbf{Object.hasOwn ( \( O, P \) )}

When the \textbf{hasOwn} method is called, the following steps are taken:
1. Let \( \textit{obj} \) be \( \text{ToObject}(O) \).
2. Let \( \textit{key} \) be \( \text{ToPropertyKey}(P) \).
3. Return \( \text{HasOwnProperty}(\textit{obj}, \textit{key}) \).

20.1.2.14 \textbf{Object.is ( \( value1, value2 \) )}

When the \textbf{is} function is called with arguments \( value1 \) and \( value2 \), the following steps are taken:
1. Return \( \text{SameValue}(value1, value2) \).

20.1.2.15 \textbf{Object.isExtensible ( \( O \) )}

When the \textbf{isExtensible} function is called with argument \( O \), the following steps are taken:
1. If \( \text{Type}(O) \) is not Object, return \textbf{false}.
2. Return \( \text{IsExtensible}(O) \).

20.1.2.16 \textbf{Object.isFrozen ( \( O \) )}

When the \textbf{isFrozen} function is called with argument \( O \), the following steps are taken:
1. If \( \text{Type}(O) \) is not Object, return \textbf{true}.
2. Return \( \text{TestIntegrityLevel}(O, \text{frozen}) \).

20.1.2.17 \textbf{Object.isSealed ( \( O \) )}

When the \textbf{isSealed} function is called with argument \( O \), the following steps are taken:
1. If \( \text{Type}(O) \) is not Object, return \textbf{true}.
2. Return \( \text{TestIntegrityLevel}(O, \text{sealed}) \).
20.1.2.18 Object.keys ( O )

When the `keys` function is called with argument `O`, the following steps are taken:

1. Let `obj` be `ToObject(O)`.
2. Let `nameList` be `EnumerableOwnPropertyNames(obj, key)`.
3. Return `CreateArrayFromList(nameList)`.

20.1.2.19 Object.preventExtensions ( O )

When the `preventExtensions` function is called, the following steps are taken:

1. If `Type(O)` is not `Object`, return `O`.
2. Let `status` be `O.[[PreventExtensions]]()`.
3. If `status` is `false`, throw a `TypeError` exception.
4. Return `O`.

20.1.2.20 Object.prototype

The initial value of `Object.prototype` is the `Object prototype object`.

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

20.1.2.21 Object.seal ( O )

When the `seal` function is called, the following steps are taken:

1. If `Type(O)` is not `Object`, return `O`.
2. Let `status` be `SetIntegrityLevel(O, sealed)`.
3. If `status` is `false`, throw a `TypeError` exception.
4. Return `O`.

20.1.2.22 Object.setPrototypeOf ( O, proto )

When the `setPrototypeOf` function is called with arguments `O` and `proto`, the following steps are taken:

1. Set `O` to `RequireObjectCoercible(O)`.
2. If `Type(proto)` is neither `Object` nor `Null`, throw a `TypeError` exception.
3. If `Type(O)` is not `Object`, return `O`.
4. Let `status` be `O.[[SetPrototypeOf]](proto)`.
5. If `status` is `false`, throw a `TypeError` exception.
6. Return `O`.

20.1.2.23 Object.values ( O )

When the `values` function is called with argument `O`, the following steps are taken:

1. Let `obj` be `ToObject(O)`.
2. Let `nameList` be `EnumerableOwnPropertyNames(obj, value)`.
3. Return `CreateArrayFromList(nameList)`.

20.1.3 Properties of the Object Prototype Object

The `Object.prototype object`:

- is `%Object.prototype%`.
- has an `[[Extensible]]` internal slot whose value is `true`.
- has the internal methods defined for `ordinary objects`, except for the `[[SetPrototypeOf]]` method, which is as defined in 10.4.7.1. (Thus, it is an immutable prototype exotic object.)
- has a `[[Prototype]]` internal slot whose value is `null`.

20.1.3.1 `Object.prototype.constructor`

The initial value of `Object.prototype.constructor` is `%Object%`.

20.1.3.2 `Object.prototype.hasOwnProperty (V)`

When the `hasOwnProperty` method is called with argument `V`, the following steps are taken:

1. Let `P` be `? ToPropertyKey(V)`.
2. Let `O` be `? ToObject(this value)`.
3. Return `? HasOwnProperty(O, P)`.

**NOTE** The ordering of steps 1 and 2 is chosen to ensure that any exception that would have been thrown by step 1 in previous editions of this specification will continue to be thrown even if the `this` value is `undefined` or `null`.

20.1.3.3 `Object.prototype.isPrototypeOf (V)`

When the `isPrototypeOf` method is called with argument `V`, the following steps are taken:

1. If `Type(V)` is not `Object`, return `false`.
2. Let `O` be `? ToObject(this value)`.
3. Repeat,
   a. Set `V` to `V.[[GetPrototypeOf]]()`.
   b. If `V` is null, return `false`.
   c. If `SameValue(O, V)` is `true`, return `true`.

**NOTE** The ordering of steps 1 and 2 preserves the behaviour specified by previous editions of this specification for the case where `V` is not an object and the `this` value is `undefined` or `null`.

20.1.3.4 `Object.prototype.propertyIsEnumerable (V)`

When the `propertyIsEnumerable` method is called with argument `V`, the following steps are taken:

1. Let `P` be `? ToPropertyKey(V)`.
2. Let `O` be `? ToObject(this value)`.
3. Let `desc` be `? O.[[GetOwnProperty]](P)`.
4. If `desc` is `undefined`, return `false`.
5. Return `desc.[[Enumerable]]`.

**NOTE 1**
This method does not consider objects in the prototype chain.

**NOTE 2**
The ordering of steps 1 and 2 is chosen to ensure that any exception that would have been thrown by step 1 in previous editions of this specification will continue to be thrown even if the `this` value is `undefined` or `null`.

### 20.1.3.5 Object.prototype.toLocaleString ([ `reserved1` [, `reserved2` ]] )

When the `toLocaleString` method is called, the following steps are taken:

1. Let `O` be the `this` value.
2. Return `? Invoke(O, "toString")`.

The optional parameters to this function are not used but are intended to correspond to the parameter pattern used by ECMA-402 `toLocaleString` functions. Implementations that do not include ECMA-402 support must not use those parameter positions for other purposes.

**NOTE 1**
This function provides a generic `toLocaleString` implementation for objects that have no locale-sensitive `toString` behaviour. `Array`, `Number`, `Date`, and `%TypedArray%` provide their own locale-sensitive `toLocaleString` methods.

**NOTE 2**
ECMA-402 intentionally does not provide an alternative to this default implementation.

### 20.1.3.6 Object.prototype.toString ( )

When the `toString` method is called, the following steps are taken:

1. If the `this` value is `undefined`, return "[object Undefined]".
2. If the `this` value is `null`, return "[object Null]".
3. Let `O` be `! ToObject(this value)`. 
4. Let `isArray` be `? IsArray(O)`. 
5. If `isArray` is `true`, let `builtinTag` be "Array". 
6. Else if `O` has a `[[ParameterMap]]` internal slot, let `builtinTag` be "Arguments". 
7. Else if `O` has a `[[Call]]` internal method, let `builtinTag` be "Function". 
8. Else if `O` has an `[[ErrorData]]` internal slot, let `builtinTag` be "Error". 
9. Else if `O` has a `[[BooleanData]]` internal slot, let `builtinTag` be "Boolean". 
10. Else if `O` has a `[[NumberData]]` internal slot, let `builtinTag` be "Number". 
11. Else if `O` has a `[[StringData]]` internal slot, let `builtinTag` be "String". 
12. Else if `O` has a `[[DateValue]]` internal slot, let `builtinTag` be "Date". 
13. Else if `O` has a `[[RegExpMatcher]]` internal slot, let `builtinTag` be "RegExp". 
14. Else, let `builtinTag` be "Object". 
15. Let `tag` be `? Get(O, @@toStringTag)`.
16. If `Type(tag)` is not String, set `tag` to `builtinTag`.
17. Return the string-concatenation of "[object ", tag, and "]".

**NOTE**
Historically, this function was occasionally used to access the String value of the `[[Class]]` internal slot that was used in previous editions of this specification as a nominal type tag for
various built-in objects. The above definition of `toString` preserves compatibility for legacy code that uses `toString` as a test for those specific kinds of built-in objects. It does not provide a reliable type testing mechanism for other kinds of built-in or program defined objects. In addition, programs can use `@@toStringTag` in ways that will invalidate the reliability of such legacy type tests.

### 20.1.3.7 `Object.prototype.valueOf()`

When the `valueOf` method is called, the following steps are taken:

1. Return `ToObject(this value)`.  

**NORMATIVE OPTIONAL, LEGACY**

### 20.1.3.8 `Object.prototype.__proto__`

`Object.prototype.__proto__` is an accessor property with attributes `{ [[Enumerable]]: false, [[Configurable]]: true }`. The `[[Get]]` and `[[Set]]` attributes are defined as follows:

#### 20.1.3.8.1 get Object.prototype.__proto__

The value of the `[[Get]]` attribute is a built-in function that requires no arguments. It performs the following steps when called:

1. Let `O` be `ToObject(this value)`.  
2. Return `O.[[GetPrototypeOf]]()`.

#### 20.1.3.8.2 set Object.prototype.__proto__

The value of the `[[Set]]` attribute is a built-in function that takes an argument `proto`. It performs the following steps when called:

1. Let `O` be `RequireObjectCoercible(this value)`.  
2. If `Type(proto)` is neither Object nor Null, return undefined.  
3. If `Type(O)` is not Object, return undefined.  
4. Let `status` be `O.[[SetPrototypeOf]](proto)`.  
5. If `status` is false, throw a `TypeError` exception.  
6. Return undefined.

**NORMATIVE OPTIONAL, LEGACY**

### 20.1.3.9 Legacy Object.prototype Accessor Methods

#### 20.1.3.9.1 `Object.prototype.__defineGetter__ (P, getter)`

When the `__defineGetter__` method is called with arguments `P` and `getter`, the following steps are taken:

1. Let `O` be `ToObject(this value)`.  
2. If `IsCallable(getter)` is false, throw a `TypeError` exception.
3. Let `desc` be PropertyDescriptor `{ [[Get]]: `getter`, [[Enumerable]]: true, [[Configurable]]: true }.
4. Let `key` be `ToPropertyKey(P)`.
5. Perform `DefinePropertyOrThrow(O, key, desc)`.
6. Return `undefined`.

### 20.1.3.9.2 Object.prototype.__defineSetter__ (P, setter)

When the `__defineSetter__` method is called with arguments `P` and `setter`, the following steps are taken:

1. Let `O` be `ToObject(this value)`.
2. If `IsCallable(setter)` is `false`, throw a TypeError exception.
3. Let `desc` be PropertyDescriptor `{ [[Set]]: `setter`, [[Enumerable]]: true, [[Configurable]]: true }.
4. Let `key` be `ToPropertyKey(P)`.
5. Perform `DefinePropertyOrThrow(O, key, desc)`.
6. Return `undefined`.

### 20.1.3.9.3 Object.prototype.__lookupGetter__ (P)

When the `__lookupGetter__` method is called with argument `P`, the following steps are taken:

1. Let `O` be `ToObject(this value)`.
2. Let `key` be `ToPropertyKey(P)`.
3. Repeat,
   a. Let `desc` be `O.[[GetOwnProperty]](key)`.
   b. If `desc` is not `undefined`, then
      i. If `IsAccessorDescriptor(desc)` is `true`, return `desc.[[Get]]`.
      ii. Return `undefined`.
   c. Set `O` to `O.[[GetPrototypeOf]]()`.
   d. If `O` is `null`, return `undefined`.

### 20.1.3.9.4 Object.prototype.__lookupSetter__ (P)

When the `__lookupSetter__` method is called with argument `P`, the following steps are taken:

1. Let `O` be `ToObject(this value)`.
2. Let `key` be `ToPropertyKey(P)`.
3. Repeat,
   a. Let `desc` be `O.[[GetOwnProperty]](key)`.
   b. If `desc` is not `undefined`, then
      i. If `IsAccessorDescriptor(desc)` is `true`, return `desc.[[Set]]`.
      ii. Return `undefined`.
   c. Set `O` to `O.[[GetPrototypeOf]]()`.
   d. If `O` is `null`, return `undefined`.

### 20.1.4 Properties of Object Instances

Object instances have no special properties beyond those inherited from the `Object prototype object`.
20.2 Function Objects

20.2.1 The Function Constructor

The Function constructor:

- is `%Function%`.
- is the initial value of the "Function" property of the global object.
- creates and initializes a new function object when called as a function rather than as a constructor. Thus the function call `Function(…)` is equivalent to the object creation expression `new Function(…)` with the same arguments.
- may be used as the value of an `extends` clause of a class definition. Subclass constructors that intend to inherit the specified Function behaviour must include a `super` call to the Function constructor to create and initialize a subclass instance with the internal slots necessary for built-in function behaviour. All ECMAScript syntactic forms for defining function objects create instances of Function. There is no syntactic means to create instances of Function subclasses except for the built-in `GeneratorFunction`, `AsyncFunction`, and `AsyncGeneratorFunction` subclasses.

20.2.1.1 Function ( `p1, p2, …, pn, body` )

The last argument specifies the body (executable code) of a function; any preceding arguments specify formal parameters.

When the `Function` function is called with some arguments `p1, p2, …, pn, body` (where `n` might be 0, that is, there are no "p" arguments, and where `body` might also not be provided), the following steps are taken:

1. Let `C` be the active function object.
2. Let `args` be the `argumentsList` that was passed to this function by `[[Call]]` or `[[Construct]]`.

**NOTE** It is permissible but not necessary to have one argument for each formal parameter to be specified. For example, all three of the following expressions produce the same result:

- `new Function("a", "b", "c", "return a+b+c")`
- `new Function("a, b, c", "return a+b+c")`
- `new Function("a,b", "c", "return a+b+c")`

20.2.1.1.1 CreateDynamicFunction ( `constructor, newTarget, kind, args` )

The abstract operation CreateDynamicFunction takes arguments `constructor` (a constructor), `newTarget` (a constructor), `kind` (normal, generator, async, or asyncGenerator), and `args` (a List of ECMAScript language values) and returns either a normal completion containing a function object or an abrupt completion. `constructor` is the constructor function that is performing this action. `newTarget` is the constructor that `new` was initially applied to. `args` is the argument values that were passed to `constructor`. It performs the following steps when called:

1. Assert: The execution context stack has at least two elements.
2. Let `calleeContext` be the second to top element of the execution context stack.
3. Let `calleeRealm` be `calleeContext`'s Realm.
4. Let `calleeRealm` be the current Realm Record.
5. Perform `HostEnsureCanCompileStrings(callerRealm, calleeRealm)`. 

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6. If `newTarget` is `undefined`, set `newTarget` to `constructor`.

7. If `kind` is normal, then
   a. Let `prefix` be "function".
   b. Let `exprSym` be the grammar symbol `FunctionExpression`.
   c. Let `bodySym` be the grammar symbol `FunctionBody`\[-Yield, ~Await\].
   d. Let `parameterSym` be the grammar symbol `FormalParameters`\[-Yield, ~Await\].
   e. Let `fallbackProto` be "%Function.prototype%".

8. Else if `kind` is generator, then
   a. Let `prefix` be "function*".
   b. Let `exprSym` be the grammar symbol `GeneratorExpression`.
   c. Let `bodySym` be the grammar symbol `GeneratorBody`.
   d. Let `parameterSym` be the grammar symbol `FormalParameters`\[+Yield, ~Await\].
   e. Let `fallbackProto` be "%GeneratorFunction.prototype%".

9. Else if `kind` is async, then
   a. Let `prefix` be "async function".
   b. Let `exprSym` be the grammar symbol `AsyncFunctionExpression`.
   c. Let `bodySym` be the grammar symbol `AsyncFunctionBody`.
   d. Let `parameterSym` be the grammar symbol `FormalParameters`\[-Yield, +Await\].
   e. Let `fallbackProto` be "%AsyncFunction.prototype%".

10. Else,
    a. Assert: `kind` is asyncGenerator.
    b. Let `prefix` be "async function".
    c. Let `exprSym` be the grammar symbol `AsyncGeneratorExpression`.
    d. Let `bodySym` be the grammar symbol `AsyncGeneratorBody`.
    e. Let `parameterSym` be the grammar symbol `FormalParameters`\[+Yield, +Await\].
    f. Let `fallbackProto` be "%AsyncGeneratorFunction.prototype%".

11. Let `argCount` be the number of elements in `args`.

12. Let `P` be the empty String.

13. If `argCount` = 0, let `bodyArg` be the empty String.

14. Else if `argCount` = 1, let `bodyArg` be `args[0]`.

15. Else,
    b. Let `firstArg` be `args[0]`.
    c. Set `P` to ? `ToString(firstArg)`.
    d. Let `k` be 1.
    e. Repeat, while `k` < `argCount` - 1,
       i. Let `nextArg` be `args[k]`.
       ii. Let `nextArgString` be ? `ToString(nextArg)`.
       iii. Set `P` to the string-concatenation of `P`, "," (a comma), and `nextArgString`.
       iv. Set `k` to `k` + 1.
    f. Let `bodyArg` be `args[k]`.

16. Let `bodyString` be the string-concatenation of 0x000A (LINE FEED), ? `ToString(bodyArg)`, and 0x000A (LINE FEED).

17. Let `sourceString` be the string-concatenation of `prefix`, " anonymous("?, `P`, 0x000A (LINE FEED), ")"
    \{", `bodyString`, and "\}".

18. Let `sourceText` be `StringToCodePoints(sourceString)`.

19. Let `parameters` be `ParseText(StringToCodePoints(P), parameterSym)`.

20. If `parameters` is a List of errors, throw a `SyntaxError` exception.
21. Let \( \text{body} \) be \( \text{ParseText} ( \text{StringToCodePoints} (\text{bodyString}), \text{bodySym}) \).
22. If \( \text{body} \) is a List of errors, throw a \text{SyntaxError} exception.
23. NOTE: The parameters and body are parsed separately to ensure that each is valid alone. For example, \text{new Function("/*", "*/ \{")} is not legal.
24. NOTE: If this step is reached, \( \text{sourceText} \) must have the syntax of \text{exprSym} (although the reverse implication does not hold). The purpose of the next two steps is to enforce any Early Error rules which apply to \text{exprSym} directly.
25. Let \( \text{expr} \) be \( \text{ParseText} (\text{sourceText}, \text{exprSym}) \).
26. If \( \text{expr} \) is a List of errors, throw a \text{SyntaxError} exception.
27. Let \( \text{proto} \) be ? \( \text{GetPrototypeFromConstructor} (\text{newTarget}, \text{fallbackProto}) \).
28. Let \( \text{realmF} \) be the current Realm Record.
29. Let \( \text{env} \) be \( \text{realmF}[[\text{GlobalEnv}]] \).
30. Let \( \text{privateEnv} \) be null.
31. Let \( \text{F} \) be \( \text{OrdinaryFunctionCreate} (\text{proto}, \text{sourceText}, \text{parameters}, \text{body}, \text{non-lexical-this}, \text{env}, \text{privateEnv}) \).
32. Perform \( \text{SetFunctionName} (\text{F}, \text{"anonymous"}) \).
33. If \( \text{kind} \) is generator, then
   a. Let \( \text{prototype} \) be \( \text{OrdinaryObjectCreate} (\%\text{GeneratorFunction.prototype}.prototype.prototype\%) \).
   b. Perform ! \( \text{DefinePropertyOrThrow} (\text{F}, \text{"prototype"}, \text{PropertyDescriptor} \{[[\text{Value}]]: \text{prototype}, [[\text{Writable}]]: \text{true}, [[\text{Enumerable}]]: \text{false}, [[\text{Configurable}]]: \text{false} \}) \).
34. Else if \( \text{kind} \) is asyncGenerator, then
   a. Let \( \text{prototype} \) be \( \text{OrdinaryObjectCreate} (\%\text{AsyncGeneratorFunction.prototype}.prototype.prototype\%) \).
   b. Perform ! \( \text{DefinePropertyOrThrow} (\text{F}, \text{"prototype"}, \text{PropertyDescriptor} \{[[\text{Value}]]: \text{prototype}, [[\text{Writable}]]: \text{true}, [[\text{Enumerable}]]: \text{false}, [[\text{Configurable}]]: \text{false} \}) \).
35. Else if \( \text{kind} \) is normal, perform \( \text{MakeConstructor} (\text{F}) \).
36. NOTE: Functions whose \( \text{kind} \) is async are not constructible and do not have a [[Construct]] internal method or a "\text{prototype}" property.
37. Return \( \text{F} \).

**NOTE**: CreateDynamicFunction defines a "\text{prototype}" property on any function it creates whose \( \text{kind} \) is not async to provide for the possibility that the function will be used as a constructor.

### 20.2.2 Properties of the Function Constructor

The Function constructor:

- is itself a built-in function object.
- has a [[Prototype]] internal slot whose value is %Function.prototype%.
- has the following properties:

#### 20.2.2.1 Function.length

This is a data property with a value of 1. This property has the attributes \{[[Writable]]: \text{false}, [[Enumerable]]: \text{false}, [[Configurable]]: \text{true} \}.

#### 20.2.2.2 Function.prototype

The value of Function.prototype is the Function prototype object.

This property has the attributes \{[[Writable]]: \text{false}, [[Enumerable]]: \text{false}, [[Configurable]]: \text{false} \}.
20.2.3 Properties of the Function Prototype Object

The Function prototype object:

- is %Function.prototype%.
- is itself a built-in function object.
- accepts any arguments and returns **undefined** when invoked.
- does not have a [[Construct]] internal method; it cannot be used as a constructor with the **new** operator.
- has a [[Prototype]] internal slot whose value is %Object.prototype%.
- does not have a "prototype" property.
- has a "length" property whose value is +0.
- has a "name" property whose value is the empty String.

NOTE  The Function prototype object is specified to be a function object to ensure compatibility with ECMAScript code that was created prior to the ECMAScript 2015 specification.

20.2.3.1 Function.prototype.apply ( thisArg, argArray )

When the apply method is called with arguments thisArg and argArray, the following steps are taken:

1. Let func be the this value.
2. If IsCallable(func) is false, throw a **TypeError** exception.
3. If argArray is undefined or null, then
   a. Perform PrepareForTailCall().
   b. Return ? Call(func, thisArg).
4. Let argList be ? CreateListFromArrayLike(argArray).
5. Perform PrepareForTailCall().

NOTE 1  The thisArg value is passed without modification as the this value. This is a change from Edition 3, where an undefined or null thisArg is replaced with the global object and ToObject is applied to all other values and that result is passed as the this value. Even though the thisArg is passed without modification, non-strict functions still perform these transformations upon entry to the function.

NOTE 2  If func is an arrow function or a bound function exotic object then the thisArg will be ignored by the function [[Call]] in step 6.

20.2.3.2 Function.prototype.bind ( thisArg, ...args )

When the bind method is called with argument thisArg and zero or more args, it performs the following steps:

1. Let Target be the this value.
2. If IsCallable(Target) is false, throw a **TypeError** exception.
3. Let $F$ be ? BoundFunctionCreate(Target, thisArg, args).
4. Let $L$ be 0.
5. Let targetHasLength be ? HasOwnProperty(Target, "length").
6. If targetHasLength is true, then
b. If \( \text{Type} (\text{targetLen}) \) is Number, then
   i. If \( \text{targetLen} \) is \( +\infty \), set \( L \) to \( +\infty \).
   ii. Else if \( \text{targetLen} \) is \( -\infty \), set \( L \) to 0.
   iii. Else,
   1. Let \( \text{targetLenAsInt} \) be \( \text{ToIntegerOrInfinity} (\text{targetLen}) \).
   2. Assert: \( \text{targetLenAsInt} \) is finite.
   3. Let \( \text{argCount} \) be the number of elements in \( \text{args} \).
   4. Set \( L \) to \( \max (\text{targetLenAsInt} - \text{argCount}, 0) \).

7. Perform \( \text{SetFunctionLength} (F, L) \).
8. Let \( \text{targetName} \) be \( ? \text{Get} (\text{Target}, "\text{name}"\).
9. If \( \text{Type} (\text{targetName}) \) is not \( \text{String} \), set \( \text{targetName} \) to the empty \( \text{String} \).
10. Perform \( \text{SetFunctionName} (F, \text{targetName}, "\text{bound"}) \).
11. Return \( F \).

**NOTE 1** Function objects created using \( \text{Function.prototype.bind} \) are exotic objects. They also do not have a "prototype" property.

**NOTE 2** If \( \text{Target} \) is an arrow function or a \emph{bound function exotic object} then the \emph{thisArg} passed to this method will not be used by subsequent calls to \( F \).

**20.2.3.3 Function.prototype.call ( \text{thisArg}, ...\text{args} )**

When the \text{call} method is called with argument \text{thisArg} and zero or more \text{args}, the following steps are taken:

1. Let \( \text{func} \) be the \text{this} value.
2. If \( \text{IsCallable} (\text{func}) \) is false, throw a \text{TypeError} exception.
3. Perform \( \text{PrepareForTailCall} () \).
4. Return \( ? \text{Call} (\text{func}, \text{thisArg}, \text{args}) \).

**NOTE 1** The \emph{thisArg} value is passed without modification as the \text{this} value. This is a change from Edition 3, where an \emph{undefined} or \emph{null} \emph{thisArg} is replaced with the \text{global object} and \text{ToObject} is applied to all other values and that result is passed as the \text{this} value. Even though the \emph{thisArg} is passed without modification, non-strict functions still perform these transformations upon entry to the function.

**NOTE 2** If \text{func} is an arrow function or a \emph{bound function exotic object} then the \emph{thisArg} will be ignored by the function \( [[\text{Call}]] \) in step 4.

**20.2.3.4 Function.prototype.constructor**

The initial value of \( \text{Function.prototype.constructor} \) is \%\text{Function}\%.

**20.2.3.5 Function.prototype.toString ( )**

When the \text{toString} method is called, the following steps are taken:

1. Let \( \text{func} \) be the \text{this} value.
2. If `Type(func)` is Object and `func` has a `[[SourceText]]` internal slot and `func.[[SourceText]]` is a sequence of Unicode code points and `HostHasSourceTextAvailable(func)` is `true`, then
3. If `func` is a built-in function object, return an implementation-defined String source code representation of `func`. The representation must have the syntax of a `NativeFunction`. Additionally, if `func` has an `[[InitialName]]` internal slot and `func.[[InitialName]]` is a String, the portion of the returned String that would be matched by `NativeFunctionAccessor_opt PropertyName` must be the value of `func.[[InitialName]]`.
4. If `Type(func)` is Object and `IsCallable(func)` is `true`, return an implementation-defined String source code representation of `func`. The representation must have the syntax of a `NativeFunction`.
5. Throw a `TypeError` exception.

    ```
    NativeFunction:
    function NativeFunctionAccessor_opt PropertyName [-Yield, -Await] opt (
        FormalParameters [-Yield, -Await] ) { [ native code ] }
    NativeFunctionAccessor:
    get
    set
    ```

20.2.3.6 Function.prototype `@@hasInstance`( `V`)  

When the `@@hasInstance` method of an object `F` is called with value `V`, the following steps are taken:

1. Let `F` be the this value.
2. Return ? `OrdinaryHasInstance(F, V)`.

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

**NOTE** This is the default implementation of `@@hasInstance` that most functions inherit. `@@hasInstance` is called by the `instanceof` operator to determine whether a value is an instance of a specific constructor. An expression such as

```
v instanceof F
```  

evaluates as

```
F[@@hasInstance](v)
```  

A constructor function can control which objects are recognized as its instances by `instanceof` by exposing a different `@@hasInstance` method on the function.

This property is non-writable and non-configurable to prevent tampering that could be used to globally expose the target function of a bound function.

The value of the "name" property of this function is "[Symbol.hasInstance]".

20.2.4 Function Instances  

Every Function instance is an ECMAScript function object and has the internal slots listed in Table 33. Function objects created using the `Function.prototype.bind` method (20.2.3.2) have the internal slots listed in Table 34.

Function instances have the following properties:
20.2.4.1 length

The value of the "length" property is an integral Number that indicates the typical number of arguments expected by the function. However, the language permits the function to be invoked with some other number of arguments. The behaviour of a function when invoked on a number of arguments other than the number specified by its "length" property depends on the function. This property has the attributes { [[Writable]]: false, [[Enumerable]]: false, [[Configurable]]: true }.

20.2.4.2 name

The value of the "name" property is a String that is descriptive of the function. The name has no semantic significance but is typically a variable or property name that is used to refer to the function at its point of definition in ECMAScript code. This property has the attributes { [[Writable]]: false, [[Enumerable]]: false, [[Configurable]]: true }.

Anonymous functions objects that do not have a contextual name associated with them by this specification use the empty String as the value of the "name" property.

20.2.4.3 prototype

Function instances that can be used as a constructor have a "prototype" property. Whenever such a Function instance is created another ordinary object is also created and is the initial value of the function's "prototype" property. Unless otherwise specified, the value of the "prototype" property is used to initialize the [[Prototype]] internal slot of the object created when that function is invoked as a constructor.

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

NOTE Function objects created using Function.prototype.bind, or by evaluating a MethodDefinition (that is not a GeneratorMethod or AsyncGeneratorMethod) or an ArrowFunction do not have a "prototype" property.

20.2.5 HostHasSourceTextAvailable ( func )

The host-defined abstract operation HostHasSourceTextAvailable takes argument func (a function object) and returns a Boolean. It allows host environments to prevent the source text from being provided for func.

An implementation of HostHasSourceTextAvailable must conform to the following requirements:

- It must be deterministic with respect to its parameters. Each time it is called with a specific func as its argument, it must return the same result.

The default implementation of HostHasSourceTextAvailable is to return true.

20.3 Boolean Objects

20.3.1 The Boolean Constructor

The Boolean constructor:

- is %Boolean%.
- is the initial value of the "Boolean" property of the global object.
- creates and initializes a new Boolean object when called as a constructor.
• performs a type conversion when called as a function rather than as a constructor.

20.3.1.1 Boolean ( value )

When Boolean is called with argument value, the following steps are taken:

1. Let b be ToBoolean(value).
2. If NewTarget is undefined, return b.
3. Let O be ? OrdinaryCreateFromConstructor(NewTarget, "%Boolean.prototype", « [[BooleanData]] »).
4. Set O.[[BooleanData]] to b.
5. Return O.

20.3.2 Properties of the Boolean Constructor

The Boolean constructor:

• has a [[Prototype]] internal slot whose value is %Function.prototype%.
• has the following properties:

20.3.2.1 Boolean.prototype

The initial value of Boolean.prototype is the Boolean prototype object.

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

20.3.3 Properties of the Boolean Prototype Object

The Boolean prototype object:

• is %Boolean.prototype%.
• is an ordinary object.
• is itself a Boolean object; it has a [[BooleanData]] internal slot with the value false.
• has a [[Prototype]] internal slot whose value is %Object.prototype%.

The abstract operation thisBooleanValue takes argument value. It performs the following steps when called:

1. If Type(value) is Boolean, return value.
2. If Type(value) is Object and value has a [[BooleanData]] internal slot, then
   a. Let b be value.[[BooleanData]].
   b. Assert: Type(b) is Boolean.
   c. Return b.
3. Throw a TypeError exception.

20.3.3.1 Boolean.prototype.constructor

The initial value of Boolean.prototype.constructor is %Boolean%.

20.3.3.2 Boolean.prototype.toString ()

The following steps are taken:
1. Let \( b \) be \( \text{thisBooleanValue}(\text{this value}) \).
2. If \( b \) is \( \text{true} \), return "true"; else return "false".

20.3.3 Boolean.prototype.valueOf ( )

The following steps are taken:

1. Return \( \text{thisBooleanValue}(\text{this value}) \).

20.3.4 Properties of Boolean Instances

Boolean instances are ordinary objects that inherit properties from the Boolean prototype object. Boolean instances have a \([\text{BooleanData}]\) internal slot. The \([\text{BooleanData}]\) internal slot is the Boolean value represented by this Boolean object.

20.4 Symbol Objects

20.4.1 The Symbol Constructor

The Symbol constructor:

- is \%Symbol\%.
- is the initial value of the "Symbol" property of the global object.
- returns a new Symbol value when called as a function.
- is not intended to be used with the new operator.
- is not intended to be subclassed.
- may be used as the value of an extends clause of a class definition but a super call to it will cause an exception.

20.4.1.1 Symbol ([ description ])

When Symbol is called with optional argument description, the following steps are taken:

1. If NewTarget is not undefined, throw a TypeError exception.
2. If description is undefined, let descString be undefined.
4. Return a new unique Symbol value whose [[Description]] value is descString.

20.4.2 Properties of the Symbol Constructor

The Symbol constructor:

- has a [[Prototype]] internal slot whose value is %Function.prototype%.
- has the following properties:

20.4.2.1 Symbol.asyncIterator

The initial value of Symbol.asyncIterator is the well known symbol @@asyncIterator (Table 1). This property has the attributes \{ [[Writable]]: false, [[Enumerable]]: false, [[Configurable]]: false \}. 
20.4.2.2  Symbol.for (key)

When `Symbol.for` is called with argument `key` it performs the following steps:

1. Let `stringKey` be `ToString(key)`.
2. For each element `e` of the GlobalSymbolRegistry List, do
   a. If `SameValue(e.[[Key]], stringKey)` is true, return `e.[[Symbol]]`.
3. Assert: GlobalSymbolRegistry does not currently contain an entry for `stringKey`.
4. Let `newSymbol` be a new unique Symbol value whose `[[Description]]` value is `stringKey`.
5. Append the Record `[[Key]]: stringKey, [[Symbol]]: newSymbol` to the GlobalSymbolRegistry List.

The GlobalSymbolRegistry is a List that is globally available. It is shared by all realms. Prior to the evaluation of any ECMAScript code it is initialized as a new empty List. Elements of the GlobalSymbolRegistry are Records with the structure defined in Table 62.

#### Table 62: GlobalSymbolRegistry Record Fields

<table>
<thead>
<tr>
<th>Field Name</th>
<th>Value</th>
<th>Usage</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>[[Key]]</code></td>
<td>a String</td>
<td>A string key used to globally identify a Symbol.</td>
</tr>
<tr>
<td><code>[[Symbol]]</code></td>
<td>a Symbol</td>
<td>A symbol that can be retrieved from any realm.</td>
</tr>
</tbody>
</table>

20.4.2.3  Symbol.hasInstance

The initial value of `Symbol.hasInstance` is the well-known symbol `@@hasInstance` (Table 1).

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

20.4.2.4  Symbol.isConcatSpreadable

The initial value of `Symbol.isConcatSpreadable` is the well-known symbol `@@isConcatSpreadable` (Table 1).

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

20.4.2.5  Symbol.iterator

The initial value of `Symbol.iterator` is the well-known symbol `@@iterator` (Table 1).

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

20.4.2.6  Symbol.keyFor (sym)

When `Symbol.keyFor` is called with argument `sym` it performs the following steps:

1. If `Type(sym)` is not Symbol, throw a `TypeError` exception.
2. For each element `e` of the GlobalSymbolRegistry List (see 20.4.2.2), do
   a. If `SameValue(e.[[Symbol]], sym)` is true, return `e.[[Key]]`.
3. Assert: GlobalSymbolRegistry does not currently contain an entry for `sym`.
4. Return `undefined`. 
20.4.2.7 Symbol.match

The initial value of Symbol.match is the well-known symbol @@match (Table 1).

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

20.4.2.8 Symbol.matchAll

The initial value of Symbol.matchAll is the well-known symbol @@matchAll (Table 1).

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

20.4.2.9 Symbol.prototype

The initial value of Symbol.prototype is the Symbol prototype object.

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

20.4.2.10 Symbol.replace

The initial value of Symbol.replace is the well-known symbol @@replace (Table 1).

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

20.4.2.11 Symbol.search

The initial value of Symbol.search is the well-known symbol @@search (Table 1).

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

20.4.2.12 Symbol.species

The initial value of Symbol.species is the well-known symbol @@species (Table 1).

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

20.4.2.13 Symbol.split

The initial value of Symbol.split is the well-known symbol @@split (Table 1).

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

20.4.2.14 Symbol.toPrimitive

The initial value of Symbol.toPrimitive is the well-known symbol @@toPrimitive (Table 1).

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

20.4.2.15 Symbol.toStringTag

The initial value of Symbol.toStringTag is the well-known symbol @@toStringTag (Table 1).
This property has the attributes {[[Writable]]: false, [[Enumerable]]: false, [[Configurable]]: false}.

### 20.4.2.16 Symbol.unscopables

The initial value of `Symbol.unscopables` is the well-known symbol `@@unscopables` (Table 1). This property has the attributes {[[Writable]]: false, [[Enumerable]]: false, [[Configurable]]: false}.

### 20.4.3 Properties of the Symbol Prototype Object

The `Symbol prototype object`:

- is `%Symbol.prototype%`.
- is an `ordinary object`.
- is not a Symbol instance and does not have a `[[SymbolData]]` internal slot.
- has a `[[Prototype]]` internal slot whose value is `%Object.prototype%`.

The abstract operation `thisSymbolValue` takes argument `value`. It performs the following steps when called:

1. If `Type(value)` is Symbol, return `value`.
2. If `Type(value)` is Object and `value` has a `[[SymbolData]]` internal slot, then
   a. Let `s` be `value`.[[SymbolData]].
   b. Assert: `Type(s)` is Symbol.
   c. Return `s`.
3. Throw a `TypeError` exception.

### 20.4.3.1 Symbol.prototype.constructor

The initial value of `Symbol.prototype.constructor` is `%Symbol%`.

### 20.4.3.2 get Symbol.prototype.description

`Symbol.prototype.description` is an accessor property whose set accessor function is `undefined`. Its get accessor function performs the following steps:

1. Let `s` be the `this` value.
2. Let `sym` be `thisSymbolValue(s)`.
3. Return `sym`.[[Description]].

### 20.4.3.3 Symbol.prototype.toString ( )

The following steps are taken:

1. Let `sym` be `thisSymbolValue(this value)`.
2. Return `SymbolDescriptiveString(sym)`.

### 20.4.3.3.1 SymbolDescriptiveString ( sym )

The abstract operation `SymbolDescriptiveString` takes argument `sym` (a Symbol) and returns a String. It performs the following steps when called:
1. Let `desc` be `sym`'s `[[Description]]` value.
2. If `desc` is `undefined`, set `desc` to the empty String.
3. Assert: `Type(desc)` is String.
4. Return the string-concatenation of "Symbol("`, desc`, and ")".

### 20.4.3.4 Symbol.prototype.valueOf()

The following steps are taken:

1. Return `thisSymbolValue(this value)`.

### 20.4.3.5 Symbol.prototype `[@@toPrimitive](hint)`

This function is called by ECMAScript language operators to convert a Symbol object to a primitive value.

When the `@@toPrimitive` method is called with argument `hint`, the following steps are taken:

1. Return `thisSymbolValue(this value)`.

**NOTE** The argument is ignored.

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

The value of the "name" property of this function is "[Symbol.toPrimitive]".

### 20.4.3.6 Symbol.prototype `[@@toStringTag]`

The initial value of the `@@toStringTag` property is the String value "Symbol".

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

### 20.4.4 Properties of Symbol Instances

Symbol instances are *ordinary objects* that inherit properties from the `Symbol.prototype` object. Symbol instances have a `[[SymbolData]]` internal slot. The `[[SymbolData]]` internal slot is the Symbol value represented by this Symbol object.

### 20.5 Error Objects

Instances of Error objects are thrown as exceptions when runtime errors occur. The Error objects may also serve as base objects for user-defined exception classes.

When an ECMAScript implementation detects a runtime error, it throws a new instance of one of the `NativeError` objects defined in 20.5.5 or a new instance of `AggregateError` object defined in 20.5.7. Each of these objects has the structure described below, differing only in the name used as the constructor name instead of `NativeError`, in the `name` property of the prototype object, in the implementation-defined `message` property of the prototype object, and in the presence of the `%AggregateError%`-specific `errors` property.
20.5.1 The Error Constructor

The Error constructor:

- is %Error%.
- is the initial value of the "Error" property of the global object.
- creates and initializes a new Error object when called as a function rather than as a constructor. Thus the function call Error(...) is equivalent to the object creation expression new Error(...) with the same arguments.
- may be used as the value of an extends clause of a class definition. Subclass constructors that intend to inherit the specified Error behaviour must include a super call to the Error constructor to create and initialize subclass instances with an [[ErrorData]] internal slot.

20.5.1.1 Error ( message [, options ] )

When the Error function is called with argument message and optional argument options, the following steps are taken:

1. If NewTarget is undefined, let newTarget be the active function object; else let newTarget be NewTarget.
2. Let O be ? OrdinaryCreateFromConstructor(newTarget, "%Error.prototype", « [[ErrorData]] »).
3. If message is not undefined, then
   a. Let msg be ? ToString(message).
   b. Perform CreateNonEnumerableDataPropertyOrThrow(O, "message", msg).
5. Return O.

20.5.2 Properties of the Error Constructor

The Error constructor:

- has a [[Prototype]] internal slot whose value is %Function.prototype%.
- has the following properties:

20.5.2.1 Error.prototype

The initial value of Error.prototype is the Error prototype object.

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

20.5.3 Properties of the Error Prototype Object

The Error prototype object:

- is %Error.prototype%.
- is an ordinary object.
- is not an Error instance and does not have an [[ErrorData]] internal slot.
- has a [[Prototype]] internal slot whose value is %Object.prototype%.

20.5.3.1 Error.prototype.constructor

The initial value of Error.prototype.constructor is %Error%. 
20.5.3.2 Error.prototype.message

The initial value of `Error.prototype.message` is the empty String.

20.5.3.3 Error.prototype.name

The initial value of `Error.prototype.name` is "Error".

20.5.3.4 Error.prototype.toString()

The following steps are taken:

1. Let `O` be the this value.
2. If `Type(O)` is not Object, throw a `TypeError` exception.
3. Let `name` be `? Get(O, "name")`.
4. If `name` is `undefined`, set `name` to "Error"; otherwise set `name` to `? ToString(name)`.
5. Let `msg` be `? Get(O, "message")`.
6. If `msg` is `undefined`, set `msg` to the empty String; otherwise set `msg` to `? ToString(msg)`.
7. If `name` is the empty String, return `msg`.
8. If `msg` is the empty String, return `name`.
9. Return the string-concatenation of `name`, the code unit 0x003A (COLON), the code unit 0x0020 (SPACE), and `msg`.

20.5.4 Properties of Error Instances

Error instances are ordinary objects that inherit properties from the `Error prototype` object and have a `[[ErrorData]]` internal slot whose value is `undefined`. The only specified uses of `[[ErrorData]]` is to identify `Error`, `AggregateError`, and `NativeError` instances as Error objects within `Object.prototype.toString`.

20.5.5 Native Error Types Used in This Standard

A new instance of one of the `NativeError` objects below or of the `AggregateError` object is thrown when a runtime error is detected. All `NativeError` objects share the same structure, as described in 20.5.6.

20.5.5.1 EvalError

The EvalError constructor is `%EvalError%`.

This exception is not currently used within this specification. This object remains for compatibility with previous editions of this specification.

20.5.5.2 RangeError

The RangeError constructor is `%RangeError%`.

Indicates a value that is not in the set or range of allowable values.
20.5.5.3 ReferenceError

The ReferenceError constructor is %ReferenceError%.

Indicate that an invalid reference has been detected.

20.5.5.4 SyntaxError

The SyntaxError constructor is %SyntaxError%.

Indicates that a parsing error has occurred.

20.5.5.5 TypeError

The TypeError constructor is %TypeError%.

TypeError is used to indicate an unsuccessful operation when none of the other NativeError objects are an appropriate indication of the failure cause.

20.5.5.6 URIError

The URIError constructor is %URIError%.

Indicates that one of the global URI handling functions was used in a way that is incompatible with its definition.

20.5.6 NativeError Object Structure

When an ECMAScript implementation detects a runtime error, it throws a new instance of one of the NativeError objects defined in 20.5.5. Each of these objects has the structure described below, differing only in the name used as the constructor name instead of NativeError, in the "name" property of the prototype object, and in the implementation-defined "message" property of the prototype object.

For each error object, references to NativeError in the definition should be replaced with the appropriate error object name from 20.5.5.

20.5.6.1 The NativeError Constructors

Each NativeError constructor:

- creates and initializes a new NativeError object when called as a function rather than as a constructor. A call of the object as a function is equivalent to calling it as a constructor with the same arguments. Thus the function call NativeError(_) is equivalent to the object creation expression new NativeError(_) with the same arguments.
- may be used as the value of an extends clause of a class definition. Subclass constructors that intend to inherit the specified NativeError behaviour must include a super call to the NativeError constructor to create and initialize subclass instances with an [[ErrorData]] internal slot.

20.5.6.1.1 NativeError ( message [ , options ] )

When a NativeError function is called with argument message and optional argument options, the following steps are taken:
1. If `newTarget` is `undefined`, let `newTarget` be the active function object; else let `newTarget` be `NewTarget`.
2. Let `O` be `? OrdinaryCreateFromConstructor(newTarget, "%NativeError.prototype%", « [[ErrorData]] »)`.
3. If `message` is not `undefined`, then
   a. Let `msg` be `? ToString(message)`.
   b. Perform `CreateNonEnumerableDataPropertyOrThrow(O, "message", msg)`.
5. Return `O`.

The actual value of the string passed in step 2 is either "%EvalError.prototype%", "%RangeError.prototype%", "%ReferenceError.prototype%", "%SyntaxError.prototype%", "%TypeError.prototype%", or "%URIError.prototype%" corresponding to which `NativeError` constructor is being defined.

### 20.5.6.2 Properties of the `NativeError` Constructors

Each `NativeError` constructor:
- has a `[[Prototype]]` internal slot whose value is `%Error%`.
- has a "name" property whose value is the String value "NativeError".
- has the following properties:

#### 20.5.6.2.1 `NativeError.prototype`

The initial value of `NativeError.prototype` is a `NativeError` prototype object (20.5.6.3). Each `NativeError` constructor has a distinct prototype object.

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

### 20.5.6.3 Properties of the `NativeError` Prototype Objects

Each `NativeError` prototype object:
- is an ordinary object.
- is not an Error instance and does not have an `[[ErrorData]]` internal slot.
- has a `[[Prototype]]` internal slot whose value is `%Error.prototype%`.

#### 20.5.6.3.1 `NativeError.prototype.constructor`

The initial value of the "constructor" property of the prototype for a given `NativeError` constructor is the corresponding intrinsic object `%NativeError%` (20.5.6.1).

#### 20.5.6.3.2 `NativeError.prototype.message`

The initial value of the "message" property of the prototype for a given `NativeError` constructor is the empty String.

#### 20.5.6.3.3 `NativeError.prototype.name`

The initial value of the "name" property of the prototype for a given `NativeError` constructor is the String value consisting of the name of the constructor (the name used instead of `NativeError`).
20.5.6.4 Properties of NativeError Instances

NativeError instances are ordinary objects that inherit properties from their NativeError prototype object and have an [[ErrorData]] internal slot whose value is undefined. The only specified use of [[ErrorData]] is by Object.prototype.toString (20.1.3.6) to identify Error, AggregateError, or NativeError instances.

20.5.7 AggregateError Objects

20.5.7.1 The AggregateError Constructor

The AggregateError constructor:

- is %AggregateError%.
- is the initial value of the "AggregateError" property of the global object.
- creates and initializes a new AggregateError object when called as a function rather than as a constructor. Thus the function call AggregateError(…) is equivalent to the object creation expression new AggregateError(…) with the same arguments.
- may be used as the value of an extends clause of a class definition. Subclass constructors that intend to inherit the specified AggregateError behaviour must include a super call to the AggregateError constructor to create and initialize subclass instances with an [[ErrorData]] internal slot.

20.5.7.1.1 AggregateError ( errors, message [, options ] )

When the AggregateError function is called with arguments errors and message and optional argument options, the following steps are taken:

1. If NewTarget is undefined, let newTarget be the active function object; else let newTarget be NewTarget.
2. Let O be ? OrdinaryCreateFromConstructor(newTarget, "%AggregateError.prototype%", «[[ErrorData]]»).
3. If message is not undefined, then
   a. Let msg be ? ToString(message).
   b. Perform CreateNonEnumerableDataPropertyOrThrow(O, "message", msg).
5. Let errorsList be ? IterableToList(errors).
6. Perform ! DefinePropertyOrThrow(O, "errors", PropertyDescriptor { [[Configurable]]: true, [[Enumerable]]: false, [[Writable]]: true, [[Value]]: CreateArrayFromList(errorsList) }).
7. Return O.

20.5.7.2 Properties of the AggregateError Constructor

The AggregateError constructor:

- has a [[Prototype]] internal slot whose value is %Error%.
- has the following properties:

20.5.7.2.1 AggregateError.prototype

The initial value of AggregateError.prototype is %AggregateError.prototype%.

This property has the attributes { [[Writable]]: false, [[Enumerable]]: false, [[Configurable]]: false }. 
20.5.7.3 Properties of the AggregateError Prototype Object

The AggregateError prototype object:

- is %AggregateError.prototype%.
- is an ordinary object.
- is not an Error instance or an AggregateError instance and does not have an [[ErrorData]] internal slot.
- has a [[Prototype]] internal slot whose value is %Error.prototype%.

20.5.7.3.1 AggregateError.prototype.constructor

The initial value of AggregateError.prototype.constructor is %AggregateError%.

20.5.7.3.2 AggregateError.prototype.message

The initial value of AggregateError.prototype.message is the empty String.

20.5.7.3.3 AggregateError.prototype.name

The initial value of AggregateError.prototype.name is "AggregateError".

20.5.7.4 Properties of AggregateError Instances

AggregateError instances are ordinary objects that inherit properties from their AggregateError prototype object and have an [[ErrorData]] internal slot whose value is undefined. The only specified use of [[ErrorData]] is by Object.prototype.toString (20.1.3.6) to identify Error, AggregateError, or NativeError instances.

20.5.8 Abstract Operations for Error Objects

20.5.8.1 InstallErrorCause ( O, options )

The abstract operation InstallErrorCause takes arguments O (an Object) and options (an ECMAScript language value) and returns either a normal completion containing unused or an abrupt completion. It is used to create a "cause" property on O when a "cause" property is present on options. It performs the following steps when called:

1. If Type(options) is Object and ? HasProperty(options, "cause") is true, then
   a. Let cause be ? Get(options, "cause").
   b. Perform CreateNonEnumerableDataPropertyOrThrow(O, "cause", cause).
2. Return unused.

21 Numbers and Dates

21.1 Number Objects
21.1.1 The Number Constructor

The Number constructor:

- is %Number%.
- is the initial value of the "Number" property of the global object.
- creates and initializes a new Number object when called as a constructor.
- performs a type conversion when called as a function rather than as a constructor.
- may be used as the value of an extends clause of a class definition. Subclass constructors that intend to inherit the specified Number behaviour must include a super call to the Number constructor to create and initialize the subclass instance with a [[NumberData]] internal slot.

21.1.1.1 Number ( value )

When Number is called with argument value, the following steps are taken:

1. If value is present, then
   a. Let prim be ? ToNumeric(value).
   b. If Type(prim) is BigInt, let n be 𝔽(ℝ(prim)).
   c. Otherwise, let n be prim.
2. Else,
   a. Let n be +0𝔽.
3. If NewTarget is undefined, return n.
4. Let O be ? OrdinaryCreateFromConstructor(NewTarget, "%Number.prototype%", « [[NumberData]] »).
5. Set O.[[NumberData]] to n.
6. Return O.

21.1.2 Properties of the Number Constructor

The Number constructor:

- has a [[Prototype]] internal slot whose value is %Function.prototype%.
- has the following properties:

21.1.2.1 Number.EPSILON

The value of Number.EPSILON is the Number value for the magnitude of the difference between 1 and the smallest value greater than 1 that is representable as a Number value, which is approximately 2.22044604925031308472633361816 × 10^-16.

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

21.1.2.2 Number.isFinite ( number )

When Number.isFinite is called with one argument number, the following steps are taken:

1. If Type(number) is not Number, return false.
2. If number is NaN, +∞𝔽, or -∞𝔽, return false.
3. Otherwise, return true.
21.1.2.3 Number.isInteger (number)

When `Number.isInteger` is called with one argument `number`, the following steps are taken:

1. Return `IsIntegralNumber(number)`.

21.1.2.4 Number.isNaN (number)

When `Number.isNaN` is called with one argument `number`, the following steps are taken:

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

NOTE This function differs from the global `isNaN` function (19.2.3) in that it does not convert its argument to a Number before determining whether it is NaN.

21.1.2.5 Number.isSafeInteger (number)

When `Number.isSafeInteger` is called with one argument `number`, the following steps are taken:

1. If `IsIntegralNumber(number)` is true, then
   a. If `abs(ℝ(number)) ≤ 2^{53} - 1`, return true.
   2. Return false.

21.1.2.6 Number.MAX_SAFE_INTEGER

The value of `Number.MAX_SAFE_INTEGER` is the largest integral Number `n` such that `ℝ(n)` and `ℝ(n) + 1` are both exactly representable as a Number value.

The value of `Number.MAX_SAFE_INTEGER` is `9007199254740991_F` (`1(-2^{53} - 1)`).

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

21.1.2.7 Number.MAX_VALUE

The value of `Number.MAX_VALUE` is the largest positive finite value of the Number type, which is approximately `1.7976931348623157 × 10^{308}`.

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

21.1.2.8 Number.MIN_SAFE_INTEGER

The value of `Number.MIN_SAFE_INTEGER` is the smallest integral Number `n` such that ` ℝ(n)` and ` ℝ(n) - 1` are both exactly representable as a Number value.

The value of `Number.MIN_SAFE_INTEGER` is `-9007199254740991_F` (`-1(2^{53} - 1)`).
The value of `Number.MIN_VALUE` is the smallest positive value of the Number type, which is approximately $5 \times 10^{-324}$.

In the IEEE 754-2019 double precision binary representation, the smallest possible value is a denormalized number. If an implementation does not support denormalized values, the value of `Number.MIN_VALUE` must be the smallest non-zero positive value that can actually be represented by the implementation.

The value of `Number.NaN` is `NaN`.

The value of `Number.NEGATIVE_INFINITY` is $-\infty$.

The value of `Number.POSITIVE_INFINITY` is $+\infty$.

The initial value of the `Number.prototype` is the Number prototype object.

The `Number.prototype` object:
- is `%Number.prototype%`.
- is an ordinary object.
• is itself a Number object; it has a [[NumberData]] internal slot with the value \( +0_\infty \).
• has a [[Prototype]] internal slot whose value is %Object.prototype%.

Unless explicitly stated otherwise, the methods of the Number prototype object defined below are not generic and the this value passed to them must be either a Number value or an object that has a [[NumberData]] internal slot that has been initialized to a Number value.

The abstract operation thisNumberValue takes argument value. It performs the following steps when called:

1. If Type(value) is Number, return value.
2. If Type(value) is Object and value has a [[NumberData]] internal slot, then
   a. Let \( n \) be value.[[NumberData]].
   b. Assert: Type(n) is Number.
   c. Return \( n \).
3. Throw a TypeError exception.

The phrase “this Number value” within the specification of a method refers to the result returned by calling the abstract operation thisNumberValue with the this value of the method invocation passed as the argument.

21.1.3.1 Number.prototype.constructor

The initial value of Number.prototype.constructor is %Number%.

21.1.3.2 Number.prototype.toExponential ( fractionDigits )

Return a String containing this Number value represented in decimal exponential notation with one digit before the significand's decimal point and fractionDigits digits after the significand's decimal point. If fractionDigits is undefined, include as many significand digits as necessary to uniquely specify the Number (just like in toString except that in this case the Number is always output in exponential notation). Specifically, perform the following steps:

1. Let \( x \) be ? thisNumberValue(this value).
2. Let \( f \) be ? ToIntegerOrInfinity(fractionDigits).
3. Assert: If fractionDigits is undefined, then \( f \) is 0.
4. If \( x \) is not finite, return Number::toString(\( x \)).
5. If \( f < 0 \) or \( f > 100 \), throw a RangeError exception.
6. Set \( x \) to \( \mathbb{R}(x) \).
7. Let \( s \) be the empty String.
8. If \( x < 0 \), then
   a. Set \( s \) to "-".
   b. Set \( x \) to -\( x \).
9. If \( x = 0 \), then
   a. Let \( m \) be the String value consisting of \( f + 1 \) occurrences of the code unit 0x0030 (DIGIT ZERO).
   b. Let \( e \) be 0.
10. Else,
    a. If fractionDigits is not undefined, then
        i. Let \( e \) and \( n \) be integers such that \( 10^f \leq n < 10^{f+1} \) and for which \( n \times 10^9 \cdot f - x \) is as close to zero as possible. If there are two such sets of \( e \) and \( n \), pick the \( e \) and \( n \) for which \( n \times 10^9 \cdot f \) is larger.
        b. Else,
i. Let \( e, n, \) and \( f \) be integers such that \( f \geq 0, 10^f \leq n < 10^{f+1}, F(n \times 10^f) \) is \( F(x) \), and \( f \) is as small as possible. Note that the decimal representation of \( n \) has \( f+1 \) digits, \( n \) is not divisible by 10, and the least significant digit of \( n \) is not necessarily uniquely determined by these criteria.

   c. Let \( m \) be the String value consisting of the digits of the decimal representation of \( n \) (in order, with no leading zeroes).

11. If \( f \neq 0 \), then
   a. Let \( a \) be the first code unit of \( m \).
   b. Let \( b \) be the other \( f \) code units of \( m \).
   c. Set \( m \) to the string-concatenation of \( a \), ",." , and \( b \).

12. If \( e = 0 \), then
   a. Let \( c \) be "\+".
   b. Let \( d \) be "0".

13. Else,
   a. If \( e > 0 \), let \( c \) be "\+".
   b. Else,
      i. Assert: \( e < 0 \).
      ii. Let \( c \) be "\-".
      iii. Set \( e \) to \(-e\).
   c. Let \( d \) be the String value consisting of the digits of the decimal representation of \( e \) (in order, with no leading zeroes).

14. Set \( m \) to the string-concatenation of \( m \), "\e\", \( c \), and \( d \).

15. Return the string-concatenation of \( s \) and \( m \).

NOTE
For implementations that provide more accurate conversions than required by the rules above, it is recommended that the following alternative version of step 10.b.i be used as a guideline:

i. Let \( e, n, \) and \( f \) be integers such that \( f \geq 0, 10^f \leq n < 10^{f+1}, F(n \times 10^f) \) is \( F(x) \), and \( f \) is as small as possible. If there are multiple possibilities for \( n \), choose the value of \( n \) for which \( F(n \times 10^f) \) is closest in value to \( F(x) \). If there are two such possible values of \( n \), choose the one that is even.

21.1.3.3 Number.prototype.toFixed ( fractionDigits )

NOTE 1 toFixed returns a String containing this Number value represented in decimal fixed-point notation with \( \text{fractionDigits} \) digits after the decimal point. If \( \text{fractionDigits} \) is undefined, 0 is assumed.

The following steps are performed:

1. Let \( x \) be ? thisNumberValue(this value).
2. Let \( f \) be ? ToIntegerOrInfinity(fractionDigits).
3. Assert: If \( \text{fractionDigits} \) is undefined, then \( f \) is 0.
4. If \( f \) is not finite, throw a RangeError exception.
5. If \( f < 0 \) or \( f > 100 \), throw a RangeError exception.
6. If \( x \) is not finite, return Number::toString\( (x) \).
7. Set \( x \) to \( \mathbb{R}(x) \).
8. Let \( s \) be the empty String.
If \( x < 0 \), then
a. Set \( s \) to "-".
b. Set \( x \) to \(-x\).

10. If \( x \geq 10^{21} \), then
a. Let \( m \) be \( \text{toString}(f(x)) \).

11. Else,
a. Let \( n \) be an integer for which \( n / 10^f - x \) is as close to zero as possible. If there are two such \( n \), pick the larger \( n \).
b. If \( n = 0 \), let \( m \) be the String "0". Otherwise, let \( m \) be the String value consisting of the digits of the decimal representation of \( n \) (in order, with no leading zeroes).
c. If \( f \neq 0 \), then
   i. Let \( k \) be the length of \( m \).
      ii. If \( k \leq f \), then
         1. Let \( z \) be the String value consisting of \( f + 1 - k \) occurrences of the code unit 0x0030 (DIGIT ZERO).
         2. Set \( m \) to the string-concatenation of \( z \) and \( m \).
         3. Set \( k \) to \( f + 1 \).
      iii. Let \( a \) be the first \( k - f \) code units of \( m \).
      iv. Let \( b \) be the other \( f \) code units of \( m \).
      v. Set \( m \) to the string-concatenation of \( a \), ",", and \( b \).

12. Return the string-concatenation of \( s \) and \( m \).

NOTE 2  The output of \( \text{toFixed} \) may be more precise than \( \text{toString} \) for some values because \( \text{toString} \) only prints enough significant digits to distinguish the number from adjacent Number values. For example,

\[(1000000000000000128).toString() \text{ returns } "1000000000000000100", \text{ while } (1000000000000000128).toFixed(0) \text{ returns } "1000000000000000128".\n
21.1.3.4 Number.prototype.toLocaleString ([ reserved1 [, reserved2 ] ])

An ECMAScript implementation that includes the ECMA-402 Internationalization API must implement the Number.prototype.toLocaleString method as specified in the ECMA-402 specification. If an ECMAScript implementation does not include the ECMA-402 API the following specification of the toLocaleString method is used.

Produces a String value that represents this Number value formatted according to the conventions of the host environment's current locale. This function is implementation-defined, and it is permissible, but not encouraged, for it to return the same thing as \( \text{toString} \).

The meanings of the optional parameters to this method are defined in the ECMA-402 specification; implementations that do not include ECMA-402 support must not use those parameter positions for anything else.

21.1.3.5 Number.prototype.toPrecision ( precision )

Return a String containing this Number value represented either in decimal exponential notation with one digit before the significand's decimal point and \( precision - 1 \) digits after the significand's decimal point or in decimal fixed notation with \( precision \) significant digits. If \( precision \) is \( \text{undefined} \), call \( \text{toString} \) instead.

Specifically, perform the following steps:

1. Let \( x \) be \( \text{thisNumberValue}(\text{this value}) \).
2. If `precision` is `undefined`, return `! ToString(x)`.  
3. Let `p` be `? ToIntegerOrInfinity(precision)`.  
4. If `x` is not finite, return `Number::toString(x)`.
5. If `p < 1` or `p > 100`, throw a `RangeError` exception.
6. Set `x` to `R(x)`.
7. Let `s` be the empty String.
8. If `x < 0`, then  
   a. Set `s` to the code unit 0x002D (HYPHEN-MINUS).
   b. Set `x` to `-x`.
9. If `x = 0`, then  
   a. Let `m` be the String value consisting of `p` occurrences of the code unit 0x0030 (DIGIT ZERO).
   b. Let `e` be 0.
10. Else,  
    a. Let `e` and `n` be integers such that \(10^p - 1 \leq n < 10^p\) and for which \(n \times 10^{p - e} - x\) is as close to zero as possible. If there are two such sets of `e` and `n`, pick the `e` and `n` for which \(n \times 10^{p - e} - x\) is larger.
    b. Let `m` be the String value consisting of the digits of the decimal representation of `n` (in order, with no leading zeroes).
    c. If `e < -6` or `e \geq p`, then  
       i. Assert: `e \neq 0`.
       ii. If `p \neq 1`, then  
          1. Let `a` be the first code unit of `m`.
          2. Let `b` be the other `p - 1` code units of `m`.
          3. Set `m` to the string-concatenation of `a`, ".", and `b`.
       iii. If `e > 0`, then  
            1. Let `c` be the code unit 0x002B (PLUS SIGN).
            ii. Else,  
                1. Assert: `e < 0`.
                2. Let `c` be the code unit 0x002D (HYPHEN-MINUS).
                3. Set `e` to `-e`.
            v. Let `d` be the String value consisting of the digits of the decimal representation of `e` (in order, with no leading zeroes).
            vi. Return the string-concatenation of `s`, `m`, the code unit 0x0065 (LATIN SMALL LETTER E), `c`, and `d`.
11. If `e = p - 1`, return the string-concatenation of `s` and `m`.
12. If `e \geq 0`, then  
    a. Set `m` to the string-concatenation of the first `e + 1` code units of `m`, the code unit 0x002E (FULL STOP), and the remaining `p - (e + 1)` code units of `m`.
13. Else,  
    a. Set `m` to the string-concatenation of the code unit 0x0030 (DIGIT ZERO), the code unit 0x002E (FULL STOP), 
       \((-e + 1)\) occurrences of the code unit 0x0030 (DIGIT ZERO), and the String `m`.
14. Return the string-concatenation of `s` and `m`.

### 21.1.3.6 `Number.prototype.toString` ([ `radix` ])

**NOTE** The optional `radix` should be an integral `Number` value in the inclusive range \(2 \leq \text{radix} \leq 36\). If `radix` is `undefined` then \(10\) is used as the value of `radix`.  

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The following steps are performed:

1. Let \( x \) be ? \( \text{thisNumberValue(this value)} \).
2. If \( \text{radix} \) is **undefined**, let \( \text{radixMV} \) be 10.
3. Else, let \( \text{radixMV} \) be ? \( \text{ToIntegerOrInfinity(radix)} \).
4. If \( \text{radixMV} < 2 \) or \( \text{radixMV} > 36 \), throw a **RangeError** exception.
5. If \( \text{radixMV} = 10 \), return ! \( \text{ToString(x)} \).
6. Return the String representation of this Number value using the radix specified by \( \text{radixMV} \). Letters \( \text{a-z} \) are used for digits with values 10 through 35. The precise algorithm is implementation-defined, however the algorithm should be a generalization of that specified in 6.1.6.1.20.

The **toString** function is not generic; it throws a **TypeException** exception if its **this** value is not a Number or a Number object. Therefore, it cannot be transferred to other kinds of objects for use as a method.

The "length" property of the **toString** method is 1𝔽.

### 21.1.3.7 Number.prototype.valueOf ( )

1. Return ? \( \text{thisNumberValue(this value)} \).

### 21.1.4 Properties of Number Instances

Number instances are **ordinary objects** that inherit properties from the **Number prototype object**. Number instances also have a [[NumberData]] internal slot. The [[NumberData]] internal slot is the Number value represented by this Number object.

### 21.2 BigInt Objects

#### 21.2.1 The BigInt Constructor

The BigInt constructor:

- is %BigInt%.
- is the initial value of the "BigInt" property of the global object.
- performs a type conversion when called as a function rather than as a constructor.
- is not intended to be used with the new operator or to be subclassed. It may be used as the value of an extends clause of a class definition but a super call to the BigInt constructor will cause an exception.

#### 21.2.1.1 BigInt ( value )

When **BigInt** is called with argument **value**, the following steps are taken:

1. If NewTarget is not **undefined**, throw a **TypeError** exception.
2. Let \( \text{prim} \) be ? \( \text{ToPrimitive(value, number)} \).
3. If Type(\( \text{prim} \)) is Number, return ? \( \text{NumberToBigInt(prim)} \).
4. Otherwise, return ? \( \text{ToBigInt(value)} \).
21.2.1.1 NumberToBigInt ( number )

The abstract operation NumberToBigInt takes argument number (a Number) and returns either a normal completion containing a BigInt or an abrupt completion. It performs the following steps when called:

1. If IsIntegralNumber(number) is false, throw a RangeError exception.
2. Return the BigInt value that represents ℝ(number).

21.2.2 Properties of the BigInt Constructor

The BigInt constructor:

- has a [[Prototype]] internal slot whose value is %Function.prototype%.
- has the following properties:

21.2.2.1 BigInt.asIntN ( bits, bigint )

When the BigInt.asIntN function is called with two arguments bits and bigint, the following steps are taken:

1. Set bits to ? ToIndex(bits).
2. Set bigint to ? ToBigInt(bigint).
3. Let mod be ℝ(bigint) modulo 2^bits.
4. If mod ≥ 2^bits - 1, return ℤ(mod - 2^bits); otherwise, return ℤ(mod).

21.2.2.2 BigInt.asUintN ( bits, bigint )

When the BigInt.asUintN function is called with two arguments bits and bigint, the following steps are taken:

1. Set bits to ? ToIndex(bits).
2. Set bigint to ? ToBigInt(bigint).
3. Return the BigInt value that represents ℝ(bigint) modulo 2^bits.

21.2.3 BigInt.prototype

The initial value of BigInt.prototype is the BigInt prototype object.

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

21.2.3 Properties of the BigInt Prototype Object

The BigInt prototype object:

- is %BigInt.prototype%.
- is an ordinary object.
- is not a BigInt object; it does not have a [[BigIntData]] internal slot.
- has a [[Prototype]] internal slot whose value is %Object.prototype%.

The abstract operation thisBigIntValue takes argument value. It performs the following steps when called:
1. If `Type(value)` is BigInt, return `value`.
2. If `Type(value)` is Object and `value` has a `[[BigIntData]]` internal slot, then
   a. Assert: `Type(value.[[BigIntData]])` is BigInt.
   b. Return `value.[[BigIntData]]`.
3. Throw a `TypeError` exception.

The phrase “this BigInt value” within the specification of a method refers to the result returned by calling the abstract operation `thisBigIntValue` with the `this` value of the method invocation passed as the argument.

### 21.2.3.1 BigInt.prototype.constructor

The initial value of `BigInt.prototype.constructor` is `%BigInt%`.

### 21.2.3.2 BigInt.prototype.toLocaleString ( [ `reserved1` [, `reserved2` ] ] )

An ECMAScript implementation that includes the ECMA-402 Internationalization API must implement the `BigInt.prototype.toLocaleString` method as specified in the ECMA-402 specification. If an ECMAScript implementation does not include the ECMA-402 API the following specification of the `toLocaleString` method is used.

Produces a String value that represents this BigInt value formatted according to the conventions of the host environment's current locale. This function is implementation-defined, and it is permissible, but not encouraged, for it to return the same thing as `toString`.

The meanings of the optional parameters to this method are defined in the ECMA-402 specification; implementations that do not include ECMA-402 support must not use those parameter positions for anything else.

### 21.2.3.3 BigInt.prototype.toString ( [ `radix` ] )

**NOTE** The optional `radix` should be an integral `Number` value in the inclusive range $2\mathbb{F}$ to $36\mathbb{F}$. If `radix` is `undefined` then $10\mathbb{F}$ is used as the value of `radix`.

The following steps are performed:

1. Let $x$ be `thisBigIntValue(this value).
2. If `radix` is `undefined`, let `radixMV` be 10.
3. Else, let `radixMV` be `ToIntegerOrInfinity(radix)`.
4. If `radixMV < 2` or `radixMV > 36`, throw a `RangeError` exception.
5. If `radixMV = 10`, return `ToString(x)`.
6. Return the String representation of this `Number` value using the radix specified by `radixMV`. Letters `a-z` are used for digits with values 10 through 35. The precise algorithm is implementation-defined, however the algorithm should be a generalization of that specified in 6.1.6.2.23.

The `toString` function is not generic; it throws a `TypeError` exception if its `this` value is not a BigInt or a BigInt object. Therefore, it cannot be transferred to other kinds of objects for use as a method.

### 21.2.3.4 BigInt.prototype.valueOf ( )

1. Return `thisBigIntValue(this value).`
The initial value of the @@toStringTag property is the String value "BigInt".

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

### 21.3 The Math Object

The Math object:

- is %Math%.
- is the initial value of the "Math" property of the global object.
- is an ordinary object.
- has a [[Prototype]] internal slot whose value is %Object.prototype%.
- is not a function object.
- does not have a [[Construct]] internal method; it cannot be used as a constructor with the new operator.
- does not have a [[Call]] internal method; it cannot be invoked as a function.

**NOTE** In this specification, the phrase “the Number value for x” has a technical meaning defined in 6.1.6.1.

### 21.3.1 Value Properties of the Math Object

#### 21.3.1.1 Math.E

The Number value for e, the base of the natural logarithms, which is approximately 2.7182818284590452354.

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

#### 21.3.1.2 Math.LN10

The Number value for the natural logarithm of 10, which is approximately 2.302585092994046.

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

#### 21.3.1.3 Math.LN2

The Number value for the natural logarithm of 2, which is approximately 0.6931471805599453.

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

#### 21.3.1.4 Math.LOG10E

The Number value for the base-10 logarithm of e, the base of the natural logarithms; this value is approximately 0.4342944819032518.

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

**NOTE** The value of Math.LOG10E is approximately the reciprocal of the value of Math.LN10.
21.3.1.5 Math.LOG2E

The Number value for the base-2 logarithm of e, the base of the natural logarithms; this value is approximately 1.4426950408889634.

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

NOTE The value of Math.LOG2E is approximately the reciprocal of the value of Math.LN2.

21.3.1.6 Math.PI

The Number value for π, the ratio of the circumference of a circle to its diameter, which is approximately 3.1415926535897932.

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

21.3.1.7 Math.SQRT1_2

The Number value for the square root of 1/2, which is approximately 0.7071067811865476.

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

NOTE The value of Math.SQRT1_2 is approximately the reciprocal of the value of Math.SQRT2.

21.3.1.8 Math.SQRT2

The Number value for the square root of 2, which is approximately 1.4142135623730951.

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

21.3.1.9 Math @@toStringTag

The initial value of the @@toStringTag property is the String value "Math".

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

21.3.2 Function Properties of the Math Object

NOTE The behaviour of the functions acos, acosh, asin, asinh, atan, atanh, atan2, cbrt, cos, cosh, exp, expm1, hypot, log, log1p, log2, log10, pow, random, sin, sinh, sqrt, tan, and tanh is not precisely specified here except to require specific results for certain argument values that represent boundary cases of interest. For other argument values, these functions are intended to compute approximations to the results of familiar mathematical functions, but some latitude is allowed in the choice of approximation algorithms. The general intent is that an implementer should be able to use the same mathematical library for ECMAScript on a given hardware platform that is available to C programmers on that platform.

Although the choice of algorithms is left to the implementation, it is recommended (but not specified by this standard) that implementations use the approximation algorithms for IEEE 754-2019 arithmetic contained in fdlibm, the freely distributable mathematical library from Sun Microsystems (http://www.netlib.org/fdlibm).
21.3.2.1 Math.abs (x)

Returns the absolute value of x; the result has the same magnitude as x but has positive sign.

When the `Math.abs` method is called with argument x, the following steps are taken:

1. Let n be ? ToNumber(x).
2. If n is NaN, return NaN.
3. If n is -0, return +0.
4. If n is +∞, return +∞.
5. If n < -0, return -n.
6. Return n.

21.3.2.2 Math.acos (x)

Returns the inverse cosine of x. The result is expressed in radians and ranges from +0 to π, inclusive.

When the `Math.acos` method is called with argument x, the following steps are taken:

1. Let n be ? ToNumber(x).
2. If n is NaN, n > 1, or n < -1, return NaN.
3. If n is 1, return +0.
4. Return an implementation-approximated Number value representing the result of the inverse cosine of ℝ(n).

21.3.2.3 Math.acosh (x)

Returns the inverse hyperbolic cosine of x.

When the `Math.acosh` method is called with argument x, the following steps are taken:

1. Let n be ? ToNumber(x).
2. If n is NaN or n is +∞, return n.
3. If n is 1, return +0.
4. If n < 1, return NaN.
5. Return an implementation-approximated Number value representing the result of the inverse hyperbolic cosine of ℝ(n).

21.3.2.4 Math.asin (x)

Returns the inverse sine of x. The result is expressed in radians and ranges from (-π / 2) to (π / 2), inclusive.

When the `Math.asin` method is called with argument x, the following steps are taken:

1. Let n be ? ToNumber(x).
2. If n is NaN, n is +0, or n is -0, return n.
3. If n > 1 or n < -1, return NaN.
4. Return an implementation-approximated Number value representing the result of the inverse sine of ℝ(n).
21.3.2.5 Math.asinh ( x )

Returns the inverse hyperbolic sine of x.

When the Math.asinh method is called with argument x, the following steps are taken:

1. Let n be ? ToNumber(x).
2. If n is NaN, n is +0𝔽, n is -0𝔽, n is +∞𝔽, or n is -∞𝔽, return n.
3. Return an implementation-approximated Number value representing the result of the inverse hyperbolic sine of ℝ(n).

21.3.2.6 Math.atan ( x )

Returns the inverse tangent of x. The result is expressed in radians and ranges from ℱ(-π / 2) to ℱ(π / 2), inclusive.

When the Math.atan method is called with argument x, the following steps are taken:

1. Let n be ? ToNumber(x).
2. If n is NaN, n is +0𝔽, or n is -0𝔽, return n.
3. If n is +∞𝔽, return an implementation-approximated Number value representing π / 2.
4. If n is -∞𝔽, return an implementation-approximated Number value representing -π / 2.
5. Return an implementation-approximated Number value representing the result of the inverse tangent of ℝ(n).

21.3.2.7 Math.atanh ( x )

Returns the inverse hyperbolic tangent of x.

When the Math.atanh method is called with argument x, the following steps are taken:

1. Let n be ? ToNumber(x).
2. If n is NaN, n is +0𝔽, or n is -0𝔽, return n.
3. If n > 1𝔽 or n < -1𝔽, return NaN.
4. If n is 1𝔽, return +∞𝔽.
5. If n is -1𝔽, return -∞𝔽.
6. Return an implementation-approximated Number value representing the result of the inverse hyperbolic tangent of ℝ(n).

21.3.2.8 Math.atan2 ( y, x )

Returns the inverse tangent of the quotient y / x of the arguments y and x, where the signs of y and x are used to determine the quadrant of the result. Note that it is intentional and traditional for the two-argument inverse tangent function that the argument named y be first and the argument named x be second. The result is expressed in radians and ranges from -π to +π, inclusive.

When the Math.atan2 method is called with arguments y and x, the following steps are taken:

1. Let ny be ? ToNumber(y).
2. Let nx be ? ToNumber(x).
3. If ny is NaN or nx is NaN, return NaN.
a. If $nx$ is $+\infty$, return an implementation-approximated Number value representing $\pi / 4$.

b. If $nx$ is $-\infty$, return an implementation-approximated Number value representing $3\pi / 4$.

c. Return an implementation-approximated Number value representing $\pi / 2$.

5. If $ny$ is $-\infty$, then

a. If $nx$ is $+\infty$, return an implementation-approximated Number value representing $-\pi / 4$.

b. If $nx$ is $-\infty$, return an implementation-approximated Number value representing $-3\pi / 4$.

c. Return an implementation-approximated Number value representing $-\pi / 2$.

6. If $ny$ is $+0$, then

a. If $nx$ is $+0$ or $nx$ is $+0$, return $+0$.

b. Return an implementation-approximated Number value representing $\pi$.

7. If $ny$ is $-0$, then

a. If $nx$ is $+0$ or $nx$ is $+0$, return $-0$.

b. Return an implementation-approximated Number value representing $-\pi$.

8. Assert: $ny$ is finite and is neither $+0$ nor $-0$.

9. If $ny$ is $+0$, then

a. If $nx$ is $-0$ or $nx$ is $+0$, return $-0$.

b. Return an implementation-approximated Number value representing $\pi / 2$.

c. If $nx$ is $+0$ or $nx$ is $-0$, return an implementation-approximated Number value representing $\pi / 2$.

10. If $ny$ is $-0$, then

a. If $nx$ is $+0$ or $nx$ is $-0$, return $-\pi$.

b. Return an implementation-approximated Number value representing $-\pi / 2$.

c. If $nx$ is $+0$ or $nx$ is $-0$, return an implementation-approximated Number value representing $-\pi / 2$.

11. Assert: $nx$ is finite and is neither $+0$ nor $-0$.

12. Return an implementation-approximated Number value representing the result of the inverse tangent of the quotient $\mathbb{R}(nx)$ / $\mathbb{R}(nx)$.

21.3.2.9 Math.cbrt (x)

Returns the cube root of $x$.

When the Math.cbrt method is called with argument $x$, the following steps are taken:

1. Let $n$ be ? ToNumber($x$).

2. If $n$ is NaN, $n$ is $+0$, $n$ is $-0$, $n$ is $+\infty$, or $n$ is $-\infty$, return $n$.

3. Return an implementation-approximated Number value representing the result of the cube root of $n$.

21.3.2.10 Math.ceil (x)

Returns the smallest (closest to $-\infty$) integral Number value that is not less than $x$. If $x$ is already an integral Number, the result is $x$.

When the Math.ceil method is called with argument $x$, the following steps are taken:

1. Let $n$ be ? ToNumber($x$).

2. If $n$ is NaN, $n$ is $+0$, $n$ is $-0$, $n$ is $+\infty$, or $n$ is $-\infty$, return $n$.

3. If $n < -0$ and $n > -1$, return $-0$.

4. If $n$ is an integral Number, return $n$. 

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5. Return the smallest (closest to \(-\infty\)) integral Number value that is not less than \(n\).

**NOTE**  
The value of \(\text{Math.ceil}(x)\) is the same as the value of \(-\text{Math.floor}(-x)\).

### 21.3.2.11 Math.clz32 \((x)\)

When the \(\text{Math.clz32}\) method is called with argument \(x\), the following steps are taken:

1. Let \(n\) be \(?\ \text{ToUint32}(x)\).
2. Let \(p\) be the number of leading zero bits in the unsigned 32-bit binary representation of \(n\).
3. Return \(\mathbb{F}(p)\).

**NOTE**  
If \(n\) is \(+0\) or \(n\) is \(-0\), this method returns \(32\). If the most significant bit of the 32-bit binary encoding of \(n\) is 1, this method returns \(+0\).

### 21.3.2.12 Math.cos \((x)\)

Returns the cosine of \(x\). The argument is expressed in radians.

When the \(\text{Math.cos}\) method is called with argument \(x\), the following steps are taken:

1. Let \(n\) be \(?\ \text{ToNumber}(x)\).
2. If \(n\) is \(\text{NaN}\), \(n\) is \(+\infty\), or \(n\) is \(-\infty\), return \(\text{NaN}\).
3. If \(n\) is \(+0\) or \(n\) is \(-0\), return \(1\).
4. Return an implementation-approximated Number value representing the result of the cosine of \(\mathbb{R}(n)\).

### 21.3.2.13 Math.cosh \((x)\)

Returns the hyperbolic cosine of \(x\).

When the \(\text{Math.cosh}\) method is called with argument \(x\), the following steps are taken:

1. Let \(n\) be \(?\ \text{ToNumber}(x)\).
2. If \(n\) is \(\text{NaN}\), return \(\text{NaN}\).
3. If \(n\) is \(+\infty\) or \(n\) is \(-\infty\), return \(+\infty\).
4. If \(n\) is \(+0\) or \(n\) is \(-0\), return \(1\).
5. Return an implementation-approximated Number value representing the result of the hyperbolic cosine of \(\mathbb{R}(n)\).

**NOTE**  
The value of \(\text{Math.cosh}(x)\) is the same as the value of 
\((\text{Math.exp}(x) + \text{Math.exp}(-x)) / 2\).

### 21.3.2.14 Math.exp \((x)\)

Returns the exponential function of \(x\) (\(e\) raised to the power of \(x\), where \(e\) is the base of the natural logarithms).

When the \(\text{Math.exp}\) method is called with argument \(x\), the following steps are taken:
1. Let \( n \) be \(? \) ToNumber\((x)\).
2. If \( n \) is \( \text{NaN} \) or \( n \) is \( +\infty \), return \( n \).
3. If \( n \) is \( +0 \) or \( n \) is \( -0 \), return \( 1 \).
4. If \( n \) is \( -\infty \), return \( +0 \).
5. Return an implementation-approximated Number value representing the result of the exponential function of \( R(n) \).

21.3.2.15 \text{Math.expm1} (x)

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

When the \text{Math.expm1} method is called with argument \( x \), the following steps are taken:

1. Let \( n \) be \(? \) ToNumber\((x)\).
2. If \( n \) is \( \text{NaN} \), \( n \) is \( +0 \), \( n \) is \( -0 \), or \( n \) is \( +\infty \), return \( n \).
3. If \( n \) is \( -\infty \), return \( -1 \).
4. Return an implementation-approximated Number value representing the result of subtracting 1 from the exponential function of \( R(n) \).

21.3.2.16 \text{Math.floor} (x)

Returns the greatest (closest to \( +\infty \)) integral Number value that is not greater than \( x \). If \( x \) is already an integral Number, the result is \( x \).

When the \text{Math.floor} method is called with argument \( x \), the following steps are taken:

1. Let \( n \) be \(? \) ToNumber\((x)\).
2. If \( n \) is \( \text{NaN} \), \( n \) is \( +0 \), \( n \) is \( -0 \), \( n \) is \( +\infty \), or \( n \) is \( -\infty \), return \( n \).
3. If \( n < 1 \) and \( n > +0 \), return \( +0 \).
4. If \( n \) is an integral Number, return \( n \).
5. Return the greatest (closest to \( +\infty \)) integral Number value that is not greater than \( n \).

\textbf{NOTE} The value of \text{Math.floor}(x) is the same as the value of \text{-Math.ceil(-x)}.

21.3.2.17 \text{Math.fround} (x)

When the \text{Math.fround} method is called with argument \( x \), the following steps are taken:

1. Let \( n \) be \(? \) ToNumber\((x)\).
2. If \( n \) is \( \text{NaN} \), return \( \text{NaN} \).
3. If \( n \) is one of \( +0 \), \( -0 \), \( +\infty \), or \( -\infty \), return \( n \).
4. Let \( n32 \) be the result of converting \( n \) to a value in IEEE 754-2019 binary32 format using roundTiesToEven mode.
5. Let \( n64 \) be the result of converting \( n32 \) to a value in IEEE 754-2019 binary64 format.
6. Return the ECMAScript Number value corresponding to \( n64 \).
21.3.2.18 Math.hypot ( ...args )

Returns the square root of the sum of squares of its arguments.

When the Math.hypot method is called with zero or more arguments which form the rest parameter ...args, the following steps are taken:

1. Let coerced be a new empty List.
2. For each element arg of args, do
   a. Let n be ? ToNumber(arg).
   b. Append n to coerced.
3. For each element number of coerced, do
   a. If number is +∞𝔽 or number is -∞𝔽, return +∞𝔽.
4. Let onlyZero be true.
5. For each element number of coerced, do
   a. If number is NaN, return NaN.
   b. If number is neither +0𝔽 nor -0𝔽, set onlyZero to false.
6. If onlyZero is true, return +0𝔽.
7. Return an implementation-approximated Number value representing the square root of the sum of squares of the mathematical values of the elements of coerced.

The "length" property of the hypot method is 2𝔽.

NOTE Implementations should take care to avoid the loss of precision from overflows and underflows that are prone to occur in naive implementations when this function is called with two or more arguments.

21.3.2.19 Math.imul ( x, y )

When Math.imul is called with arguments x and y, the following steps are taken:

1. Let a be ℝ(? ToUint32(x)).
2. Let b be ℝ(? ToUint32(y)).
3. Let product be (a × b) modulo 232.
4. If product ≥ 231, return ℱ(product - 232); otherwise return ℱ(product).

21.3.2.20 Math.log ( x )

Returns the natural logarithm of x.

When the Math.log method is called with argument x, the following steps are taken:

1. Let n be ? ToNumber(x).
2. If n is NaN or n is +∞𝔽, return n.
3. If n is 1𝔽, return +0𝔽.
4. If n is +0𝔽 or n is -0𝔽, return -∞𝔽.
5. If n < -0𝔽, return NaN.
6. Return an implementation-approximated Number value representing the result of the natural logarithm of ℝ(n).
21.3.2.21 Math.log1p (x)

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

When the Math.log1p method is called with argument x, the following steps are taken:

1. Let n be ? ToNumber(x).
2. If n is NaN, n is +0𝔽, n is -0𝔽, or n is ±∞𝔽, return n.
3. If n is -1𝔽, return -∞𝔽.
4. If n < -1𝔽, return NaN.
5. Return an implementation-approximated Number value representing the result of the natural logarithm of 1 + ℝ(n).

21.3.2.22 Math.log10 (x)

Returns the base 10 logarithm of x.

When the Math.log10 method is called with argument x, the following steps are taken:

1. Let n be ? ToNumber(x).
2. If n is NaN or n is +∞𝔽, return n.
3. If n is 1𝔽, return +0𝔽.
4. If n is +0𝔽 or n is -0𝔽, return -∞𝔽.
5. If n < -0𝔽, return NaN.
6. Return an implementation-approximated Number value representing the result of the base 10 logarithm of ℝ(n).

21.3.2.23 Math.log2 (x)

Returns the base 2 logarithm of x.

When the Math.log2 method is called with argument x, the following steps are taken:

1. Let n be ? ToNumber(x).
2. If n is NaN or n is +∞𝔽, return n.
3. If n is 1𝔽, return +0𝔽.
4. If n is +0𝔽 or n is -0𝔽, return -∞𝔽.
5. If n < -0𝔽, return NaN.
6. Return an implementation-approximated Number value representing the result of the base 2 logarithm of ℝ(n).

21.3.2.24 Math.max (...args)

Given zero or more arguments, calls ToNumber on each of the arguments and returns the largest of the resulting values.

When the Math.max method is called with zero or more arguments which form the rest parameter ...args, the following steps are taken:

1. Let coerced be a new empty List.
For each element \( \text{arg} \) of \( \text{args} \), do
a. Let \( n \) be \( \text{ToNumber}(\text{arg}) \).
b. Append \( n \) to \( \text{coerced} \).
3. Let \( \text{highest} \) be \(-\infty_F\).
4. For each element \( \text{number} \) of \( \text{coerced} \), do
   a. If \( \text{number} \) is \( \text{NaN} \), return \( \text{NaN} \).
   b. If \( \text{number} \) is \( +0_F \) and \( \text{highest} \) is \(-0_F\), set \( \text{highest} \) to \( +0_F \).
   c. If \( \text{number} > \text{highest} \), set \( \text{highest} \) to \( \text{number} \).
5. Return \( \text{highest} \).

**NOTE**
The comparison of values to determine the largest value is done using the \( \text{IsLessThan} \) algorithm except that \(+0_F\) is considered to be larger than \(-0_F\).

The "length" property of the \( \text{max} \) method is \( 2_F \).

### 21.3.2.25 Math.min ( ...\text{args} )

Given zero or more arguments, calls \( \text{ToNumber} \) on each of the arguments and returns the smallest of the resulting values.

When the \( \text{Math.min} \) method is called with zero or more arguments which form the rest parameter \( ...\text{args} \), the following steps are taken:

1. Let \( \text{coerced} \) be a new empty List.
2. For each element \( \text{arg} \) of \( \text{args} \), do
   a. Let \( n \) be \( \text{ToNumber}(\text{arg}) \).
   b. Append \( n \) to \( \text{coerced} \).
3. Let \( \text{lowest} \) be \(+\infty_F\).
4. For each element \( \text{number} \) of \( \text{coerced} \), do
   a. If \( \text{number} \) is \( \text{NaN} \), return \( \text{NaN} \).
   b. If \( \text{number} \) is \(-0_F\) and \( \text{lowest} \) is \(+0_F\), set \( \text{lowest} \) to \(-0_F\).
   c. If \( \text{number} < \text{lowest} \), set \( \text{lowest} \) to \( \text{number} \).
5. Return \( \text{lowest} \).

**NOTE**
The comparison of values to determine the largest value is done using the \( \text{IsLessThan} \) algorithm except that \(+0_F\) is considered to be larger than \(-0_F\).

The "length" property of the \( \text{min} \) method is \( 2_F \).

### 21.3.2.26 Math.pow ( \( \text{base} \), \( \text{exponent} \) )

When the \( \text{Math.pow} \) method is called with arguments \( \text{base} \) and \( \text{exponent} \), the following steps are taken:

1. Set \( \text{base} \) to \( \text{ToNumber}(\text{base}) \).
2. Set \( \text{exponent} \) to \( \text{ToNumber}(\text{exponent}) \).
3. Return \( \text{Number::exponentiate}(\text{base}, \text{exponent}) \).
21.3.2.27 Math.random ( )

Returns a Number value with positive sign, greater than or equal to +0𝔽 but strictly less than 1𝔽, chosen randomly or pseudo randomly with approximately uniform distribution over that range, using an implementation-defined algorithm or strategy. This function takes no arguments.

Each Math.random function created for distinct realms must produce a distinct sequence of values from successive calls.

21.3.2.28 Math.round ( x )

Returns the Number value that is closest to x and is integral. If two integral Numbers are equally close to x, then the result is the Number value that is closer to +∞. If x is already integral, the result is x.

When the Math.round method is called with argument x, the following steps are taken:

1. Let n be ?ToNumber(x).
2. If n is NaN, +∞𝔽, -∞𝔽, or an integral Number, return n.
3. If n < 0.5𝔽 and n > +0𝔽, return +0𝔽.
4. If n < -0𝔽 and n ≥ -0.5𝔽, return -0𝔽.
5. Return the integral Number closest to n, preferring the Number closer to +∞ in the case of a tie.

NOTE 1 Math.round(3.5) returns 4, but Math.round(-3.5) returns -3.

NOTE 2 The value of Math.round(x) is not always the same as the value of Math.floor(x + 0.5). When x is -0𝔽 or is less than +0𝔽 but greater than or equal to -0.5𝔽, Math.round(x) returns -0𝔽, but Math.floor(x + 0.5) returns +0𝔽. Math.round(x) may also differ from the value of Math.floor(x + 0.5) because of internal rounding when computing x + 0.5.

21.3.2.29 Math.sign ( x )

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

When the Math.sign method is called with argument x, the following steps are taken:

1. Let n be ?ToNumber(x).
2. If n is NaN, n is +0𝔽, or n is -0𝔽, return n.
3. If n < -0𝔽, return -1𝔽.
4. Return 1𝔽.

21.3.2.30 Math.sin ( x )

Returns the sine of x. The argument is expressed in radians.

When the Math.sin method is called with argument x, the following steps are taken:

1. Let n be ?ToNumber(x).
2. If n is NaN, n is +0𝔽, or n is -0𝔽, return n.
3. If n is +∞𝔽 or n is -∞𝔽, return NaN.
4. Return an implementation-approximated Number value representing the result of the sine of ℝ(n).
21.3.2.31 Math.sinh( \(x\) )

Returns the hyperbolic sine of \(x\).

When the `Math.sinh` method is called with argument \(x\), the following steps are taken:

1. Let \(n\) be `ToNumber(x)`.
2. If \(n\) is `NaN`, \(n\) is `+0_F`, \(n\) is `-0_F`, or \(n\) is `+\infty_F`, return \(n\).
3. Return an implementation-approximated Number value representing the result of the hyperbolic sine of \(\mathbb{R}(n)\).

**NOTE** The value of `Math.sinh(x)` is the same as the value of `(Math.exp(x) - Math.exp(-x)) / 2`.

21.3.2.32 Math.sqrt( \(x\) )

Returns the square root of \(x\).

When the `Math.sqrt` method is called with argument \(x\), the following steps are taken:

1. Let \(n\) be `ToNumber(x)`.
2. If \(n\) is `NaN`, \(n\) is `+0_F`, or \(n\) is `-0_F`, return \(n\).
3. If \(n\) is `+\infty_F`, or \(n\) is `-\infty_F`, return `NaN`.
4. Return an implementation-approximated Number value representing the result of the square root of \(\mathbb{R}(n)\).

21.3.2.33 Math.tan( \(x\) )

Returns the tangent of \(x\). The argument is expressed in radians.

When the `Math.tan` method is called with argument \(x\), the following steps are taken:

1. Let \(n\) be `ToNumber(x)`.
2. If \(n\) is `NaN`, \(n\) is `+0_F`, or \(n\) is `-0_F`, return \(n\).
3. If \(n\) is `+\infty_F`, or \(n\) is `-\infty_F`, return `NaN`.
4. Return an implementation-approximated Number value representing the result of the tangent of \(\mathbb{R}(n)\).

21.3.2.34 Math.tanh( \(x\) )

Returns the hyperbolic tangent of \(x\).

When the `Math.tanh` method is called with argument \(x\), the following steps are taken:

1. Let \(n\) be `ToNumber(x)`.
2. If \(n\) is `NaN`, \(n\) is `+0_F`, or \(n\) is `-0_F`, return \(n\).
3. If \(n\) is `+\infty_F`, return `1_F`.
4. If \(n\) is `-\infty_F`, return `-1_F`.
5. Return an implementation-approximated Number value representing the result of the hyperbolic tangent of \(\mathbb{R}(n)\).
NOTE The value of \( \text{Math.tanh}(x) \) is the same as the value of \( \frac{\text{Math.exp}(x) - \text{Math.exp}(-x)}{\text{Math.exp}(x) + \text{Math.exp}(-x)} \).

21.3.2.35 Math.trunc ( \( x \) )

Returns the integral part of the number \( x \), removing any fractional digits. If \( x \) is already integral, the result is \( x \).

When the Math.trunc method is called with argument \( x \), the following steps are taken:

1. Let \( n \) be \( \text{ToNumber}(x) \).
2. If \( n \) is \( \text{NaN} \), \( n \) is \( +0_F \), \( n \) is \( -0_F \), \( n \) is \( +\infty_F \), or \( n \) is \( -\infty_F \), return \( n \).
3. If \( n < 1_F \) and \( n > +0_F \), return \( +0_F \).
4. If \( n < -1_F \) and \( n > -1_F \), return \( -0_F \).
5. Return the integral Number nearest \( n \) in the direction of \( +0_F \).

21.4 Date Objects

21.4.1 Overview of Date Objects and Definitions of Abstract Operations

The following abstract operations operate on time values (defined in 21.4.1.1). Note that, in every case, if any argument to one of these functions is \( \text{NaN} \), the result will be \( \text{NaN} \).

21.4.1.1 Time Values and Time Range

Time measurement in ECMAScript is analogous to time measurement in POSIX, in particular sharing definition in terms of the proleptic Gregorian calendar, an epoch of midnight at the beginning of 1 January 1970 UTC, and an accounting of every day as comprising exactly 86,400 seconds (each of which is 1000 milliseconds long).

An ECMAScript time value is a Number, either a finite integral Number representing an instant in time to millisecond precision or \( \text{NaN} \) representing no specific instant. A time value that is a multiple of \( 24 \times 60 \times 60 \times 1000 = 86,400,000 \) (i.e., is equal to \( 86,400,000 \times d \) for some integer \( d \)) represents the instant at the start of the UTC day that follows the epoch by \( d \) whole UTC days (preceding the epoch for negative \( d \)). Every other finite time value \( t \) is defined relative to the greatest preceding time value \( s \) that is such a multiple, and represents the instant that occurs within the same UTC day as \( s \) but follows it by \( t - s \) milliseconds.

Time values do not account for UTC leap seconds—there are no time values representing instants within positive leap seconds, and there are time values representing instants removed from the UTC timeline by negative leap seconds. However, the definition of time values nonetheless yields piecewise alignment with UTC, with discontinuities only at leap second boundaries and zero difference outside of leap seconds.

A Number can exactly represent all integers from -9,007,199,254,740,992 to 9,007,199,254,740,992 (21.1.2.8 and 21.1.2.6). A time value supports a slightly smaller range of -8,640,000,000,000,000 to 8,640,000,000,000,000 milliseconds. This yields a supported time value range of exactly -100,000,000 days to 100,000,000 days relative to midnight at the beginning of 1 January 1970 UTC.

The exact moment of midnight at the beginning of 1 January 1970 UTC is represented by the time value \( +0_F \).

NOTE The 400 year cycle of the proleptic Gregorian calendar contains 97 leap years. This yields an average of 365.2425 days per year, which is 31,556,952,000 milliseconds. Therefore, the maximum range a Number could represent exactly with millisecond precision is approximately -285,426 to 285,426 years relative to 1970. The smaller range supported by a time value as specified in this section is approximately -273,790 to 273,790 years relative to 1970.
21.4.1.2 Day Number and Time within Day

A given time value $t$ belongs to day number

$$\text{Day}(t) = \mathcal{I}(\\text{floor}(\mathbb{R}(t / \text{msPerDay})))$$

where the number of milliseconds per day is

$$\text{msPerDay} = 86400000\,$$

The remainder is called the time within the day:

$$\text{TimeWithinDay}(t) = \mathcal{I}(\mathbb{R}(t) \text{ modulo } \mathbb{R}(\text{msPerDay}))$$

21.4.1.3 Year Number

ECMAScript uses a proleptic Gregorian calendar to map a day number to a year number and to determine the month and date within that year. In this calendar, leap years are precisely those which are (divisible by 4) and ((not divisible by 100) or (divisible by 400)). The number of days in year number $y$ is therefore defined by

$$\text{DaysInYear}(y) =
\begin{cases} 
365 & \text{if } (\mathbb{R}(y) \text{ modulo } 4) \neq 0 \\
366 & \text{if } (\mathbb{R}(y) \text{ modulo } 4) = 0 \text{ and } (\mathbb{R}(y) \text{ modulo } 100) \neq 0 \\
365 & \text{if } (\mathbb{R}(y) \text{ modulo } 100) = 0 \text{ and } (\mathbb{R}(y) \text{ modulo } 400) \neq 0 \\
366 & \text{if } (\mathbb{R}(y) \text{ modulo } 400) = 0 
\end{cases}$$

All non-leap years have 365 days with the usual number of days per month and leap years have an extra day in February. The day number of the first day of year $y$ is given by:

$$\text{DayFromYear}(y) = \mathcal{I}(365 \times (\mathbb{R}(y) - 1970) + \text{floor}(\mathbb{R}(y) - 1969) / 4) - \text{floor}(\mathbb{R}(y) - 1901) / 100) + \text{floor}(\mathbb{R}(y) - 1601) / 400))$$

The time value of the start of a year is:

$$\text{TimeFromYear}(y) = \text{msPerDay} \times \text{DayFromYear}(y)$$

A time value determines a year by:

$$\text{YearFromTime}(t) = \text{the largest integral Number } y \text{ (closest to } +\infty) \text{ such that } \text{TimeFromYear}(y) \leq t$$

The leap-year function is $1_F$ for a time within a leap year and otherwise is $+0_F$:

$$\text{InLeapYear}(t) =
\begin{cases} 
+0_F & \text{if } \text{DaysInYear}(\text{YearFromTime}(t)) = 365_F \\
1_F & \text{if } \text{DaysInYear}(\text{YearFromTime}(t)) = 366_F 
\end{cases}$$

21.4.1.4 Month Number

Months are identified by an integral Number in the range $+0_F$ to $11_F$, inclusive. The mapping $\text{MonthFromTime}(t)$ from a time value $t$ to a month number is defined by:

$$\text{MonthFromTime}(t) =
\begin{cases} 
+0_F & \text{if } +0_F \leq \text{DayWithinYear}(t) < 31_F \\
1_F & \text{if } 31_F \leq \text{DayWithinYear}(t) < 59_F + \text{InLeapYear}(t) 
\end{cases}$$
21.4.1.6 Week Day

The weekday for a particular time value \( t \) is defined as

\[
\text{WeekDay}(t) = \lfloor \frac{(\text{Day}(t) + 4_F)}{7} \rfloor
\]

A weekday value of \(+0_F\) specifies Sunday; \(1_F\) specifies Monday; \(2_F\) specifies Tuesday; \(3_F\) specifies Wednesday; \(4_F\) specifies Thursday; \(5_F\) specifies Friday; and \(6_F\) specifies Saturday. Note that WeekDay\((+0_F)\) = \(4_F\), corresponding to Thursday, 1 January 1970.
21.4.1.7 LocalTZA(\(t, isUTC\))

The implementation-defined abstract operation LocalTZA takes arguments \(t\) (a Number) and \(isUTC\) (a Boolean) and returns an integral Number. Its return value represents the local time zone adjustment, or offset, in milliseconds. The local political rules for standard time and daylight saving time in effect at \(t\) should be used to determine the result in the way specified in this section.

When \(isUTC\) is true, LocalTZA(\(t_{\text{UTC}}, true\)) should return the offset of the local time zone from UTC measured in milliseconds at time represented by time value \(t_{\text{UTC}}\). When the result is added to \(t_{\text{UTC}}\), it should yield the corresponding Number \(t_{\text{local}}\).

When \(isUTC\) is false, LocalTZA(\(t_{\text{local}}, false\)) should return the offset of the local time zone from UTC measured in milliseconds at local time represented by Number \(t_{\text{local}}\). When the result is subtracted from \(t_{\text{local}}\), it should yield the corresponding time value \(t_{\text{UTC}}\).

Input \(t\) is nominally a time value but may be any Number value. This can occur when \(isUTC\) is false and \(t_{\text{local}}\) represents a time value that is already offset outside of the time value range at the range boundaries. The algorithm must not limit \(t_{\text{local}}\) to the time value range, so that such inputs are supported.

When \(t_{\text{local}}\) represents local time repeating multiple times at a negative time zone transition (e.g. when the daylight saving time ends or the time zone offset is decreased due to a time zone rule change) or skipped local time at a positive time zone transitions (e.g. when the daylight saving time starts or the time zone offset is increased due to a time zone rule change), \(t_{\text{local}}\) must be interpreted using the time zone offset before the transition.

If an implementation does not support a conversion described above or if political rules for time \(t\) are not available within the implementation, the result must be +0𝔽.

NOTE  It is recommended that implementations use the time zone information of the IANA Time Zone Database https://www.iana.org/time-zones/.

1:30 AM on 5 November 2017 in America/New_York is repeated twice (fall backward), but it must be interpreted as 1:30 AM UTC-04 instead of 1:30 AM UTC-05. 
LocalTZA(TimeClip(MakeDate(MakeDay(2017, 10, 5), MakeTime(1, 30, 0, 0))), false) is -4 × msPerHour.

2:30 AM on 12 March 2017 in America/New_York does not exist, but it must be interpreted as 2:30 AM UTC-05 (equivalent to 3:30 AM UTC-04). 
LocalTZA(TimeClip(MakeDate(MakeDay(2017, 2, 12), MakeTime(2, 30, 0, 0))), false) is -5 × msPerHour.

Local time zone offset values may be positive or negative.

21.4.1.8 LocalTime(\(t\))

The abstract operation LocalTime takes argument \(t\) (a time value) and returns a Number. It converts \(t\) from UTC to local time. It performs the following steps when called:

1. Return \(t + \text{LocalTZA}(t, true)\).

NOTE Two different input time values \(t_{\text{UTC}}\) are converted to the same local time \(t_{\text{local}}\) at a negative time zone transition when there are repeated times (e.g. the daylight saving time ends or the time zone adjustment is decreased.).

LocalTime(UTC(\(t_{\text{local}}\)) is not necessarily always equal to \(t_{\text{local}}\). Correspondingly,
21.4.1.9 UTC (t)

The abstract operation UTC takes argument \( t \) (a Number) and returns a time value. It converts \( t \) from local time to a UTC time value. It performs the following steps when called:

1. Return \( t - \text{LocalTZA}(t, \text{false}) \).

NOTE UTC(\( \text{LocalTime}(\text{UTC}(t)) \)) is not necessarily always equal to \( t_{\text{UTC}} \). Correspondingly, \( \text{LocalTime}(\text{UTC}(\text{local})) \) is not necessarily always equal to \( t_{\text{local}} \).

21.4.1.10 Hours, Minutes, Second, and Milliseconds

The following abstract operations are useful in decomposing time values:

\[
\begin{align*}
\text{HourFromTime}(t) &= \lfloor \frac{t}{\text{msPerHour}} \rfloor \mod \text{HoursPerDay} \\
\text{MinFromTime}(t) &= \lfloor \frac{t}{\text{msPerMinute}} \rfloor \mod \text{MinutesPerHour} \\
\text{SecFromTime}(t) &= \lfloor \frac{t}{\text{msPerSecond}} \rfloor \mod \text{SecondsPerMinute} \\
\text{msFromTime}(t) &= \lfloor t \mod \text{msPerSecond} \rfloor \\
\end{align*}
\]

where

- \( \text{HoursPerDay} = 24 \)
- \( \text{MinutesPerHour} = 60 \)
- \( \text{SecondsPerMinute} = 60 \)
- \( \text{msPerSecond} = 1000 \)
- \( \text{msPerMinute} = 60000 \)
- \( \text{msPerHour} = 3600000 \)

21.4.1.11 MakeTime (hour, min, sec, ms)

The abstract operation MakeTime takes arguments \( \text{hour} \) (a Number), \( \text{min} \) (a Number), \( \text{sec} \) (a Number), and \( \text{ms} \) (a Number) and returns a Number. It calculates a number of milliseconds. It performs the following steps when called:

1. If \( \text{hour} \) is not finite or \( \text{min} \) is not finite or \( \text{sec} \) is not finite or \( \text{ms} \) is not finite, return \( \text{NaN} \).
2. Let \( h \) be \( \lfloor \text{ToIntegerOrInfinity}(\text{hour}) \rfloor \).
3. Let \( m \) be \( \lfloor \text{ToIntegerOrInfinity}(\text{min}) \rfloor \).
4. Let \( s \) be \( \lfloor \text{ToIntegerOrInfinity}(\text{sec}) \rfloor \).
5. Let \( \text{milli} \) be \( \lfloor \text{ToIntegerOrInfinity}(\text{ms}) \rfloor \).
6. Let \( t \) be \( (h \times \text{msPerHour} + m \times \text{msPerMinute} + s \times \text{msPerSecond}) + \text{milli} \), performing the arithmetic according to IEEE 754-2019 rules (that is, as if using the ECMAScript operators \( \ast \) and \( + \)).
7. Return \( t \).

21.4.1.12 MakeDay (year, month, date)

The abstract operation MakeDay takes arguments \( \text{year} \) (a Number), \( \text{month} \) (a Number), and \( \text{date} \) (a Number) and returns a Number. It calculates a number of days. It performs the following steps when called:

1. If \( \text{year} \) is not finite or \( \text{month} \) is not finite or \( \text{date} \) is not finite, return \( \text{NaN} \).
2. Let \( y \) be \( \text{ToIntegerOrInfinity}(\text{year}) \).
3. Let \( m \) be \( \text{ToIntegerOrInfinity}(\text{month}) \).
4. Let \( dt \) be \( \text{ToIntegerOrInfinity}(\text{date}) \).
5. Let \( ym \) be \( y + \text{floor}(\text{floor}(m) / 12) \).
6. If \( ym \) is not finite, return \( \text{NaN} \).
7. Let \( mn \) be \( \text{floor}(m \mod 12) \).
8. Find a finite time value \( t \) such that YearFromTime(\( t \)) is \( ym \) and MonthFromTime(\( t \)) is \( mn \) and DateFromTime(\( t \)) is \( 1 \); but if this is not possible (because some argument is out of range), return \( \text{NaN} \).
9. Return Day(\( t \)) + \( dt \) - 1.

21.4.1.13 MakeDate ( \( \text{day, time} \) )

The abstract operation MakeDate takes arguments \( \text{day} \) (a Number) and \( \text{time} \) (a Number) and returns a Number. It calculates a number of milliseconds. It performs the following steps when called:

1. If \( \text{day} \) is not finite or \( \text{time} \) is not finite, return \( \text{NaN} \).
2. Let \( tv \) be \( \text{day} \times \text{msPerDay} + \text{time} \).
3. If \( tv \) is not finite, return \( \text{NaN} \).
4. Return \( tv \).

21.4.1.14 TimeClip ( \( \text{time} \) )

The abstract operation TimeClip takes argument \( \text{time} \) (a Number) and returns a Number. It calculates a number of milliseconds. It performs the following steps when called:

1. If \( \text{time} \) is not finite, return \( \text{NaN} \).
2. If \( \text{abs}(\text{time}) > 8.64 \times 10^{15} \), return \( \text{NaN} \).
3. Return \( \text{ToIntegerOrInfinity}(\text{time}) \).

21.4.1.15 Date Time String Format

ECMAScript defines a string interchange format for date-times based upon a simplification of the ISO 8601 calendar date extended format. The format is as follows: \( YYYY-MM-DDTHH:mm:ss.sssZ \)

Where the elements are as follows:

- \( YYYY \) is the year in the proleptic Gregorian calendar as four decimal digits from 0000 to 9999, or as an expanded year of "+" or "-" followed by six decimal digits.
- \( - \) (hyphen) appears literally twice in the string.
- \( MM \) is the month of the year as two decimal digits from 01 (January) to 12 (December).
- \( DD \) is the day of the month as two decimal digits from 01 to 31.
- \( T \) "T" appears literally in the string, to indicate the beginning of the time element.
- \( HH \) is the number of complete hours that have passed since midnight as two decimal digits from 00 to 24.
- \( : \) "." (colon) appears literally twice in the string.
- \( mm \) is the number of complete minutes since the start of the hour as two decimal digits from 00 to 59.
- \( ss \) is the number of complete seconds since the start of the minute as two decimal digits from 00 to 59.
- \( . \) "." (dot) appears literally in the string.
- \( sss \) is the number of complete milliseconds since the start of the second as three decimal digits.
Z is the UTC offset representation specified as "Z" (for UTC with no offset) or an offset of either "+" or "-" followed by a time expression HH:mm (indicating local time ahead of or behind UTC, respectively)

This format includes date-only forms:

YYYY
YYYY-MM
YYYY-MM-DD

It also includes "date-time" forms that consist of one of the above date-only forms immediately followed by one of the following time forms with an optional UTC offset representation appended:

THH:mm
THH:mm:ss
THH:mm:ss.sss

A string containing out-of-bounds or nonconforming elements is not a valid instance of this format.

NOTE 1 As every day both starts and ends with midnight, the two notations 00:00 and 24:00 are available to distinguish the two midnights that can be associated with one date. This means that the following two notations refer to exactly the same point in time: 1995-02-04T24:00 and +1995-02-05T00:00. This interpretation of the latter form as "end of a calendar day" is consistent with ISO 8601, even though that specification reserves it for describing time intervals and does not permit it within representations of single points in time.

NOTE 2 There exists no international standard that specifies abbreviations for civil time zones like CET, EST, etc. and sometimes the same abbreviation is even used for two very different time zones. For this reason, both ISO 8601 and this format specify numeric representations of time zone offsets.

21.4.1.15.1 Expanded Years

Covering the full time value range of approximately 273,790 years forward or backward from 1 January 1970 (21.4.1.1) requires representing years before 0 or after 9999. ISO 8601 permits expansion of the year representation, but only by mutual agreement of the partners in information interchange. In the simplified ECMAScript format, such an expanded year representation shall have 6 digits and is always prefixed with a + or - sign. The year 0 is considered positive and hence prefixed with a + sign. Strings matching the Date Time String Format with expanded years representing instants in time outside the range of a time value are treated as unrecognizable by Date.parse and cause that function to return NaN without falling back to implementation-specific behaviour or heuristics.

NOTE Examples of date-time values with expanded years:

-271821-04-20T00:00:00Z 271822 B.C.
-000001-01-01T00:00:00Z 2 B.C.
+000000-01-01T00:00:00Z 1 B.C.
+000001-01-01T00:00:00Z 1 A.D.
+001970-01-01T00:00:00Z 1970 A.D.
+002009-12-15T00:00:00Z 2009 A.D.
+275760-09-13T00:00:00Z 275760 A.D.
21.4.2 The Date Constructor

The Date constructor:

- is `%Date%`.
- is the initial value of the "Date" property of the global object.
- creates and initializes a new Date when called as a constructor.
- returns a String representing the current time (UTC) when called as a function rather than as a constructor.
- is a function whose behaviour differs based upon the number and types of its arguments.
- may be used as the value of an extends clause of a class definition. Subclass constructors that intend to inherit the specified Date behaviour must include a super call to the Date constructor to create and initialize the subclass instance with a [[DateValue]] internal slot.
- has a "length" property whose value is 7.

21.4.2.1 Date ( ...values )

When the Date function is called, the following steps are taken:

1. If NewTarget is undefined, then
   a. Let now be the time value (UTC) identifying the current time.
   b. Return ToDateString(now).
2. Let numberOfArgs be the number of elements in values.
3. If numberOfArgs = 0, then
   a. Let dv be the time value (UTC) identifying the current time.
4. Else if numberOfArgs = 1, then
   a. Let value be values[0].
   b. If Type(value) is Object and value has a [[DateValue]] internal slot, then
      i. Let tv be ! thisTimeValue(value).
   c. Else,
      i. Let v be ? ToPrimitive(value).
      ii. If Type(v) is String, then
          1. Assert: The next step never returns an abrupt completion because Type(v) is String.
          2. Let tv be the result of parsing v as a date, in exactly the same manner as for the parse method (21.4.3.2).
      iii. Else,
          1. Let tv be ? ToNumber(v).
   d. Let dv be TimeClip(tv).
5. Else,
   a. Assert: numberOfArgs ≥ 2.
   b. Let y be ? ToNumber(values[0]).
   c. Let m be ? ToNumber(values[1]).
   d. If numberOfArgs > 2, let dt be ? ToNumber(values[2]); else let dt be 1.0.
   e. If numberOfArgs > 3, let h be ? ToNumber(values[3]); else let h be 1.0.
   f. If numberOfArgs > 4, let min be ? ToNumber(values[4]); else let min be 0.0.
   g. If numberOfArgs > 5, let s be ? ToNumber(values[5]); else let s be 0.0.
   h. If numberOfArgs > 6, let milli be ? ToNumber(values[6]); else let milli be 0.0.
   i. If y is NaN, let yr be NaN.
   j. Else,
i. Let \( y_i \) be \(!\) \( \text{ToIntegerOrInfinity}(y) \).

ii. If \( 0 \leq y_i \leq 99 \), let \( yr \) be \( 1900 + f(y_i) \); otherwise, let \( yr \) be \( y \).

k. Let \( \text{finalDate} \) be \( \text{MakeDate}(\text{MakeDay}(yr, m, dt), \text{MakeTime}(h, \text{min}, s, \text{milli})) \).

l. Let \( dv \) be \( \text{TimeClip}(\text{UTC}(\text{finalDate})) \).

6. Let \( O \) be \(?\) \( \text{OrdinaryCreateFromConstructor}(\text{NewTarget}, "\%Date.prototype\%", « [[DateValue]] ») \).
7. Set \( O.[[DateValue]] \) to \( dv \).
8. Return \( O \).

### 21.4.3 Properties of the Date Constructor

The \text{Date} \text{ constructor}:

- has a \([[[\text{Prototype}]]\) internal slot whose value is \%\text{Function.prototype}\%.
- has the following properties:

#### 21.4.3.1 \text{Date.now} ( )

The \text{now} \text{ function} \text{returns} \text{the} \text{time} \text{value} \text{designating} \text{the} \text{UTC} \text{date} \text{and} \text{time} \text{of} \text{the} \text{occurrence} \text{of} \text{the} \text{call} \text{to} \text{now}.

#### 21.4.3.2 \text{Date.parse} ( \text{string} )

The \text{parse} \text{ function} \text{applies} \text{the} \text{ToString} \text{ operator} \text{to} \text{its} \text{argument}. \text{If} \text{ToString} \text{results} \text{in} \text{an} \text{abrupt} \text{completion} \text{the} \text{Completion} \text{Record} \text{is} \text{immediately} \text{returned}. \text{Otherwise, parse} \text{interprets} \text{the} \text{resulting} \text{String} \text{as} \text{a} \text{date} \text{and} \text{time}; \text{it} \text{returns} \text{a} \text{Number}, \text{the} \text{UTC} \text{time} \text{value} \text{corresponding} \text{to} \text{the} \text{date} \text{and} \text{time}. \text{The} \text{String} \text{may} \text{be} \text{interpreted} \text{as} \text{a} \text{local} \text{time}, \text{a} \text{UTC} \text{time}, \text{or} \text{a} \text{time} \text{in} \text{some} \text{other} \text{time} \text{zone}, \text{depending} \text{on} \text{the} \text{contents} \text{of} \text{the} \text{String}. \text{The} \text{function} \text{first} \text{attempts} \text{to} \text{parse} \text{the} \text{String} \text{according} \text{to} \text{the} \text{format} \text{described} \text{in} \text{Date} \text{Time} \text{String} \text{Format (21.4.1.15)} , \text{including} \text{expanded} \text{years}. \text{If} \text{the} \text{String} \text{does} \text{not} \text{conform} \text{to} \text{that} \text{format} \text{the} \text{function} \text{may} \text{fall} \text{back} \text{to} \text{any} \text{implementation}-\text{specific} \text{heuristics} \text{or} \text{implementation}-\text{specific} \text{date} \text{formats}. \text{Strings} \text{that} \text{are} \text{unrecognizable} \text{or} \text{contain} \text{out-of-bounds} \text{format} \text{element} \text{values} \text{shall} \text{cause Date.parse to return NaN}.

If the String conforms to the \text{Date Time String Format}, substitute values take the place of absent format elements. When the MM or DD elements are absent, "01" is used. When the HH, mm, or ss elements are absent, "00" is used. When the sss element is absent, "000" is used. When the UTC offset representation is absent, date-only forms are interpreted as a UTC time and date-time forms are interpreted as a local time.

If \( x \) is any Date whose milliseconds amount is zero within a particular implementation of ECMAScript, then all of the following expressions should produce the same numeric value in that implementation, if all the properties referenced have their initial values:

\[
x.\text{valueOf}()
\]
\[
\text{Date.parse}(x.\text{toString}())
\]
\[
\text{Date.parse}(x.\text{toUTCString}())
\]
\[
\text{Date.parse}(x.\text{toISOString}())
\]

However, the expression

\[
\text{Date.parse}(x.\text{toLocaleString}())
\]

is not required to produce the same \text{Number value} as the preceding three expressions and, in general, the value produced by Date.parse \text{is implementation-defined} when given any String value that does not conform to the Date Time String Format (21.4.1.15) and that could not be produced in that implementation by the toString or toUTCString method.
21.4.3.3 Date.prototype

The initial value of `Date.prototype` is the Date prototype object.

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

21.4.3.4 Date.UTC ( `year` [ , `month` [ , `date` [ , `hours` [ , `minutes` [ , `seconds` [ , `ms` ] ] ] ] ] ]

When the `UTC` function is called, the following steps are taken:

1. Let `y` be ? `ToNumber(year)`.
2. If `month` is present, let `m` be ? `ToNumber(month)`; else let `m` be `+0𝔽`
3. If `date` is present, let `dt` be ? `ToNumber(date)`; else let `dt` be `1𝔽`
4. If `hours` is present, let `h` be ? `ToNumber(hours)`; else let `h` be `+0𝔽`
5. If `minutes` is present, let `min` be ? `ToNumber(minutes)`; else let `min` be `+0𝔽`
6. If `seconds` is present, let `s` be ? `ToNumber(seconds)`; else let `s` be `+0𝔽`
7. If `ms` is present, let `milli` be ? `ToNumber(ms)`; else let `milli` be `+0𝔽`
8. If `y` is `NaN`, let `yr` be `NaN`
9. Else,
   a. Let `yi` be ! `ToIntegerOrInfinity(y)`.
   b. If `0 ≤ yi ≤ 99`, let `yr` be `1900𝔽 + ⌊yi⌋`; otherwise, let `yr` be `y`.
10. Return `TimeClip(MakeDate(MakeDay(yr, m, dt), MakeTime(h, min, s, milli)))`.

The "length" property of the `UTC` function is 7𝔽.

NOTE

The `UTC` function differs from the Date constructor in two ways: it returns a time value as a Number, rather than creating a Date, and it interprets the arguments in UTC rather than as local time.

21.4.4 Properties of the Date Prototype Object

The Date prototype object:

- is `%Date.prototype%`,
- is itself an ordinary object,
- is not a Date instance and does not have a [[DateValue]] internal slot.
- has a [[Prototype]] internal slot whose value is `%Object.prototype%`.

Unless explicitly defined otherwise, the methods of the Date prototype object defined below are not generic and the this value passed to them must be an object that has a [[DateValue]] internal slot that has been initialized to a time value.

The abstract operation `thisTimeValue` takes argument `value`. It performs the following steps when called:

1. If `Type(value)` is Object and `value` has a [[DateValue]] internal slot, then
   a. Return `value`.[[DateValue]].
2. Throw a `TypeError` exception.

In following descriptions of functions that are properties of the Date prototype object, the phrase "this Date object" refers to the object that is the this value for the invocation of the function. If the Type of the this value is not Object, a `TypeError` exception is thrown. The phrase "this time value” within the specification of a
method refers to the result returned by calling the abstract operation \texttt{thisTimeValue} with the \texttt{this} value of the method invocation passed as the argument.

21.4.4.1 \texttt{Date.prototype.constructor}

The initial value of \texttt{Date.prototype.constructor} is \%\texttt{Date}\%.

21.4.4.2 \texttt{Date.prototype.getDate ( )}

The following steps are performed:

1. Let \( t \) be \texttt{thisTimeValue(this value)}.
2. If \( t \) is \texttt{NaN}, return \texttt{NaN}.
3. Return \texttt{DateFromTime(LocalTime(\( t \)))}.

21.4.4.3 \texttt{Date.prototype.getDay ( )}

The following steps are performed:

1. Let \( t \) be \texttt{thisTimeValue(this value)}.
2. If \( t \) is \texttt{NaN}, return \texttt{NaN}.
3. Return \texttt{WeekDay(LocalTime(\( t \)))}.

21.4.4.4 \texttt{Date.prototype.getFullYear ( )}

The following steps are performed:

1. Let \( t \) be \texttt{thisTimeValue(this value)}.
2. If \( t \) is \texttt{NaN}, return \texttt{NaN}.
3. Return \texttt{YearFromTime(LocalTime(\( t \)))}.

21.4.4.5 \texttt{Date.prototype.getHours ( )}

The following steps are performed:

1. Let \( t \) be \texttt{thisTimeValue(this value)}.
2. If \( t \) is \texttt{NaN}, return \texttt{NaN}.
3. Return \texttt{HourFromTime(LocalTime(\( t \)))}.

21.4.4.6 \texttt{Date.prototype.getMilliseconds ( )}

The following steps are performed:

1. Let \( t \) be \texttt{thisTimeValue(this value)}.
2. If \( t \) is \texttt{NaN}, return \texttt{NaN}.
3. Return \texttt{msFromTime(LocalTime(\( t \)))}.

21.4.4.7 \texttt{Date.prototype.getMinutes ( )}

The following steps are performed:
1. Let \( t \) be \( \text{thisTimeValue}(\text{this value}) \).
2. If \( t \) is \( \text{NaN} \), return \( \text{NaN} \).
3. Return \( \text{MinFromTime}(\text{LocalTime}(t)) \).

### 21.4.4.8 Date.prototype.getMonth ( )

The following steps are performed:

1. Let \( t \) be \( \text{thisTimeValue}(\text{this value}) \).
2. If \( t \) is \( \text{NaN} \), return \( \text{NaN} \).
3. Return \( \text{MonthFromTime}(\text{LocalTime}(t)) \).

### 21.4.4.9 Date.prototype.getSeconds ( )

The following steps are performed:

1. Let \( t \) be \( \text{thisTimeValue}(\text{this value}) \).
2. If \( t \) is \( \text{NaN} \), return \( \text{NaN} \).
3. Return \( \text{SecFromTime}(\text{LocalTime}(t)) \).

### 21.4.4.10 Date.prototype.getTime ( )

The following steps are performed:

1. Return \( \text{thisTimeValue}(\text{this value}) \).

### 21.4.4.11 Date.prototype.getTimezoneOffset ( )

The following steps are performed:

1. Let \( t \) be \( \text{thisTimeValue}(\text{this value}) \).
2. If \( t \) is \( \text{NaN} \), return \( \text{NaN} \).
3. Return \( (t - \text{LocalTime}(t)) / \text{msPerMinute} \).

### 21.4.4.12 Date.prototype.getUTCDate ( )

The following steps are performed:

1. Let \( t \) be \( \text{thisTimeValue}(\text{this value}) \).
2. If \( t \) is \( \text{NaN} \), return \( \text{NaN} \).
3. Return \( \text{DateFromTime}(t) \).

### 21.4.4.13 Date.prototype.getUTCDay ( )

The following steps are performed:

1. Let \( t \) be \( \text{thisTimeValue}(\text{this value}) \).
2. If \( t \) is \( \text{NaN} \), return \( \text{NaN} \).
3. Return \( \text{WeekDay}(t) \).
21.4.4.14 Date.prototype.getUTCFullYear ( )

The following steps are performed:

1. Let \( t \) be ?\(\text{thisTimeValue(this value)}\).
2. If \( t \) is \( \text{NaN} \), return \( \text{NaN} \).
3. Return \( \text{YearFromTime}(t) \).

21.4.4.15 Date.prototype.getUTCHours ( )

The following steps are performed:

1. Let \( t \) be ?\(\text{thisTimeValue(this value)}\).
2. If \( t \) is \( \text{NaN} \), return \( \text{NaN} \).
3. Return \( \text{HourFromTime}(t) \).

21.4.4.16 Date.prototype.getUTCMilliseconds ( )

The following steps are performed:

1. Let \( t \) be ?\(\text{thisTimeValue(this value)}\).
2. If \( t \) is \( \text{NaN} \), return \( \text{NaN} \).
3. Return \( \text{msFromTime}(t) \).

21.4.4.17 Date.prototype.getUTCMinutes ( )

The following steps are performed:

1. Let \( t \) be ?\(\text{thisTimeValue(this value)}\).
2. If \( t \) is \( \text{NaN} \), return \( \text{NaN} \).
3. Return \( \text{MinFromTime}(t) \).

21.4.4.18 Date.prototype.getUTCMonth ( )

The following steps are performed:

1. Let \( t \) be ?\(\text{thisTimeValue(this value)}\).
2. If \( t \) is \( \text{NaN} \), return \( \text{NaN} \).
3. Return \( \text{MonthFromTime}(t) \).

21.4.4.19 Date.prototype.getUTCSeconds ( )

The following steps are performed:

1. Let \( t \) be ?\(\text{thisTimeValue(this value)}\).
2. If \( t \) is \( \text{NaN} \), return \( \text{NaN} \).
3. Return \( \text{SecFromTime}(t) \).
21.4.4.20 Date.prototype.setDate ( date )

The following steps are performed:

1. Let \( t \) be ? thisTimeValue(this value).
2. Let \( dt \) be ? ToNumber(date).
3. If \( t \) is NaN, return NaN.
4. Set \( t \) to LocalTime(t).
5. Let newDate be MakeDate(MakeDay(YearFromTime(t), MonthFromTime(t), dt), TimeWithinDay(t)).
6. Let \( u \) be TimeClip(UTC(newDate)).
7. Set the [[DateValue]] internal slot of this Date object to \( u \).
8. Return \( u \).

21.4.4.21 Date.prototype.setFullYear ( year [, month [, date ]] )

The following steps are performed:

1. Let \( t \) be ? thisTimeValue(this value).
2. Let \( y \) be ? ToNumber(year).
3. If \( t \) is NaN, set \( t \) to +0; otherwise, set \( t \) to LocalTime(t).
4. If \( month \) is not present, let \( m \) be MonthFromTime(t); otherwise, let \( m \) be ? ToNumber(month).
5. If \( date \) is not present, let \( dt \) be DateFromTime(t); otherwise, let \( dt \) be ? ToNumber(date).
6. Let newDate be MakeDate(MakeDay(y, m, dt), TimeWithinDay(t)).
7. Let \( u \) be TimeClip(UTC(newDate)).
8. Set the [[DateValue]] internal slot of this Date object to \( u \).
9. Return \( u \).

The "length" property of the setFullYear method is 3. 

NOTE If \( month \) is not present, this method behaves as if \( month \) was present with the value getMonth(). If \( date \) is not present, it behaves as if \( date \) was present with the value getDate().

21.4.4.22 Date.prototype.setHours ( hour [, min [, sec [, ms ]] ])

The following steps are performed:

1. Let \( t \) be ? thisTimeValue(this value).
2. Let \( h \) be ? ToNumber(hour).
3. If \( min \) is present, let \( m \) be ? ToNumber(min).
4. If \( sec \) is present, let \( s \) be ? ToNumber(sec).
5. If \( ms \) is present, let \( milli \) be ? ToNumber(ms).
6. If \( t \) is NaN, return NaN.
7. Set \( t \) to LocalTime(t).
8. If \( min \) is not present, let \( m \) be MinFromTime(t).
9. If \( sec \) is not present, let \( s \) be SecFromTime(t).
10. If \( ms \) is not present, let \( milli \) be msFromTime(t).
11. Let \( date \) be \( \text{MakeDate}(\text{Day}(t), \text{MakeTime}(h, m, s, \text{milli})) \).
12. Let \( u \) be \( \text{TimeClip}(\text{UTC}(date)) \).
13. Set the \([\text{DateValue}]\) internal slot of this Date object to \( u \).
14. Return \( u \).

The "length" property of the \text{setHours} method is 4\( \mathbb{F} \).

**NOTE** If \( \text{min} \) is not present, this method behaves as if \( \text{min} \) was present with the value \( \text{getMinutes}() \). If \( \text{sec} \) is not present, it behaves as if \( \text{sec} \) was present with the value \( \text{getSeconds}() \). If \( \text{ms} \) is not present, it behaves as if \( \text{ms} \) was present with the value \( \text{getMilliseconds}() \).

21.4.4.23 \text{Date.prototype.setMilliseconds ( ms )}

The following steps are performed:

1. Let \( t \) be \( ? \text{thisTimeValue}(\text{this value}) \).
2. Set \( ms \) to \( ? \text{ToNumber}(ms) \).
3. If \( t \) is \( \text{NaN} \), return \( \text{NaN} \).
4. Set \( t \) to \( \text{LocalTime}(t) \).
5. Let \( \text{time} \) be \( \text{MakeTime}(\text{HourFromTime}(t), \text{MinFromTime}(t), \text{SecFromTime}(t), ms) \).
6. Let \( u \) be \( \text{TimeClip}(\text{UTC}(\text{MakeDate}(\text{Day}(t), \text{time})) \).
7. Set the \([\text{DateValue}]\) internal slot of this Date object to \( u \).
8. Return \( u \).

21.4.4.24 \text{Date.prototype.setMinutes ( min [, sec [, ms ]] )}

The following steps are performed:

1. Let \( t \) be \( ? \text{thisTimeValue}(\text{this value}) \).
2. Let \( m \) be \( ? \text{ToNumber}(\text{min}) \).
3. If \( \text{sec} \) is present, let \( s \) be \( ? \text{ToNumber}(\text{sec}) \).
4. If \( \text{ms} \) is present, let \( \text{milli} \) be \( ? \text{ToNumber}(\text{ms}) \).
5. If \( t \) is \( \text{NaN} \), return \( \text{NaN} \).
6. Set \( t \) to \( \text{LocalTime}(t) \).
7. If \( \text{sec} \) is not present, let \( s \) be \( \text{SecFromTime}(t) \).
8. If \( \text{ms} \) is not present, let \( \text{milli} \) be \( \text{msFromTime}(t) \).
9. Let \( date \) be \( \text{MakeDate}(\text{Day}(t), \text{MakeTime}(\text{HourFromTime}(t), m, s, \text{milli})) \).
10. Let \( u \) be \( \text{TimeClip}(\text{UTC}(date)) \).
11. Set the \([\text{DateValue}]\) internal slot of this Date object to \( u \).
12. Return \( u \).

The "length" property of the \text{setMinutes} method is 3\( \mathbb{F} \).

**NOTE** If \( \text{sec} \) is not present, this method behaves as if \( \text{sec} \) was present with the value \( \text{getSeconds}() \). If \( \text{ms} \) is not present, this behaves as if \( \text{ms} \) was present with the value \( \text{getMilliseconds}() \).
21.4.4.25 Date.prototype.setMonth ( month [ , date ])

The following steps are performed:

1. Let \( t \) be \( \text{thisTimeValue(this value)} \).
2. Let \( m \) be \( \text{ToNumber(month)} \).
3. If \( date \) is present, let \( dt \) be \( \text{ToNumber(date)} \).
4. If \( t \) is \( \text{NaN} \), return \( \text{NaN} \).
5. Set \( t \) to \( \text{LocalTime(t)} \).
6. If \( date \) is not present, let \( dt \) be \( \text{DateFromTime(t)} \).
7. Let \( \text{newDate} \) be \( \text{MakeDate(MakeDay(\text{YearFromTime(t)}, m, dt), TimeWithinDay(t)}) \).
8. Let \( u \) be \( \text{TimeClip(UTC(newDate))} \).
9. Set the [[DateValue]] internal slot of this Date object to \( u \).
10. Return \( u \).

The "length" property of the setMonth method is \( 2^{\Phi} \).

NOTE If \( date \) is not present, this method behaves as if \( date \) was present with the value \( \text{getDate()} \).

21.4.4.26 Date.prototype.setSeconds ( sec [ , ms ])

The following steps are performed:

1. Let \( t \) be \( \text{thisTimeValue(this value)} \).
2. Let \( s \) be \( \text{ToNumber(sec)} \).
3. If \( ms \) is present, let \( milli \) be \( \text{ToNumber(ms)} \).
4. If \( t \) is \( \text{NaN} \), return \( \text{NaN} \).
5. Set \( t \) to \( \text{LocalTime(t)} \).
6. If \( ms \) is not present, let \( milli \) be \( \text{msFromTime(t)} \).
7. Let \( date \) be \( \text{MakeDate(\text{Day(t)}, \text{MakeTime(HourFromTime(t), MinFromTime(t), s, milli)})} \).
8. Let \( u \) be \( \text{TimeClip(UTC(date))} \).
9. Set the [[DateValue]] internal slot of this Date object to \( u \).
10. Return \( u \).

The "length" property of the setSeconds method is \( 2^{\Phi} \).

NOTE If \( ms \) is not present, this method behaves as if \( ms \) was present with the value \( \text{getMilliseconds()} \).

21.4.4.27 Date.prototype.setTime ( time)

The following steps are performed:

1. Perform \( \text{thisTimeValue(this value)} \).
2. Let \( t \) be \( \text{ToNumber(time)} \).
3. Let \( v \) be \( \text{TimeClip(t)} \).
4. Set the [[DateValue]] internal slot of this Date object to \( v \).
5. Return \(v\).

21.4.4.28 **Date.prototype.setUTCDate** (**date**)

The following steps are performed:

1. Let \(t\) be \(\text{thisTimeValue(this value)}\).
2. Let \(dt\) be \(\text{ToNumber(date)}\).
3. If \(t\) is \(\text{NaN}\), return \(\text{NaN}\).
4. Let \(newDate\) be \(\text{MakeDate(MakeDay(YearFromTime(t), MonthFromTime(t), dt), TimeWithinDay(t))}\).
5. Let \(v\) be \(\text{TimeClip(newDate)}\).
6. Set the \([\text{DateValue}]\) internal slot of this Date object to \(v\).
7. Return \(v\).

21.4.4.29 **Date.prototype.setUTCFullYear** (**year**[, **month**[, **date**]])

The following steps are performed:

1. Let \(t\) be \(\text{thisTimeValue(this value)}\).
2. If \(t\) is \(\text{NaN}\), set \(t\) to \(+0\mathbb{F}\).
3. Let \(y\) be \(\text{ToNumber(year)}\).
4. If \(month\) is not present, let \(m\) be \(\text{MonthFromTime(t)}\); otherwise, let \(m\) be \(\text{ToNumber(month)}\).
5. If \(date\) is not present, let \(dt\) be \(\text{DateFromTime(t)}\); otherwise, let \(dt\) be \(\text{ToNumber(date)}\).
6. Let \(newDate\) be \(\text{MakeDate(MakeDay(y, m, dt), TimeWithinDay(t)}\)).
7. Let \(v\) be \(\text{TimeClip(newDate)}\).
8. Set the \([\text{DateValue}]\) internal slot of this Date object to \(v\).
9. Return \(v\).

The "length" property of the **setUTCFullYear** method is \(3\mathbb{F}\).

**NOTE** If \(month\) is not present, this method behaves as if \(month\) was present with the value \(\text{getUTCMonth()}\). If \(date\) is not present, it behaves as if \(date\) was present with the value \(\text{getUTCDate()}\).

21.4.4.30 **Date.prototype.setUTCHours** (**hour**[, **min**[, **sec**[, **ms**]]])

The following steps are performed:

1. Let \(t\) be \(\text{thisTimeValue(this value)}\).
2. Let \(h\) be \(\text{ToNumber(hour)}\).
3. If \(min\) is present, let \(m\) be \(\text{ToNumber(min)}\).
4. If \(sec\) is present, let \(s\) be \(\text{ToNumber(sec)}\).
5. If \(ms\) is present, let \(milli\) be \(\text{ToNumber(ms)}\).
6. If \(t\) is \(\text{NaN}\), return \(\text{NaN}\).
7. If \(min\) is not present, let \(m\) be \(\text{MinFromTime(t)}\).
8. If \(sec\) is not present, let \(s\) be \(\text{SecFromTime(t)}\).
9. If \(ms\) is not present, let \(milli\) be \(\text{msFromTime(t)}\).
10. Let \(date\) be \(\text{MakeDate(Day(t), MakeTime(h, m, s, milli))}\).
11. Let \( v \) be \( \text{TimeClip}(date) \).
12. Set the [[DateValue]] internal slot of this Date object to \( v \).
13. Return \( v \).

The "length" property of the setUTCHours method is 4₁

**NOTE**

If \( \text{min} \) is not present, this method behaves as if \( \text{min} \) was present with the value \( \text{getUTCHours()} \). If \( \text{sec} \) is not present, it behaves as if \( \text{sec} \) was present with the value \( \text{getUTCSeconds()} \). If \( \text{ms} \) is not present, it behaves as if \( \text{ms} \) was present with the value \( \text{getUTCMilliseconds()} \).

**21.4.4.31 Date.prototype.setUTCMilliseconds ( \( ms \) )**

The following steps are performed:

1. Let \( t \) be \( \text{thisTimeValue(this value)} \).
2. Set \( ms \) to \( \text{ToNumber}(ms) \).
3. If \( t \) is NaN, return NaN.
4. Let \( time \) be \( \text{MakeTime(HourFromTime(t), MinFromTime(t), SecFromTime(t), ms)} \).
5. Let \( v \) be \( \text{TimeClip(MakeDate(Day(t), time))} \).
6. Set the [[DateValue]] internal slot of this Date object to \( v \).
7. Return \( v \).

**21.4.4.32 Date.prototype.setUTCMinutes ( \( min [, sec [, ms ]] \) )**

The following steps are performed:

1. Let \( t \) be \( \text{thisTimeValue(this value)} \).
2. Let \( m \) be \( \text{ToNumber}(min) \).
3. If \( sec \) is present, let \( s \) be \( \text{ToNumber(sec)} \).
4. If \( ms \) is present, let \( milli \) be \( \text{ToNumber(ms)} \).
5. If \( t \) is NaN, return NaN.
6. If \( sec \) is not present, let \( s \) be \( \text{SecFromTime(t)} \).
7. If \( ms \) is not present, let \( milli \) be \( \text{msFromTime(t)} \).
8. Let \( date \) be \( \text{MakeDate(Day(t), MakeTime(HourFromTime(t), m, s, milli))} \).
9. Let \( v \) be \( \text{TimeClip(date)} \).
10. Set the [[DateValue]] internal slot of this Date object to \( v \).
11. Return \( v \).

The "length" property of the setUTCMinutes method is 3₁

**NOTE**

If \( sec \) is not present, this method behaves as if \( sec \) was present with the value \( \text{getUTCSeconds()} \). If \( ms \) is not present, it function behaves as if \( ms \) was present with the value return by \( \text{getUTCMilliseconds()} \).

**21.4.4.33 Date.prototype.setUTCMonth ( \( month [, date ] \) )**

The following steps are performed:
1. Let \( t \) be \( \text{thisTimeValue} (\text{this value}) \).
2. Let \( m \) be \( \text{ToNumber} (\text{month}) \).
3. If \( \text{date} \) is present, let \( dt \) be \( \text{ToNumber} (\text{date}) \).
4. If \( t \) is \( \text{NaN} \), return \( \text{NaN} \).
5. If \( \text{date} \) is not present, let \( dt \) be \( \text{DateFromTime}(t) \).
6. Let \( \text{newDate} \) be \( \text{MakeDate}(\text{MakeDay}(\text{YearFromTime}(t), m, dt), \text{TimeWithinDay}(t)) \).
7. Let \( v \) be \( \text{TimeClip}(\text{newDate}) \).
8. Set the \( [[\text{DateValue}]] \) internal slot of this Date object to \( v \).
9. Return \( v \).

The "length" property of the \text{setUTCMonth} method is 2₆.

**NOTE** If \( \text{date} \) is not present, this method behaves as if \( \text{date} \) was present with the value \( \text{getUTCDate}() \).

### 21.4.4.34 Date.prototype.setUTCSeconds ( \( sec \), \( ms \) )

The following steps are performed:

1. Let \( t \) be \( \text{thisTimeValue} (\text{this value}) \).
2. Let \( s \) be \( \text{ToNumber} (sec) \).
3. If \( ms \) is present, let \( milli \) be \( \text{ToNumber} (ms) \).
4. If \( t \) is \( \text{NaN} \), return \( \text{NaN} \).
5. If \( ms \) is not present, let \( milli \) be \( \text{msFromTime}(t) \).
6. Let \( \text{date} \) be \( \text{MakeDate}(\text{Day}(t), \text{MakeTime}(\text{HourFromTime}(t), \text{MinFromTime}(t), s, milli)) \).
7. Let \( v \) be \( \text{TimeClip}(\text{date}) \).
8. Set the \( [[\text{DateValue}]] \) internal slot of this Date object to \( v \).
9. Return \( v \).

The "length" property of the \text{setUTCSeconds} method is 2₆.

**NOTE** If \( ms \) is not present, this method behaves as if \( ms \) was present with the value \( \text{getUTCMilliseconds}() \).

### 21.4.4.35 Date.prototype.toDateString ( )

The following steps are performed:

1. Let \( O \) be this Date object.
2. Let \( tv \) be \( \text{thisTimeValue}(O) \).
3. If \( tv \) is \( \text{NaN} \), return "Invalid Date".
4. Let \( t \) be \( \text{LocalTime}(tv) \).
5. Return \( \text{DateString}(t) \).

### 21.4.4.36 Date.prototype.toISOString ( )

If this time value is not a finite Number or if it corresponds with a year that cannot be represented in the Date Time String Format, this function throws a \text{RangeError} exception. Otherwise, it returns a String.
representation of this time value in that format on the UTC time scale, including all format elements and the UTC offset representation "Z".

21.4.4.37 Date.prototype.toJSON ( key )

This function provides a String representation of a Date for use by JSON.stringify (25.5.2).

When the toJSON method is called with argument key, the following steps are taken:

1. Let O be ?ToObject(this value).
2. Let tv be ?ToPrimitive(O, number).
3. If Type(tv) is Number and tv is not finite, return null.
4. Return ?Invoke(O, "toISOString").

NOTE 1 The argument is ignored.

NOTE 2 The toJSON function is intentionally generic; it does not require that its this value be a Date. Therefore, it can be transferred to other kinds of objects for use as a method. However, it does require that any such object have a toISOString method.

21.4.4.38 Date.prototype.toLocaleDateString ( [ reserved1 [, reserved2 ] ] )

An ECMAScript implementation that includes the ECMA-402 Internationalization API must implement the Date.prototype.toLocaleDateString method as specified in the ECMA-402 specification. If an ECMAScript implementation does not include the ECMA-402 API the following specification of the toLocaleDateString method is used.

This function returns a String value. The contents of the String are implementation-defined, but are intended to represent the “date” portion of the Date in the current time zone in a convenient, human-readable form that corresponds to the conventions of the host environment's current locale.

The meaning of the optional parameters to this method are defined in the ECMA-402 specification; implementations that do not include ECMA-402 support must not use those parameter positions for anything else.

21.4.4.39 Date.prototype.toLocaleString ( [ reserved1 [, reserved2 ] ] )

An ECMAScript implementation that includes the ECMA-402 Internationalization API must implement the Date.prototype.toLocaleString method as specified in the ECMA-402 specification. If an ECMAScript implementation does not include the ECMA-402 API the following specification of the toLocaleString method is used.

This function returns a String value. The contents of the String are implementation-defined, but are intended to represent the Date in the current time zone in a convenient, human-readable form that corresponds to the conventions of the host environment's current locale.

The meaning of the optional parameters to this method are defined in the ECMA-402 specification; implementations that do not include ECMA-402 support must not use those parameter positions for anything else.

21.4.4.40 Date.prototype.toLocaleTimeString ( [ reserved1 [, reserved2 ] ] )

An ECMAScript implementation that includes the ECMA-402 Internationalization API must implement the Date.prototype.toLocaleTimeString method as specified in the ECMA-402 specification. If an
ECMAScript implementation does not include the ECMA-402 API the following specification of the `toLocaleTimeString` method is used.

This function returns a String value. The contents of the String are implementation-defined, but are intended to represent the "time" portion of the Date in the current time zone in a convenient, human-readable form that corresponds to the conventions of the host environment's current locale.

The meaning of the optional parameters to this method are defined in the ECMA-402 specification; implementations that do not include ECMA-402 support must not use those parameter positions for anything else.

21.4.4.41 Date.prototype.toString ( )

The following steps are performed:

1. Let `tv` be `getTimeValue(this value)`.
2. Return `ToDateString(tv)`.

NOTE 1 For any Date `d` such that `d[[DateValue]]` is evenly divisible by 1000, the result of `Date.parse(d.toString()) = d.valueOf()`. See 21.4.3.2.

NOTE 2 The `toString` function is not generic; it throws a `TypeError` exception if its `this` value is not a Date. Therefore, it cannot be transferred to other kinds of objects for use as a method.

21.4.4.41.1 TimeString ( `tv` )

The abstract operation TimeString takes argument `tv` (a Number, but not `NaN`) and returns a String. It performs the following steps when called:

1. Let `hour` be `ToZeroPaddedDecimalString(ℝ(HourFromTime(tv)), 2)`.
2. Let `minute` be `ToZeroPaddedDecimalString(ℝ(MinFromTime(tv)), 2)`.
3. Let `second` be `ToZeroPaddedDecimalString(ℝ(SecFromTime(tv)), 2)`.
4. Return the string-concatenation of `hour`, "":"`, `minute`, ":", `second`, the code unit 0x0020 (SPACE), and "GMT".

21.4.4.41.2 DateString ( `tv` )

The abstract operation DateString takes argument `tv` (a Number, but not `NaN`) and returns a String. It performs the following steps when called:

1. Let `weekday` be the Name of the entry in Table 63 with the Number `WeekDay(tv)`.
2. Let `month` be the Name of the entry in Table 64 with the Number `MonthFromTime(tv)`.
3. Let `day` be `ToZeroPaddedDecimalString(ℝ(DateFromTime(tv)), 2)`.
4. Let `yv` be `YearFromTime(tv)`.
5. If `yv` is `+0𝔽` or `yv` > `+0𝔽`, let `yearSign` be the empty String; otherwise, let `yearSign` be "-".
6. Let `paddedYear` be `ToZeroPaddedDecimalString(abs(ℝ(yv)), 4)`.
7. Return the string-concatenation of `weekday`, the code unit 0x0020 (SPACE), `month`, the code unit 0x0020 (SPACE), `day`, the code unit 0x0020 (SPACE), `yearSign`, and `paddedYear`.
Table 63: Names of days of the week

<table>
<thead>
<tr>
<th>Number</th>
<th>Name</th>
</tr>
</thead>
<tbody>
<tr>
<td>+0_F</td>
<td>&quot;Sun&quot;</td>
</tr>
<tr>
<td>1_F</td>
<td>&quot;Mon&quot;</td>
</tr>
<tr>
<td>2_F</td>
<td>&quot;Tue&quot;</td>
</tr>
<tr>
<td>3_F</td>
<td>&quot;Wed&quot;</td>
</tr>
<tr>
<td>4_F</td>
<td>&quot;Thu&quot;</td>
</tr>
<tr>
<td>5_F</td>
<td>&quot;Fri&quot;</td>
</tr>
<tr>
<td>6_F</td>
<td>&quot;Sat&quot;</td>
</tr>
</tbody>
</table>

Table 64: Names of months of the year

<table>
<thead>
<tr>
<th>Number</th>
<th>Name</th>
</tr>
</thead>
<tbody>
<tr>
<td>+0_F</td>
<td>&quot;Jan&quot;</td>
</tr>
<tr>
<td>1_F</td>
<td>&quot;Feb&quot;</td>
</tr>
<tr>
<td>2_F</td>
<td>&quot;Mar&quot;</td>
</tr>
<tr>
<td>3_F</td>
<td>&quot;Apr&quot;</td>
</tr>
<tr>
<td>4_F</td>
<td>&quot;May&quot;</td>
</tr>
<tr>
<td>5_F</td>
<td>&quot;Jun&quot;</td>
</tr>
<tr>
<td>6_F</td>
<td>&quot;Jul&quot;</td>
</tr>
<tr>
<td>7_F</td>
<td>&quot;Aug&quot;</td>
</tr>
<tr>
<td>8_F</td>
<td>&quot;Sep&quot;</td>
</tr>
<tr>
<td>9_F</td>
<td>&quot;Oct&quot;</td>
</tr>
<tr>
<td>10_F</td>
<td>&quot;Nov&quot;</td>
</tr>
<tr>
<td>11_F</td>
<td>&quot;Dec&quot;</td>
</tr>
</tbody>
</table>

21.4.4.1.3 TimeZoneString (tv)

The abstract operation TimeZoneString takes argument tv (a Number, but not NaN) and returns a String. It performs the following steps when called:

1. Let offset be LocalTZA(tv, true).
2. If offset is +0_F or offset > +0_F, then
   a. Let offsetSign be "+".
   b. Let absOffset be offset.
3. Else,
   a. Let offsetSign be "-".
b. Let \( \text{absOffset} \) be \(-\text{offset}\).

4. Let \( \text{offsetMin} \) be \( \text{ToZeroPaddedDecimalString}(\text{MinFromTime}(\text{absOffset})), 2) \).

5. Let \( \text{offsetHour} \) be \( \text{ToZeroPaddedDecimalString}(\text{HourFromTime}(\text{absOffset})), 2) \).

6. Let \( \text{tzName} \) be an implementation-defined string that is either the empty String or the string-concatenation of the code unit 0x0020 (SPACE), the code unit 0x0028 (LEFT PARENTHESES), an implementation-defined timezone name, and the code unit 0x0029 (RIGHT PARENTHESES).

7. Return the string-concatenation of \( \text{offsetSign} \), \( \text{offsetHour} \), \( \text{offsetMin} \), and \( \text{tzName} \).

21.4.4.41.4 ToDateString ( \( \text{tv} \) )

The abstract operation ToDateString takes argument \( \text{tv} \) (a Number) and returns a String. It performs the following steps when called:

1. If \( \text{tv} \) is \( \text{NaN} \), return "Invalid Date".
2. Let \( t \) be LocalTime(\( \text{tv} \)).
3. Return the string-concatenation of DateString(\( t \)), the code unit 0x0020 (SPACE), TimeString(\( t \)), and TimeZoneString(\( \text{tv} \)).

21.4.4.42 Date.prototype.toTimeString ( )

The following steps are performed:

1. Let \( O \) be this Date object.
2. Let \( tv \) be ? thisTimeValue(\( O \)).
3. If \( tv \) is \( \text{NaN} \), return "Invalid Date".
4. Let \( t \) be LocalTime(\( tv \)).
5. Return the string-concatenation of TimeString(\( t \)) and TimeZoneString(\( tv \)).

21.4.4.43 Date.prototype.toUTCString ( )

The \( \text{toUTCString} \) method returns a String value representing the instance in time corresponding to this time value. The format of the String is based upon "HTTP-date" from RFC 7231, generalized to support the full range of times supported by ECMAScript Dates. It performs the following steps when called:

1. Let \( O \) be this Date object.
2. Let \( tv \) be ? thisTimeValue(\( O \)).
3. If \( tv \) is \( \text{NaN} \), return "Invalid Date".
4. Let \( weekday \) be the Name of the entry in Table 63 with the Number WeekDay(\( tv \)).
5. Let \( month \) be the Name of the entry in Table 64 with the Number MonthFromTime(\( tv \)).
6. Let \( day \) be \( \text{ToZeroPaddedDecimalString}(\text{DateFromTime}(tv)), 2) \).
7. Let \( yv \) be YearFromTime(\( tv \)).
8. If \( yv \) is +0_{\mathbb{R}} or \( yv \) > +0_{\mathbb{R}}, let \( \text{yearSign} \) be the empty String; otherwise, let \( \text{yearSign} \) be "-".
9. Let \( \text{paddedYear} \) be \( \text{ToZeroPaddedDecimalString}(\text{abs}(\text{yv})), 4) \).
10. Return the string-concatenation of \( weekday \), " ", the code unit 0x0020 (SPACE), \( \text{day} \), the code unit 0x0020 (SPACE), \( \text{month} \), the code unit 0x0020 (SPACE), \( \text{yearSign} \), \( \text{paddedYear} \), the code unit 0x0020 (SPACE), and TimeString(\( tv \)).

21.4.4.44 Date.prototype.valueOf ( )

The following steps are performed:
1. Return ? `thisTimeValue(this value)`.

21.4.45 `Date.prototype @@toPrimitive (hint)`

This function is called by ECMAScript language operators to convert a Date to a primitive value. The allowed values for `hint` are "default", "number", and "string". Dates are unique among built-in ECMAScript objects in that they treat "default" as being equivalent to "string", All other built-in ECMAScript objects treat "default" as being equivalent to "number".

When the `@@toPrimitive` method is called with argument `hint`, the following steps are taken:

1. Let `O` be the `this` value.
2. If `Type(O)` is not Object, throw a `TypeError` exception.
3. If `hint` is "string" or "default", then
   a. Let `tryFirst` be `string`.
4. Else if `hint` is "number", then
   a. Let `tryFirst` be `number`.
5. Else, throw a `TypeError` exception.
6. Return ? `OrdinaryToPrimitive(O, tryFirst)`.

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

The value of the "name" property of this function is "[Symbol.toPrimitive]".

21.4.5 Properties of Date Instances

Date instances are ordinary objects that inherit properties from the Date prototype object. Date instances also have a [[DateValue]] internal slot. The [[DateValue]] internal slot is the time value represented by this Date.

22 Text Processing

22.1 String Objects

22.1.1 The String Constructor

The String constructor:

- is `%String%`.
- is the initial value of the "String" property of the global object.
- creates and initializes a new String object when called as a constructor.
- performs a type conversion when called as a function rather than as a constructor.
- may be used as the value of an `extends` clause of a class definition. Subclass constructors that intend to inherit the specified String behaviour must include a `super` call to the String constructor to create and initialize the subclass instance with a [[StringData]] internal slot.

22.1.1.1 String (value)

When `String` is called with argument `value`, the following steps are taken:
1. If \( value \) is not present, let \( s \) be the empty String.
2. Else,
   a. If NewTarget is \( undefined \) and \( \text{Type}(value) \) is Symbol, return \( \text{SymbolDescriptiveString}(value) \).
   b. Let \( s \) be \( ? \to\text{ToString}(value) \).
3. If NewTarget is \( undefined \), return \( s \).
4. Return \( \text{StringCreate}(s, ? \to\text{GetPrototypeFromConstructor}(\text{NewTarget}, "%\text{String.prototype}%")) \).

### 22.1.2 Properties of the String Constructor

The String constructor:

- has a \([\text{[Prototype]}]\) internal slot whose value is \%Function.prototype\%.
- has the following properties:

#### 22.1.2.1 \( \text{String.fromCharCode}(\ldots\text{codeUnits}) \)

The \( \text{String.fromCharCode} \) function may be called with any number of arguments which form the rest parameter \( \text{codeUnits} \). The following steps are taken:

1. Let \( length \) be the number of elements in \( \text{codeUnits} \).
2. Let \( elements \) be a new empty List.
3. For each element \( next \) of \( \text{codeUnits} \), do
   a. Let \( nextCU \) be \( ? \to\text{ToUint16}(next) \).
   b. Append \( nextCU \) to the end of \( elements \).
4. Return the String value whose code units are the elements in the List \( elements \). If \( \text{codeUnits} \) is empty, the empty String is returned.

The "length" property of the \( \text{fromCharCode} \) function is \( 1 \_\_\_\_ \).

#### 22.1.2.2 \( \text{String.fromCodePoint}(\ldots\text{codePoints}) \)

The \( \text{String.fromCodePoint} \) function may be called with any number of arguments which form the rest parameter \( \text{codePoints} \). The following steps are taken:

1. Let \( result \) be the empty String.
2. For each element \( next \) of \( \text{codePoints} \), do
   a. Let \( nextCP \) be \( ? \to\text{ToNumber}(next) \).
   b. If \( \text{IsIntegralNumber}(nextCP) \) is \( \text{false} \), throw a \( \text{RangeError} \) exception.
   c. If \( \mathbb{R}(nextCP) < 0 \) or \( \mathbb{R}(nextCP) > 0x10FFFF \), throw a \( \text{RangeError} \) exception.
   d. Set \( result \) to the string-concatenation of \( result \) and \( \text{UTF16EncodeCodePoint}([\mathbb{R}(nextCP)]) \).
3. Assert: If \( \text{codePoints} \) is empty, then \( result \) is the empty String.
4. Return \( result \).

The "length" property of the \( \text{fromCodePoint} \) function is \( 1 \_\_\_\_ \).

### 22.1.2.3 \( \text{String.prototype} \)

The initial value of \( \text{String.prototype} \) is the String prototype object.

This property has the attributes \{ \([\text{Writable}]): \text{false}, \([\text{Enumerable}]): \text{false}, \([\text{Configurable}]): \text{false} \}. 
22.1.3 Properties of the String Prototype Object

The *String prototype object*:

- is %String.prototype%.
- is a *String exotic object* and has the internal methods specified for such objects.
- has a [[StringData]] internal slot whose value is the empty String.
- has a "length" property whose initial value is +0𝔽 and whose attributes are { [[Writable]]: false, [[Enumerable]]: false, [[Configurable]]: false }.
- has a [[Prototype]] internal slot whose value is %Object.prototype%.

Unless explicitly stated otherwise, the methods of the String prototype object defined below are not generic and the *this* value passed to them must be either a String value or an object that has a [[StringData]] internal slot that has been initialized to a String value.

The abstract operation *thisStringValue* takes argument *value*. It performs the following steps when called:

1. If *Type(value)* is String, return *value*.
2. If *Type(value)* is Object and *value* has a [[StringData]] internal slot, then
   a. Let *s* be *value*.[[StringData]].
   b. Assert: *Type(s)* is String.
c. Return \( s \).

3. Throw a `TypeError` exception.

### 22.1.3.1 String.prototype.at (index)

1. Let \( O \) be \(?\) `RequireObjectCoercible(this value)`.
2. Let \( S \) be \(?\) `ToString(O)`.
3. Let \( \text{len} \) be the length of \( S \).
4. Let `relativeIndex` be \(?\) `ToIntegerOrInfinity(index)`.
5. If `relativeIndex` \(\geq 0\), then
   a. Let \( k \) be `relativeIndex`.
6. Else,
   a. Let \( k \) be `\text{len} + relativeIndex`.
7. If \( k < 0 \) or \( k \geq \text{len} \), return `undefined`.
8. Return the substring of \( S \) from \( k \) to \( k + 1 \).

### 22.1.3.2 String.prototype.charAt (pos)

**NOTE 1** Returns a single element String containing the code unit at index `pos` within the String resulting from converting this object to a String. If there is no element at that index, the result is the empty String. The result is a String value, not a String object.

If `pos` is an integral `Number`, then the result of \( x \).charAt(pos) \) is equivalent to the result of \( x \).substring(pos, pos + 1)\).

When the `charAt` method is called with one argument `pos`, the following steps are taken:

1. Let \( O \) be \(?\) `RequireObjectCoercible(this value)`.
2. Let \( S \) be \(?\) `ToString(O)`.
3. Let `position` be \(?\) `ToIntegerOrInfinity(pos)`.
4. Let `size` be the length of \( S \).
5. If `position < 0` or `position \geq size`, return the empty String.
6. Return the substring of \( S \) from `position` to `position + 1`.

**NOTE 2** The `charAt` 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.

### 22.1.3.3 String.prototype.charCodeAt (pos)

**NOTE 1** Returns a Number (a non-negative integral `Number` less than \(2^{16}\)) that is the numeric value of the code unit at index `pos` within the String resulting from converting this object to a String. If there is no element at that index, the result is `NaN`.

When the `charCodeAt` method is called with one argument `pos`, the following steps are taken:

1. Let \( O \) be \(?\) `RequireObjectCoercible(this value)`.
2. Let \( S \) be \(?\) `ToString(O)`.
3. Let `position` be \(?\) `ToIntegerOrInfinity(pos)`.
4. Let \( size \) be the length of \( S \).
5. If \( position < 0 \) or \( position \geq size \), return \( NaN \).
6. Return the \( \text{Number} \) value for the numeric value of the code unit at index \( position \) within the String \( S \).

**NOTE 2** The \( \text{charCodeAt} \) 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.

### 22.1.3.4 \( \text{String.prototype.codePointAt ( pos )} \)

**NOTE 1** Returns a non-negative integral \( \text{Number} \) less than or equal to \( 0x10FFFF_F \) that is the numeric value of the UTF-16 encoded code point (6.1.4) starting at the string element at index \( pos \) within the String resulting from converting this object to a String. If there is no element at that index, the result is \( \text{undefined} \). If a valid UTF-16 surrogate pair does not begin at \( pos \), the result is the code unit at \( pos \).

When the \( \text{codePointAt} \) method is called with one argument \( pos \), the following steps are taken:

1. Let \( O \) be \( \text{? RequireObjectCoercible(this value)} \).
2. Let \( S \) be \( \text{? ToString(O)} \).
3. Let \( position \) be \( \text{? ToIntegerOrInfinity(pos)} \).
4. Let \( size \) be the length of \( S \).
5. If \( position < 0 \) or \( position \geq size \), return \( \text{undefined} \).
6. Let \( cp \) be \( \text{CodePointAt(S, position)} \).
7. Return \( F(cp.[[CodePoint]]) \).

**NOTE 2** The \( \text{codePointAt} \) 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.

### 22.1.3.5 \( \text{String.prototype.concat ( ...args )} \)

**NOTE 1** When the \( \text{concat} \) method is called it returns the String value consisting of the code units of the \( this \) value (converted to a String) followed by the code units of each of the arguments converted to a String. The result is a String value, not a String object.

When the \( \text{concat} \) method is called with zero or more arguments, the following steps are taken:

1. Let \( O \) be \( \text{? RequireObjectCoercible(this value)} \).
2. Let \( S \) be \( \text{? ToString(O)} \).
3. Let \( R \) be \( S \).
4. For each element \( next \) of \( args \), do
   a. Let \( nextString \) be \( \text{? ToString(next)} \).
   b. Set \( R \) to the string-concatenation of \( R \) and \( nextString \).
5. Return \( R \).

The "\( \text{length} \)" property of the \( \text{concat} \) method is \( 1_F \).

**NOTE 2** The \( \text{concat} \) 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.
22.1.3.6 `String.prototype.constructor`

The initial value of `String.prototype.constructor` is `%String%.

22.1.3.7 `String.prototype.endsWith ( searchString [, endPosition ] )`

The following steps are taken:

1. Let `O` be ? `RequireObjectCoercible(this value)`.
2. Let `S` be ? `ToString(O)`.
4. If `isRegExp` is `true`, throw a `TypeError` exception.
5. Let `searchStr` be ? `ToString(searchString)`.
6. Let `len` be the length of `S`.
7. If `endPosition` is `undefined`, let `pos` be `len`; else let `pos` be ? `ToIntegerOrInfinity(endPosition)`.
8. Let `end` be the result of clamping `pos` between 0 and `len`.
9. Let `searchLength` be the length of `searchStr`.
10. If `searchLength` = 0, return `true`.
11. Let `start` be `end - searchLength`.
12. If `start < 0`, return `false`.
13. Let `substring` be the substring of `S` from `start` to `end`.
14. Return `SameValueNonNumeric(substring, searchStr)`.

**NOTE 1** Returns `true` if the sequence of code units of `searchString` converted to a String is the same as the corresponding code units of this object (converted to a String) starting at `endPosition` - length(this). Otherwise returns `false`.

**NOTE 2** Throwing an exception if the first argument is a RegExp is specified in order to allow future editions to define extensions that allow such argument values.

**NOTE 3** The `endsWith` function is intentionally generic; it does not require that its `this` value be a String object. Therefore, it can be transferred to other kinds of objects for use as a method.

22.1.3.8 `String.prototype.includes ( searchString [, position ] )`

The `includes` method takes two arguments, `searchString` and `position`, and performs the following steps:

1. Let `O` be ? `RequireObjectCoercible(this value)`.
2. Let `S` be ? `ToString(O)`.
4. If `isRegExp` is `true`, throw a `TypeError` exception.
5. Let `searchStr` be ? `ToString(searchString)`.
6. Let `pos` be ? `ToIntegerOrInfinity(position)`.
7. Assert: If `position` is `undefined`, then `pos` is 0.
8. Let `len` be the length of `S`.
9. Let `start` be the result of clamping `pos` between 0 and `len`.
10. Let `index` be `StringIndexOf(S, searchStr, start)`.
11. If \( index \) is not \(-1\), return \( true \).
12. Return \( false \).

**NOTE 1**
If \( searchString \) appears as a substring of the result of converting this object to a String, at one or more indices that are greater than or equal to \( position \), return \( true \); otherwise, returns \( false \). If \( position \) is \( undefined \), \( 0 \) is assumed, so as to search all of the String.

**NOTE 2**
Throwing an exception if the first argument is a RegExp is specified in order to allow future editions to define extensions that allow such argument values.

**NOTE 3**
The \( includes \) 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.

### 22.1.3.9 String.prototype.indexOf ( \( searchString \) [ , \( position \) ] )

**NOTE 1**
If \( searchString \) appears as a substring of the result of converting this object to a String, at one or more indices that are greater than or equal to \( position \), then the smallest such index is returned; otherwise, \(-1\) is returned. If \( position \) is \( undefined \), \(+0\) is assumed, so as to search all of the String.

The \( indexOf \) method takes two arguments, \( searchString \) and \( position \), and performs the following steps:

1. Let \( O \) be ? \( RequireObjectCoercible(\( this \) value).
2. Let \( S \) be ? \( ToString(\( O \)).
3. Let \( searchStr \) be ? \( ToString(\( searchString \)).
4. Let \( pos \) be ? \( ToIntegerOrInfinity(\( position \)).
5. Assert: If \( position \) is \( undefined \), then \( pos \) is 0.
6. Let \( len \) be the length of \( S \).
7. Let \( start \) be the result of clamping \( pos \) between 0 and \( len \).
8. Return \( \{ \text{StringIndexOf}(\( S \), \( searchStr \), \( start \)) \}. \)

**NOTE 2**
The \( indexOf \) 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.

### 22.1.3.10 String.prototype.lastIndexOf ( \( searchString \) [ , \( position \) ] )

**NOTE 1**
If \( searchString \) appears as a substring of the result of converting this object to a String at one or more indices that are smaller than or equal to \( position \), then the greatest such index is returned; otherwise, \(-1\) is returned. If \( position \) is \( undefined \), the length of the String value is assumed, so as to search all of the String.

The \( lastIndexOf \) method takes two arguments, \( searchString \) and \( position \), and performs the following steps:

1. Let \( O \) be ? \( RequireObjectCoercible(\( this \) value).
2. Let \( S \) be ? \( ToString(\( O \)).
3. Let \( searchStr \) be ? \( ToString(\( searchString \)).
4. Let \( numPos \) be ? \( ToNumber(\( position \)).

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5. Assert: If position is undefined, then numPos is NaN.

6. If numPos is NaN, let pos be +∞; otherwise, let pos be ! ToIntegerOrInfinity(numPos).

7. Let len be the length of S.

8. Let start be the result of clamping pos between 0 and len.

9. If searchStr is the empty String, return 𝔽(start).

10. Let searchLen be the length of searchStr.

11. For each non-negative integer i starting with start such that i ≤ len - searchLen, in descending order,
    
    a. Let candidate be the substring of S from i to i + searchLen.

    b. If candidate is the same sequence of code units as searchStr, return 𝔽(i).

12. Return -1𝔽.

**NOTE 2** The lastIndexOf 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.

### 22.1.3.11 String.prototype.localeCompare (that [, reserved1 [, reserved2]])

An ECMAScript implementation that includes the ECMA-402 Internationalization API must implement the localeCompare method as specified in the ECMA-402 specification. If an ECMAScript implementation does not include the ECMA-402 API the following specification of the localeCompare method is used.

When the localeCompare method is called with argument that, it returns a Number other than NaN representing the result of an implementation-defined locale-sensitive String comparison of the this value (converted to a String S) with that (converted to a String thatValue). The result is intended to correspond with a sort order of String values according to conventions of the host environment's current locale, and will be negative when S is ordered before thatValue, positive when S is ordered after thatValue, and zero in all other cases (representing no relative ordering between S and thatValue).

Before performing the comparisons, the following steps are performed to prepare the Strings:

1. Let O be ? RequireObjectCoercible(this value).
2. Let S be ? ToString(O).
3. Let thatValue be ? ToString(that).

The meaning of the optional second and third parameters to this method are defined in the ECMA-402 specification; implementations that do not include ECMA-402 support must not assign any other interpretation to those parameter positions.

The actual return values are implementation-defined to permit encoding additional information in them, but this method, when considered as a function of two arguments, is required to be a consistent comparator defining a total ordering on the set of all Strings. This method is also required to recognize and honour canonical equivalence according to the Unicode Standard, including returning 0 when comparing distinguishable Strings that are canonically equivalent.

**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 This method may rely on whatever language- and/or locale-sensitive comparison functionality is available to the ECMAScript environment from the host environment, and is intended to compare according to the conventions of the host environment’s current locale. However, regardless of comparison capabilities, this method must recognize and honour canonical equivalence according to the Unicode Standard—for example, the following comparisons must all return 0:

// Å ANGSTROM SIGN vs. // Å LATIN CAPITAL LETTER A + COMBINING RING ABOVE "\u212B".localeCompare("A\u030A")

// Ω OHM SIGN vs. // Ω GREEK CAPITAL LETTER OMEGA "\u2126".localeCompare("\u03A9")

// Š LATIN SMALL LETTER S WITH DOT BELOW AND DOT ABOVE vs. // Š LATIN SMALL LETTER S + COMBINING DOT ABOVE + COMBINING DOT BELOW "\u1E69".localeCompare("s\u0307\u0323")

// ḍ̇ LATIN SMALL LETTER D WITH DOT ABOVE + COMBINING DOT BELOW vs. // ḍ̇ LATIN SMALL LETTER D WITH DOT BELOW + COMBINING DOT ABOVE "\u1E0B\u0323".localeCompare("\u1E0D\u0307")

// 가 HANGUL CHOSEONG KIYEOK + HANGUL JUNGSEONG A // 가 HANGUL SYLLABLE GA "\u1100\u1161".localeCompare("\uAC00")

For a definition and discussion of canonical equivalence see the Unicode Standard, chapters 2 and 3, as well as Unicode Standard Annex #15, Unicode Normalization Forms and Unicode Technical Note #5, Canonical Equivalence in Applications. Also see Unicode Technical Standard #10, Unicode Collation Algorithm.

It is recommended that this method should not honour Unicode compatibility equivalents or compatibility decompositions as defined in the Unicode Standard, chapter 3, section 3.7.

NOTE 3 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.

22.1.3.12 String.prototype.match (regexp)

When the `match` method is called with argument `regexp`, the following steps are taken:

1. Let O be ? RequireObjectCoercible(this value).
2. If `regexp` is neither undefined nor null, then
   a. Let matcher be ? GetMethod(regexp, @@match).
   b. If `matcher` is not undefined, then
      i. Return ? Call(matcher, regexp, « O »).
3. Let S be ? ToString(O).
4. Let rx be ? RegExpCreate(regexp, undefined).
5. Return ? Invoke(rx, @@match, « S »).

The `match` 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.
22.1.3.13 `String.prototype.matchAll (regexp)`

Performs a regular expression match of the String representing the `this` value against `regexp` and returns an iterator. Each iteration result's value is an Array containing the results of the match, or `null` if the String did not match.

When the `matchAll` method is called, the following steps are taken:

1. Let `O` be `? RequireObjectCoercible(this value)`.
2. If `regexp` is neither `undefined` nor `null`, then
   a. Let `isRegExp` be `? IsRegExp(regexp)`.
   b. If `isRegExp` is `true`, then
      i. Let `flags` be `? Get(regexp, "flags")`.
      ii. Perform `? RequireObjectCoercible(flags)`.
      iii. If `? ToString(flags)` does not contain "g", throw a `TypeError` exception.
   c. Let `matcher` be `? GetMethod(regexp, @@matchAll)`.
   d. If `matcher` is not `undefined`, then
      i. Return `? Call(matcher, regexp, « O »)`.
3. Let `S` be `? ToString(O)`.
4. Let `rx` be `? RegExpCreate(regexp, "g")`.

NOTE 1 The `matchAll` 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.

NOTE 2 Similarly to `String.prototype.split`, `String.prototype.matchAll` is designed to typically act without mutating its inputs.

22.1.3.14 `String.prototype.normalize ([form])`

When the `normalize` method is called with one argument `form`, the following steps are taken:

1. Let `O` be `? RequireObjectCoercible(this value)`.
2. Let `S` be `? ToString(O)`.
3. If `form` is `undefined`, let `f` be "NFC".
4. Else, let `f` be `? ToString(form)`.
5. If `f` is not one of "NFC", "NFD", "NFKC", or "NFKD", throw a `RangeError` exception.
6. Let `ns` be the String value that is the result of normalizing `S` into the normalization form named by `f` as specified in `https://unicode.org/reports/tr15/`.
7. Return `ns`.

NOTE The `normalize` 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.

22.1.3.15 `String.prototype.padEnd (maxLength [, fillString])`

When the `padEnd` method is called, the following steps are taken:
1. Let $O$ be \texttt{RequireObjectCoercible}(\texttt{this} value).
2. Return \texttt{StringPad}(O, maxLength, fillString, end).

### 22.1.3.16 String.prototype.padStart ( maxLength [ , fillString ] )

When the \texttt{padStart} method is called, the following steps are taken:

1. Let $O$ be \texttt{RequireObjectCoercible}(\texttt{this} value).
2. Return \texttt{StringPad}(O, maxLength, fillString, start).

### 22.1.3.16.1 StringPad ( O, maxLength, fillString, placement )

The abstract operation \texttt{StringPad} takes arguments $O$ (an ECMAScript language value), $maxLength$ (an ECMAScript language value), $fillString$ (an ECMAScript language value), and \texttt{placement} (start or end) and returns either a normal completion containing a String or an abrupt completion. It performs the following steps when called:

1. Let $S$ be \texttt{ToString}(O).
2. Let \texttt{intMaxLength} be $ℝ(\text{ToLength}(maxLength))$.
3. Let $stringLength$ be the length of $S$.
4. If \texttt{intMaxLength} $≤$ $stringLength$, return $S$.
5. If \texttt{fillString} is \texttt{undefined}, let \texttt{filler} be the String value consisting solely of the code unit 0x0020 (SPACE).
6. Else, let \texttt{filler} be \texttt{ToString}(fillString).
7. If \texttt{filler} is the empty String, return $S$.
8. Let \texttt{fillLen} be \texttt{intMaxLength} - \texttt{stringLength}.
9. Let \texttt{truncatedStringFiller} be the String value consisting of repeated concatenations of \texttt{filler} truncated to length \texttt{fillLen}.
10. If \texttt{placement} is start, return the string-concatenation of \texttt{truncatedStringFiller} and $S$.
11. Else, return the string-concatenation of $S$ and \texttt{truncatedStringFiller}.

#### NOTE 1
The argument $maxLength$ will be clamped such that it can be no smaller than the length of $S$.

#### NOTE 2
The argument $fillString$ defaults to " " (the String value consisting of the code unit 0x0020 SPACE).

### 22.1.3.16.2 ToZeroPaddedDecimalString ( n, minLength )

The abstract operation \texttt{ToZeroPaddedDecimalString} takes arguments $n$ (a non-negative integer) and $minLength$ (a non-negative integer) and returns a String. It performs the following steps when called:

1. Let $S$ be the String representation of $n$, formatted as a decimal number.
2. Return \texttt{StringPad}(S, \texttt{𝔽(minLength)}, "0", start).

### 22.1.3.17 String.prototype.repeat ( count )

The following steps are taken:

1. Let $O$ be \texttt{RequireObjectCoercible}(\texttt{this} value).
2. Let \( S \) be \( \text{ToString}(O) \).
3. Let \( n \) be \( \text{ToIntegerOrInfinity}(\text{count}) \).
4. If \( n < 0 \) or \( n \) is \( +\infty \), throw a \text{RangeError} exception.
5. If \( n = 0 \), return the empty String.
6. Return the String value that is made from \( n \) copies of \( S \) appended together.

**NOTE 1**
This method creates the String value consisting of the code units of the \text{this} value (converted to String) repeated \text{count} times.

**NOTE 2**
The \text{repeat} function is intentionally generic; it does not require that its \text{this} value be a String object. Therefore, it can be transferred to other kinds of objects for use as a method.

### 22.1.3.18 \text{String.prototype.replace (searchValue, replaceValue)}

When the \text{replace} method is called with arguments \text{searchValue} and \text{replaceValue}, the following steps are taken:

1. Let \( O \) be \( \text{RequireObjectCoercible}((\text{this} \text{ value})) \).
2. If \text{searchValue} is neither \text{undefined} nor \text{null}, then
   a. Let \( \text{replacer} \) be \( \text{GetMethod}((\text{searchValue, @@replace})) \).
   b. If \( \text{replacer} \) is not \text{undefined}, then
      i. Return \( \text{Call}((\text{replacer, searchValue, « O, replaceValue »})) \).
3. Let \( \text{string} \) be \( \text{ToString}(O) \).
4. Let \( \text{searchString} \) be \( \text{ToString}(\text{searchValue}) \).
5. Let \( \text{functionalReplace} \) be \( \text{IsCallable}(\text{replaceValue}) \).
6. If \( \text{functionalReplace} \) is \text{false}, then
   a. Set \( \text{replaceValue} \) to \( \text{ToString}(\text{replaceValue}) \).
7. Let \( \text{searchLength} \) be the length of \text{searchString}.
8. Let \( \text{position} \) be \( \text{StringIndexOf}((\text{string, searchString, 0})) \).
9. If \( \text{position} \) is \(-1\), return \( \text{string} \).
10. Let \( \text{preceding} \) be the substring of \text{string} from \( 0 \) to \( \text{position} \).
11. Let \( \text{following} \) be the substring of \text{string} from \text{position} + \text{searchLength}.
12. If \( \text{functionalReplace} \) is \text{true}, then
   a. Let \( \text{replacement} \) be \( \text{ToString}(\text{Call}((\text{replaceValue, undefined, « searchString, \text{I(position)}, string »})) \).
13. Else,
   a. \text{Assert: Type(replaceValue) is String}.
   b. Let \( \text{captures} \) be a new empty List.
   c. Let \( \text{replacement} \) be \( \text{GetSubstitution}((\text{searchString, string, position, captures, undefined, replaceValue})) \).
14. Return the string-concatenation of \( \text{preceding, replacement, and following} \).

**NOTE**
The \text{replace} function is intentionally generic; it does not require that its \text{this} value be a String object. Therefore, it can be transferred to other kinds of objects for use as a method.
22.1.3.18.1 GetSubstitution (matched, str, position, captures, namedCaptures, replacementTemplate)

The abstract operation GetSubstitution takes arguments matched (a String), str (a String), position (a non-negative integer), captures (a possibly empty List, each of whose elements is a String or undefined), namedCaptures (an Object or undefined), and replacementTemplate (a String) and returns either a normal completion containing a String or an abrupt completion. For the purposes of this abstract operation, a decimal digit is a code unit in the range 0x0030 (DIGIT ZERO) to 0x0039 (DIGIT NINE) inclusive. It performs the following steps when called:

1. Let stringLength be the number of code units in str.
3. Let templateRemainder be replacementTemplate.
4. Let result be the empty String.
5. Repeat, while templateRemainder is not the empty String,
   a. NOTE: The following steps isolate ref (a prefix of templateRemainder), determine refReplacement (its replacement), and then append that replacement to result.
   b. If templateRemainder starts with "$$", then
      i. Let ref be "$$".
      ii. Let refReplacement be "$".
   c. Else if templateRemainder starts with "$\`", then
      i. Let ref be "$\`".
      ii. Let refReplacement be the substring of str from 0 to position.
   d. Else if templateRemainder starts with "$&", then
      i. Let ref be "$&".
      ii. Let refReplacement be matched.
   e. Else if templateRemainder starts with "$" (0x0024 (DOLLAR SIGN) followed by 0x0027 (APOSTROPHE)), then
      i. Let ref be "$".
      ii. Let matchLength be the number of code units in matched.
      iii. Let tailPos be position + matchLength.
      iv. Let refReplacement be the substring of str from min(tailPos, stringLength).
      v. NOTE: tailPos can exceed stringLength only if this abstract operation was invoked by a call to the intrinsic @@replace method of %RegExp.prototype% on an object whose "exec" property is not the intrinsic %RegExp.prototype.exec%.
   f. Else if templateRemainder starts with "$" followed by 1 or more decimal digits, then
      i. Let found be false.
      ii. For each integer d of « 2, 1 », do
         1. If found is false and templateRemainder starts with "$" followed by d or more decimal digits, then
            a. Set found to true.
            b. Let ref be the substring of templateRemainder from 0 to 1 + d.
            c. Let digits be the substring of templateRemainder from 1 to 1 + d.
            d. Let index be ℝ(StringToNumber(digits)).
            e. Assert: 0 ≤ index ≤ 99.
            f. If index = 0, then
               i. Let refReplacement be ref.
            g. Else if index ≤ the number of elements in captures, then
               i. Let capture be captures[index - 1].
               ii. If capture is undefined, then

i. Let \( \text{refReplacement} \) be the empty String.

iii. Else,
   i. Let \( \text{refReplacement} \) be \( \text{capture} \).

h. Else,
   i. Let \( \text{refReplacement} \) be \( \text{ref} \).

g. Else if \( \text{templateRemainder} \) starts with \"$<\", then
   i. Let \( \text{gtPos} \) be \text{StringIndexOf}((\text{templateRemainder}, ">", 0)).
   ii. If \( \text{gtPos} = -1 \) or \( \text{namedCaptures} \) is \text{undefined}, then
       1. Let \( \text{ref} \) be \"$<\".
       2. Let \( \text{refReplacement} \) be \( \text{ref} \).
   iii. Else,
       1. Let \( \text{ref} \) be the substring of \( \text{templateRemainder} \) from 0 to \( \text{gtPos} + 1 \).
       2. Let \( \text{groupName} \) be the substring of \( \text{templateRemainder} \) from 2 to \( \text{gtPos} \).
       3. Assert: Type((\text{namedCaptures}) is Object.
       4. Let \( \text{capture} \) be \( \text{Get}(\text{namedCaptures}, \text{groupName}) \).
       5. If \( \text{capture} \) is \text{undefined}, then
          a. Let \( \text{refReplacement} \) be the empty String.
       6. Else,
          a. Let \( \text{refReplacement} \) be \( \text{ToString}(\text{capture}) \).
   h. Else,
      i. Let \( \text{ref} \) be the substring of \( \text{templateRemainder} \) from 0 to 1.
      ii. Let \( \text{refReplacement} \) be \( \text{ref} \).
   j. Set \( \text{templateRemainder} \) to the substring of \( \text{templateRemainder} \) from \( \text{refLength} \).
   k. Set \( \text{result} \) to the string-concatenation of \( \text{result} \) and \( \text{refReplacement} \).

6. Return \( \text{result} \).

22.1.3.19 \text{String.prototype.replaceAll ( searchValue, replaceValue )}

When the \text{replaceAll} method is called with arguments \text{searchValue} and \text{replaceValue}, the following steps are taken:

1. Let \( O \) be \( \text{RequireObjectCoercible(this value)} \).
2. If \text{searchValue} is neither \text{undefined} nor \text{null}, then
   a. Let \( \text{isRegExp} \) be \( \text{IsRegExp(searchValue)} \).
   b. If \( \text{isRegExp} \) is \text{true}, then
      i. Let \( \text{flags} \) be \( \text{Get(searchValue, \"flags\")} \).
      ii. Perform \( \text{RequireObjectCoercible(flags)} \).
      iii. If \( \text{ToString(flags)} \) does not contain \"g\", throw a \text{TypeError} exception.
   c. Let \( \text{replacer} \) be \( \text{GetMethod(searchValue, @@replace)} \).
   d. If \( \text{replacer} \) is not \text{undefined}, then
      i. Return \( \text{Call(replacer, searchValue, \"O, replaceValue \")} \).
3. Let \( \text{string} \) be \( \text{ToString(O)} \).
4. Let \( \text{searchString} \) be \( \text{ToString(searchValue)} \).
5. Let \( \text{functionalReplace} \) be \( \text{IsCallable(replaceValue)} \).
6. If \( \text{functionalReplace} \) is \text{false}, then
   a. Set \( \text{replaceValue} \) to \( \text{ToString(replaceValue)} \).
7. Let \( \text{searchLength} \) be the length of \( \text{searchString} \).
8. Let `advanceBy` be `max(1, searchLength)`.
9. Let `matchPositions` be a new empty List.
10. Let `position` be `StringIndexOf(string, searchString, 0)`.
11. Repeat, while `position` is not -1,
   a. Append `position` to the end of `matchPositions`.
   b. Set `position` to `StringIndexOf(string, searchString, position + advanceBy)`.
12. Let `endOfLastMatch` be 0.
13. Let `result` be the empty String.
14. For each element `p` of `matchPositions`, do
   a. Let `preserved` be the substring of `string` from `endOfLastMatch` to `p`.
   b. If `functionalReplace` is `true`, then
      i. Let `replacement` be `? ToString(? Call(replaceValue, undefined, « searchString, F(p), string »))`.
   c. Else,
      i. Assert: Type(`replaceValue`) is String.
      ii. Let `captures` be a new empty List.
      iii. Let `replacement` be `! GetSubstitution(searchString, string, p, captures, undefined, replaceValue)`.
   d. Set `result` to the string-concatenation of `result`, `preserved`, and `replacement`.
   e. Set `endOfLastMatch` to `p + searchLength`.
15. If `endOfLastMatch` < the length of `string`, then
   a. Set `result` to the string-concatenation of `result` and the substring of `string` from `endOfLastMatch`.
16. Return `result`.

### 22.1.3.20 String.prototype.search ( regexp )

When the `search` method is called with argument `regexp`, the following steps are taken:

1. Let `O` be `? RequireObjectCoercible(this value)`.
2. If `regexp` is neither `undefined` nor `null`, then
   a. Let `searcher` be `? GetMethod(regexp, @@search)`.
   b. If `searcher` is not `undefined`, then
      i. Return `? Call(searcher, regexp, « O »)`.
3. Let `string` be `? ToString(O)`.
4. Let `rx` be `? RegExpCreate(regexp, undefined)`.

**NOTE** The `search` 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.

### 22.1.3.21 String.prototype.slice ( start, end )

The `slice` method takes two arguments, `start` and `end`, and returns a substring of the result of converting this object to a String, starting from index `start` and running to, but not including, index `end` (or through the end of the String if `end` is `undefined`). If `start` is negative, it is treated as `sourceLength + start` where `sourceLength` is the length of the String. If `end` is negative, it is treated as `sourceLength + end` where `sourceLength` is the length of the String. The result is a String value, not a String object. The following steps are taken:

1. Let `O` be `? RequireObjectCoercible(this value)`.
2. Let $S$ be $\text{ToString}(O)$.
3. Let $\text{len}$ be the length of $S$.
4. Let $\text{intStart}$ be $\text{ToIntegerOrInfinity}(\text{start})$.
5. If $\text{intStart}$ is $-\infty$, let $\text{from}$ be 0.
6. Else if $\text{intStart} < 0$, let $\text{from}$ be $\text{max}(\text{len} + \text{intStart}, 0)$.
7. Else, let $\text{from}$ be $\text{min}(\text{intStart}, \text{len})$.
8. If $\text{end}$ is undefined, let $\text{intEnd}$ be $\text{len}$; else let $\text{intEnd}$ be $\text{ToIntegerOrInfinity}(\text{end})$.
9. If $\text{intEnd}$ is $-\infty$, let $\text{to}$ be 0.
10. Else if $\text{intEnd} < 0$, let $\text{to}$ be $\text{max}(\text{len} + \text{intEnd}, 0)$.
11. Else, let $\text{to}$ be $\text{min}(\text{intEnd}, \text{len})$.
12. If $\text{from} \geq \text{to}$, return the empty String.
13. Return the substring of $S$ from $\text{from}$ to $\text{to}$.

NOTE The slice 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.

### 22.1.3.22 String.prototype.split (separator, limit)

Returns an Array into which substrings of the result of converting this object to a String have been stored. The substrings are determined by searching from left to right for occurrences of separator; these occurrences are not part of any String in the returned array, but serve to divide up the String value. The value of separator may be a String of any length or it may be an object, such as a RegExp, that has a @@split method.

When the split method is called, the following steps are taken:

1. Let $O$ be $\text{RequireObjectCoercible(this value)}$.
2. If separator is neither undefined nor null, then
   a. Let splitter be $\text{GetMethod(separator, @@split)}$.
   b. If splitter is not undefined, then
      i. Return $\text{Call(splitter, separator, « O, limit »)}$.
3. Let $S$ be $\text{ToString}(O)$.
4. If limit is undefined, let lim be $2^{32} - 1$; else let lim be $\text{fix}(\text{ToUint32(limit)})$.
5. Let $R$ be $\text{ToString(separator)}$.
6. If lim = 0, then
   a. Return $\text{CreateArrayFromList(« »)}$.
7. If separator is undefined, then
   a. Return $\text{CreateArrayFromList(« S »)}$.
8. Let separatorLength be the length of $R$.
9. If separatorLength is 0, then
   a. Let head be the substring of $S$ from 0 to lim.
   b. Let codeUnits be a List consisting of the sequence of code units that are the elements of head.
   c. Return $\text{CreateArrayFromList(codeUnits)}$.
10. If $S$ is the empty String, return $\text{CreateArrayFromList(« S »)}$.
11. Let substrings be a new empty List.
12. Let i be 0.
13. Let j be $\text{StringIndexOf}(S, R, 0)$.
14. Repeat, while $j$ is not -1,
   a. Let $T$ be the substring of $S$ from $i$ to $j$. 
b. Append \( T \) as the last element of \( \text{substrings} \).

c. If the number of elements of \( \text{substrings} \) is \( \text{lim} \), return \( \text{CreateArrayFromList(\text{substrings})} \).

d. Set \( i \) to \( j + \text{separatorLength} \).

e. Set \( j \) to StringIndexOf(\( S \), \( R \), \( i \)).

15. Let \( T \) be the substring of \( S \) from \( i \).

16. Append \( T \) to \( \text{substrings} \).

17. Return \( \text{CreateArrayFromList(\text{substrings})} \).

**NOTE 1**  
The value of \( \text{separator} \) may be an empty String. In this case, \( \text{separator} \) does not match the empty substring at the beginning or end of the input String, nor does it match the empty substring at the end of the previous separator match. If \( \text{separator} \) is the empty String, the String is split up into individual code unit elements; the length of the result array equals the length of the String, and each substring contains one code unit.

If the \( \text{this} \) value is (or converts to) the empty String, the result depends on whether \( \text{separator} \) can match the empty String. If it can, the result array contains no elements. Otherwise, the result array contains one element, which is the empty String.

If \( \text{separator} \) is \( \text{undefined} \), then the result array contains just one String, which is the \( \text{this} \) value (converted to a String). If \( \text{limit} \) is not \( \text{undefined} \), then the output array is truncated so that it contains no more than \( \text{limit} \) elements.

**NOTE 2**  
The \( \text{split} \) function is intentionally generic; it does not require that its \( \text{this} \) value be a String object. Therefore, it can be transferred to other kinds of objects for use as a method.

### 22.1.3.23 String.prototype.startsWith ( searchString [, position ] )

The following steps are taken:

1. Let \( O \) be \( \text{RequireObjectCoercible(\text{this})} \).
2. Let \( S \) be \( \text{ToString}(O) \).
3. Let \( \text{isRegExp} \) be \( \text{IsRegExp(searchString)} \).
4. If \( \text{isRegExp} \) is \( \text{true} \), throw a \( \text{TypeError} \) exception.
5. Let \( \text{searchStr} \) be \( \text{ToString(searchString)} \).
6. Let \( \text{len} \) be the length of \( S \).
7. If \( \text{position} \) is \( \text{undefined} \), let \( \text{pos} \) be 0; else let \( \text{pos} \) be \( \text{ToIntegerOrInfinity(position)} \).
8. Let \( \text{start} \) be the result of clamping \( \text{pos} \) between 0 and \( \text{len} \).
9. Let \( \text{searchLength} \) be the length of \( \text{searchStr} \).
10. If \( \text{searchLength} \) is 0, return \( \text{true} \).
11. Let \( \text{end} \) be \( \text{start} + \text{searchLength} \).
12. If \( \text{end} > \text{len} \), return \( \text{false} \).
13. Let \( \text{substring} \) be the substring of \( S \) from \( \text{start} \) to \( \text{end} \).
14. Return \( \text{SameValueNonNumeric(substring, searchStr)} \).

**NOTE 1**  
This method returns \( \text{true} \) if the sequence of code units of \( \text{searchString} \) converted to a String is the same as the corresponding code units of this object (converted to a String) starting at index \( \text{position} \). Otherwise returns \( \text{false} \).

**NOTE 2**  
Throwing an exception if the first argument is a RegExp is specified in order to allow future editions to define extensions that allow such argument values.
22.1.3.24 String.prototype.substring ( start, end )

The substring method takes two arguments, start and end, and returns a substring of the result of converting this object to a String, starting from index start and running to, but not including, index end of the String (or through the end of the String if end is undefined). The result is a String value, not a String object.

If either argument is NaN or negative, it is replaced with zero; if either argument is larger than the length of the String, it is replaced with the length of the String.

If start is larger than end, they are swapped.

The following steps are taken:

1. Let O be ? RequireObjectCoercible(this value).
2. Let S be ? ToString(O).
3. Let len be the length of S.
4. Let intStart be ? ToIntegerOrInfinity(start).
5. If end is undefined, let intEnd be len; else let intEnd be ? ToIntegerOrInfinity(end).
6. Let finalStart be the result of clamping intStart between 0 and len.
7. Let finalEnd be the result of clamping intEnd between 0 and len.
8. Let from be min(finalStart, finalEnd).
9. Let to be max(finalStart, finalEnd).
10. Return the substring of S from from to to.

22.1.3.25 String.prototype.toLocaleLowerCase ([ reserved1 [, reserved2 ] ])

An ECMAScript implementation that includes the ECMA-402 Internationalization API must implement the toLocaleLowerCase method as specified in the ECMA-402 specification. If an ECMAScript implementation does not include the ECMA-402 API the following specification of the toLocaleLowerCase method is used.

This function interprets a String value as a sequence of UTF-16 encoded code points, as described in 6.1.4.

This function works exactly the same as toLowerCase except that it is intended to yield a locale-sensitive result corresponding with conventions of the host environment's current locale. There will only be a difference in the few cases (such as Turkish) where the rules for that language conflict with the regular Unicode case mappings.

The meaning of the optional parameters to this method are defined in the ECMA-402 specification; implementations that do not include ECMA-402 support must not use those parameter positions for anything else.

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.
22.1.3.26  String.prototype.toLocaleUpperCase ([ reserved1 [, reserved2 ] ])

An ECMAScript implementation that includes the ECMA-402 Internationalization API must implement the toLocaleUpperCase method as specified in the ECMA-402 specification. If an ECMAScript implementation does not include the ECMA-402 API the following specification of the toLocaleUpperCase method is used.

This function interprets a String value as a sequence of UTF-16 encoded code points, as described in 6.1.4.

This function works exactly the same as toUpperCase except that it is intended to yield a locale-sensitive result corresponding with conventions of the host environment's current locale. There will only be a difference in the few cases (such as Turkish) where the rules for that language conflict with the regular Unicode case mappings.

The meaning of the optional parameters to this method are defined in the ECMA-402 specification; implementations that do not include ECMA-402 support must not use those parameter positions for anything else.

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.

22.1.3.27  String.prototype.toLowerCase ()

This function interprets a String value as a sequence of UTF-16 encoded code points, as described in 6.1.4. The following steps are taken:

1. Let O be ? RequireObjectCoercible(this value).
2. Let S be ? ToString(O).
3. Let sText be StringToCodePoints(S).
4. Let lowerText be the result of toLowercase(sText), according to the Unicode Default Case Conversion algorithm.
5. Let L be CodePointsToString(lowerText).
6. Return L.

The result must be derived according to the locale-insensitive case mappings in the Unicode Character Database (this explicitly includes not only the file UnicodeData.txt, but also all locale-insensitive mappings in the file SpecialCasing.txt that accompanies it).

NOTE 1 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 toUpperCase and toLowerCase have context-sensitive behaviour, the functions are not symmetrical. In other words, s.toUpperCase().toLowerCase() is not necessarily equal to s.toLowerCase().

NOTE 2 The toLowerCase 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.

22.1.3.28  String.prototype.toString ()

When the toString method is called, the following steps are taken:
1. Return \( \text{thisStringValue(this value)} \).

**NOTE** For a String object, the `toString` method happens to return the same thing as the `valueOf` method.

### 22.1.3.29 `String.prototype.toUpperCase()`

This function interprets a String value as a sequence of UTF-16 encoded code points, as described in 6.1.4.

This function behaves in exactly the same way as `String.prototype.toLowerCase`, except that the String is mapped using the toUppercaase algorithm of the Unicode Default Case Conversion.

**NOTE** The `toUpperCase` 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.

### 22.1.3.30 `String.prototype.trim()`

This function interprets a String value as a sequence of UTF-16 encoded code points, as described in 6.1.4.

The following steps are taken:

1. Let \( S \) be the `this` value.
2. Return \( \text{TrimString}(S, \text{start+end}) \).

**NOTE** The `trim` 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.

### 22.1.3.30.1 `TrimString(string, where)`

The abstract operation `TrimString` takes arguments `string` (an ECMAScript language value) and `where` (start, end, or start+end) and returns either a normal completion containing a String or an abrupt completion. It interprets `string` as a sequence of UTF-16 encoded code points, as described in 6.1.4. It performs the following steps when called:

1. Let \( str \) be \( \text{RequireObjectCoercible(string)} \).
2. Let \( S \) be \( \text{ToString(str)} \).
3. If `where` is start, let \( T \) be the String value that is a copy of \( S \) with leading white space removed.
4. Else if `where` is end, let \( T \) be the String value that is a copy of \( S \) with trailing white space removed.
5. Else,
   a. Assert: `where` is start+end.
   b. Let \( T \) be the String value that is a copy of \( S \) with both leading and trailing white space removed.
6. Return \( T \).

The definition of white space is the union of `WhiteSpace` and `LineTerminator`. When determining whether a Unicode code point is in Unicode general category “Space_Separator” (“Zs”), code unit sequences are interpreted as UTF-16 encoded code point sequences as specified in 6.1.4.

### 22.1.3.31 `String.prototype.trimEnd()`

This function interprets a String value as a sequence of UTF-16 encoded code points, as described in 6.1.4.
The following steps are taken:

1. Let $S$ be the this value.
2. Return $\text{TrimString}(S, \text{end})$.

**NOTE** The **trimEnd** 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.

### 22.1.3.32 String.prototype.trimStart ( )

This function interprets a String value as a sequence of UTF-16 encoded code points, as described in 6.1.4.

The following steps are taken:

1. Let $S$ be the this value.
2. Return $\text{TrimString}(S, \text{start})$.

**NOTE** The **trimStart** 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.

### 22.1.3.33 String.prototype.valueOf ( )

When the **valueOf** method is called, the following steps are taken:

1. Return $\text{thisStringValue(this value)}$.

### 22.1.3.34 String.prototype [ @@iterator ] ( )

When the **@@iterator** method is called it returns an Iterator object (27.1.1.2) that iterates over the code points of a String value, returning each code point as a String value. The following steps are taken:

1. Let $O$ be $\text{RequireObjectCoercible(this value)}$.
2. Let $s$ be $\text{ToString}(O)$.
3. Let closure be a new Abstract Closure with no parameters that captures $s$ and performs the following steps when called:
   a. Let $position$ be 0.
   b. Let $len$ be the length of $s$.
   c. Repeat, while $position < len$,
      i. Let $cp$ be $\text{CodePointAt}(s, position)$.
      ii. Let $nextIndex$ be $position + cp.[[CodeUnitCount]]$.
      iii. Let $resultString$ be the substring of $s$ from $position$ to $nextIndex$.
      iv. Set $position$ to $nextIndex$.
      v. Perform $\text{GeneratorYield(GeneratorResultObject(resultString, false))}$.
   d. Return undefined.
4. Return $\text{CreateIteratorFromClosure(closure, "%StringIteratorPrototype", %StringIteratorPrototype%)}$.

The value of the "name" property of this function is "[Symbol.iterator]".
22.1.4 Properties of String Instances

String instances are String exotic objects and have the internal methods specified for such objects. String instances inherit properties from the String prototype object. String instances also have a [[StringData]] internal slot.

String instances have a "length" property, and a set of enumerable properties with integer-indexed names.

22.1.4.1 length

The number of elements in the String value represented by this String object.

Once a String object is initialized, this property is unchanging. It has the attributes { [[Writable]]: false, [[Enumerable]]: false, [[Configurable]]: false }.

22.1.5 String Iterator Objects

A String Iterator is an object, that represents a specific iteration over some specific String instance object. There is not a named constructor for String Iterator objects. Instead, String iterator objects are created by calling certain methods of String instance objects.

22.1.5.1 The %StringIteratorPrototype% Object

The %StringIteratorPrototype% object:

- has properties that are inherited by all String Iterator Objects.
- is an ordinary object.
- has a [[Prototype]] internal slot whose value is %IteratorPrototype%.
- has the following properties:

22.1.5.1.1 %StringIteratorPrototype%.next ( )

1. Return ? GeneratorResume(this value, empty, "%StringIteratorPrototype%").

22.1.5.1.2 %StringIteratorPrototype% [ @@toStringTag ]

The initial value of the @@toStringTag property is the String value "String Iterator".

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

22.2 RegExp (Regular Expression) Objects

A RegExp object contains a regular expression and the associated flags.

NOTE The form and functionality of regular expressions is modelled after the regular expression facility in the Perl 5 programming language.
22.2.1 Patterns

The RegExp constructor applies the following grammar to the input pattern String. An error occurs if the grammar cannot interpret the String as an expansion of Pattern.

Syntax

\begin{verbatim}
Pattern[UnicodeMode, N] ::
    Disjunction[?UnicodeMode, ?N]

Disjunction[UnicodeMode, N] ::
    Alternative[?UnicodeMode, ?N]
    Alternative[?UnicodeMode, ?N] | Disjunction[?UnicodeMode, ?N]

Alternative[UnicodeMode, N] ::
    [empty]
    Alternative[?UnicodeMode, ?N] Term[?UnicodeMode, ?N]

Term[UnicodeMode, N] ::
    Assertion[?UnicodeMode, ?N]
    Atom[?UnicodeMode, ?N]
    Atom[?UnicodeMode, ?N] Quantifier

Assertion[UnicodeMode, N] ::
    ^
    \b
    \B
    ( ? = Disjunction[?UnicodeMode, ?N] )
    ( ? ! Disjunction[?UnicodeMode, ?N] )
    ( ? <= Disjunction[?UnicodeMode, ?N] )
    ( ? < ! Disjunction[?UnicodeMode, ?N] )

Quantifier ::
    QuantifierPrefix
    QuantifierPrefix ?

QuantifierPrefix ::
    *
    +
    ?
    \{ DecimalDigits[-Sep] \}
    \{ DecimalDigits[-Sep] , \}
    \{ DecimalDigits[-Sep] , DecimalDigits[-Sep] \}

Atom[UnicodeMode, N] ::
    PatternCharacter
    .
    \AtomEscape[?UnicodeMode, ?N]
    CharacterClass[?UnicodeMode]
    ( GroupSpecifier[?UnicodeMode] Disjunction[?UnicodeMode, ?N] )
    ( ? : Disjunction[?UnicodeMode, ?N] )

SyntaxCharacter :: one of
    ^ $ \ . * + ? ( ) [ ] { } |

PatternCharacter ::
    SourceCharacter but not SyntaxCharacter
\end{verbatim}
AtomEscape[UnicodeMode, N] ::
  DecimalEscape
CharacterClassEscape[?UnicodeMode]
CharacterEscape[?UnicodeMode]
[+N] k GroupName[?UnicodeMode]
CharacterEscape[UnicodeMode] ::
  ControlEscape
c ControlLetter
0 [lookahead ≠ DecimalDigit]
HexEscapeSequence
RegExpUnicodeEscapeSequence[?UnicodeMode]
IdentityEscape[?UnicodeMode]
ControlEscape :: one of
  fnrtv
ControlLetter :: one of
  abcdefghijklmnopqrstuvwxyzABCDEFGHIJKLMNOPQRSTUVWXYZ

GroupSpecifier[UnicodeMode] ::
  [empty]
? GroupName[?UnicodeMode]

GroupName[UnicodeMode] ::
  < RegExpIdentifierName[?UnicodeMode] >

RegExpIdentifierName[UnicodeMode] ::
  RegExpIdentifierStart[?UnicodeMode]
  RegExpIdentifierName[?UnicodeMode] RegExpIdentifierPart[?UnicodeMode]

RegExpIdentifierStart[UnicodeMode] ::
  IdentifierStartChar
  \ RegExpUnicodeEscapeSequence[+UnicodeMode]

RegExpUnicodeEscapeSequence[UnicodeMode] ::
  [+UnicodeMode] u HexLeadSurrogate \ u HexTrailSurrogate
  [+UnicodeMode] u HexLeadSurrogate
  [+UnicodeMode] u HexTrailSurrogate
  [+UnicodeMode] u HexNonSurrogate
  [+UnicodeMode] u Hex4Digits
  [+UnicodeMode] u{ CodePoint }

UnicodeLeadSurrogate ::
  any Unicode code point in the inclusive range 0xD800 to 0xDBFF

UnicodeTrailSurrogate ::
  any Unicode code point in the inclusive range 0xDC00 to 0xDFFF

Each \u HexTrailSurrogate for which the choice of associated \u HexLeadSurrogate is ambiguous shall be associated with the nearest possible \u HexLeadSurrogate that would otherwise have no corresponding \u HexTrailSurrogate.

HexLeadSurrogate ::
  Hex4Digits but only if the MV of Hex4Digits is in the inclusive range 0xD800 to 0xDBFF
HexTrailSurrogate :: 
   Hex4Digits but only if the MV of Hex4Digits is in the inclusive range 0xDC00 to 0xDFFF
HexNonSurrogate :: 
   Hex4Digits but only if the MV of Hex4Digits is not in the inclusive range 0xD800 to 0xDFFF
IdentityEscape [UnicodeMode] :: 
   [+UnicodeMode] SyntactCharacter
   [+UnicodeMode] /
   [-UnicodeMode] SourceCharacter but not UnicodeIDContinue
DecimalEscape :: 
   NonZeroDigit DecimalDigits[-Sep] opt [lookahead ≠ DecimalDigit]
CharacterClassEscape [UnicodeMode] :: 
   d
   D
   s
   S
   w
   W
   [+UnicodeMode] p{ UnicodePropertyValueExpression }
   [+UnicodeMode] P{ UnicodePropertyValueExpression }
UnicodePropertyValueExpression :: 
   UnicodePropertyName = UnicodePropertyValue
   LoneUnicodePropertyNameOrValue
UnicodePropertyName :: 
   UnicodePropertyNameCharacters
UnicodePropertyNameCharacters :: 
   UnicodePropertyNameCharacter UnicodePropertyNameCharacters opt
UnicodePropertyValue :: 
   UnicodePropertyValueCharacters
LoneUnicodePropertyNameOrValue :: 
   UnicodePropertyValueCharacters
UnicodePropertyValueCharacters :: 
   UnicodePropertyValueCharacter UnicodePropertyValueCharacters opt
UnicodePropertyValueCharacter :: 
   UnicodePropertyNameCharacter
   DecimalDigit
UnicodePropertyNameCharacter :: 
   ControlLetter
CharacterClass [UnicodeMode] :: 
   [ [lookahead ≠ ^] ClassRanges[?UnicodeMode] ]
   [ ^ ClassRanges[?UnicodeMode] ]
ClassRanges [UnicodeMode] :: 
   [empty]
   NonemptyClassRanges[?UnicodeMode]
NonemptyClassRanges [UnicodeMode] :: 
   ClassAtom[?UnicodeMode]
   ClassAtom[?UnicodeMode] NonemptyClassRangesNoDash[?UnicodeMode]
   ClassAtom[?UnicodeMode] - ClassAtom[?UnicodeMode] ClassRanges[?UnicodeMode]
NonemptyClassRangesNoDash [UnicodeMode] :: 
   ClassAtom[?UnicodeMode]
   ClassAtomNoDash[?UnicodeMode] NonemptyClassRangesNoDash[?UnicodeMode]
NOTE  A number of productions in this section are given alternative definitions in section B.1.2.

22.2.1.1 Static Semantics: Early Errors

NOTE  This section is amended in B.1.2.1.

Pattern ::  Disjunction

- It is a Syntax Error if NcapturingParens \( \geq 2^{32} - 1 \).
- It is a Syntax Error if Pattern contains multiple GroupSpecifiers whose enclosed RegExpIdentifierNames have the same CapturingGroupName.

QuantifierPrefix :: \( \{ \) DecimalDigits , DecimalDigits \( \} \)

- It is a Syntax Error if the MV of the first DecimalDigits is larger than the MV of the second DecimalDigits.

AtomEscape ::  k GroupName

- It is a Syntax Error if the enclosing Pattern does not contain a GroupSpecifier with an enclosed RegExpIdentifierName whose CapturingGroupName equals the CapturingGroupName of the RegExpIdentifierName of this production’s GroupName.

AtomEscape ::  DecimalEscape

- It is a Syntax Error if the CapturingGroupNumber of DecimalEscape is larger than NcapturingParens (22.2.2.1).

NonemptyClassRanges ::  ClassAtom – ClassAtom ClassRanges

- It is a Syntax Error if IsCharacterClass of the first ClassAtom is true or IsCharacterClass of the second ClassAtom is true.
- It is a Syntax Error if IsCharacterClass of the first ClassAtom is false and IsCharacterClass of the second ClassAtom is false and the CharacterValue of the first ClassAtom is larger than the CharacterValue of the second ClassAtom.

NonemptyClassRangesNoDash ::  ClassAtomNoDash – ClassAtom ClassRanges

- It is a Syntax Error if IsCharacterClass of ClassAtomNoDash is true or IsCharacterClass of ClassAtom is true.
- It is a Syntax Error if IsCharacterClass of ClassAtomNoDash is false and IsCharacterClass of ClassAtom is false and the CharacterValue of ClassAtomNoDash is larger than the CharacterValue of ClassAtom.
RegExpIdentifierStart :: \ RegExpUnicodeEscapeSequence

- It is a Syntax Error if the CharacterValue of RegExpUnicodeEscapeSequence is not the numeric value of some code point matched by the IdentifierStartChar lexical grammar production.

RegExpIdentifierStart :: UnicodeLeadSurrogate UnicodeTrailSurrogate

- It is a Syntax Error if RegExpIdentifierCodePoint of RegExpIdentifierStart is not matched by the UnicodeIDStart lexical grammar production.

RegExpIdentifierPart :: \ RegExpUnicodeEscapeSequence

- It is a Syntax Error if the CharacterValue of RegExpUnicodeEscapeSequence is not the numeric value of some code point matched by the IdentifierPartChar lexical grammar production.

RegExpIdentifierPart :: UnicodeLeadSurrogate UnicodeTrailSurrogate

- It is a Syntax Error if RegExpIdentifierCodePoint of RegExpIdentifierPart is not matched by the UnicodeIDContinue lexical grammar production.

UnicodePropertyValueExpression :: UnicodePropertyName = UnicodePropertyValue

- It is a Syntax Error if the List of Unicode code points that is SourceText of UnicodePropertyName is not identical to a List of Unicode code points that is a Unicode property name or property alias listed in the “Property name and aliases” column of Table 66.
- It is a Syntax Error if the List of Unicode code points that is SourceText of UnicodePropertyValue is not identical to a List of Unicode code points that is a value or value alias for the Unicode property or property alias given by SourceText of UnicodePropertyName listed in the “Property value and aliases” column of the corresponding tables Table 68 or Table 69.

UnicodePropertyValueExpression :: LoneUnicodePropertyNameOrValue

- It is a Syntax Error if the List of Unicode code points that is SourceText of LoneUnicodePropertyNameOrValue is not identical to a List of Unicode code points that is a Unicode general category or general category alias listed in the “Property value and aliases” column of Table 68, nor a binary property or binary property alias listed in the “Property name and aliases” column of Table 67.

22.2.1.2 Static Semantics: CapturingGroupNumber

The syntax-directed operation CapturingGroupNumber takes no arguments and returns a positive integer.

**NOTE** This section is amended in B.1.2.1.

It is defined piecewise over the following productions:

DecimalEscape :: NonZeroDigit

1. Return the MV of NonZeroDigit.

DecimalEscape :: NonZeroDigit DecimalDigits

1. Let \( n \) be the number of code points in DecimalDigits.
2. Return (the MV of NonZeroDigit \( \times 10^0 \) plus the MV of DecimalDigits).

The definitions of “the MV of NonZeroDigit” and “the MV of DecimalDigits” are in 12.8.3.

22.2.1.3 Static Semantics: IsCharacterClass

The syntax-directed operation IsCharacterClass takes no arguments and returns a Boolean.
It is defined piecewise over the following productions:

```
ClassAtom :: -
ClassAtomNoDash :: SourceCharacter but not one of \ or ] or -
ClassEscape ::
    \b
    -
    CharacterEscape
    1. Return false.
ClassEscape :: CharacterClassEscape
    1. Return true.
```

### 22.2.1.4 Static Semantics: CharacterValue

The syntax-directed operation CharacterValue takes no arguments and returns a non-negative integer.

```
NOTE 1 This section is amended in B.1.2.3.

It is defined piecewise over the following productions:

```
ClassAtom :: -
    1. Return the numeric value of U+002D (HYPHEN-MINUS).
ClassAtomNoDash :: SourceCharacter but not one of \ or ] or -
    1. Let \ch\ be the code point matched by \SourceCharacter\.
    2. Return the numeric value of \ch\.
ClassEscape :: \b
    1. Return the numeric value of U+0008 (BACKSPACE).
ClassEscape :: -
    1. Return the numeric value of U+002D (HYPHEN-MINUS).
CharacterEscape :: ControlEscape
    1. Return the numeric value according to Table 65.
```
Table 65: ControlEscape Code Point Values

<table>
<thead>
<tr>
<th>ControlEscape</th>
<th>Numeric Value</th>
<th>Code Point</th>
<th>Unicode Name</th>
<th>Symbol</th>
</tr>
</thead>
<tbody>
<tr>
<td>t</td>
<td>9</td>
<td>U+0009</td>
<td>CHARACTER TABULATION</td>
<td>&lt;HT&gt;</td>
</tr>
<tr>
<td>n</td>
<td>10</td>
<td>U+000A</td>
<td>LINE FEED (LF)</td>
<td>&lt;LF&gt;</td>
</tr>
<tr>
<td>v</td>
<td>11</td>
<td>U+000B</td>
<td>LINE TABULATION</td>
<td>&lt;VT&gt;</td>
</tr>
<tr>
<td>f</td>
<td>12</td>
<td>U+000C</td>
<td>FORM FEED (FF)</td>
<td>&lt;FF&gt;</td>
</tr>
<tr>
<td>r</td>
<td>13</td>
<td>U+000D</td>
<td>CARRIAGE RETURN (CR)</td>
<td>&lt;CR&gt;</td>
</tr>
</tbody>
</table>

CharacterEscape :: \ ControlLetter

1. Let \( ch \) be the code point matched by ControlLetter.
2. Let \( i \) be the numeric value of \( ch \).
3. Return the remainder of dividing \( i \) by 32.

CharacterEscape :: 0 [lookahead \( \notin \) DecimalDigit]

1. Return the numeric value of U+0000 (NULL).

NOTE 2 \( \backslash 0 \) represents the \( <\text{NUL}> \) character and cannot be followed by a decimal digit.

CharacterEscape :: HexEscapeSequence

1. Return the MV of HexEscapeSequence.

RegExUnicodeEscapeSequence :: u HexLeadSurrogate \u HexTrailSurrogate

1. Let \( lead \) be the CharacterValue of HexLeadSurrogate.
2. Let \( trail \) be the CharacterValue of HexTrailSurrogate.
3. Let \( cp \) be UTF16SurrogatePairToCodePoint(lead, trail).
4. Return the numeric value of \( cp \).

RegExUnicodeEscapeSequence :: u Hex4Digits

1. Return the MV of Hex4Digits.

RegExUnicodeEscapeSequence :: u{ CodePoint }

1. Return the MV of CodePoint.

HexLeadSurrogate :: Hex4Digits
HexTrailSurrogate :: Hex4Digits
HexNonSurrogate :: Hex4Digits

1. Return the MV of HexDigits.

CharacterEscape :: IdentityEscape

1. Let \( ch \) be the code point matched by IdentityEscape.
2. Return the numeric value of \( ch \).
22.2.1.5 Static Semantics: SourceText

The syntax-directed operation SourceText takes no arguments and returns a List of code points. It is defined piecewise over the following productions:

\[
\begin{align*}
\text{UnicodePropertyNameCharacters} &::= \text{UnicodePropertyNameCharacter} \\
&\text{UnicodePropertyNameCharacters} \opt \\
\text{UnicodePropertyValueCharacters} &::= \text{UnicodePropertyValueCharacter} \text{UnicodePropertyValueCharacters} \opt \\
\end{align*}
\]

1. Return the List, in source text order, of Unicode code points in the source text matched by this production.

22.2.1.6 Static Semantics: CapturingGroupName

The syntax-directed operation CapturingGroupName takes no arguments and returns a String. It is defined piecewise over the following productions:

\[
\begin{align*}
\text{RegExpIdentifierName} &::= \\
&\text{RegExpIdentifierStart} \text{RegExpIdentifierName} \text{RegExpIdentifierPart} \\
\end{align*}
\]

1. Let \(idTextUnescaped\) be \(\text{RegExpIdentifierCodePoints}\) of \(\text{RegExpIdentifierName}\).
2. Return \(\text{CodePointsToString}(idTextUnescaped)\).

22.2.1.7 Static Semantics: RegExpIdentifierCodePoints

The syntax-directed operation RegExpIdentifierCodePoints takes no arguments and returns a List of code points. It is defined piecewise over the following productions:

\[
\begin{align*}
\text{RegExpIdentifierName} &::= \text{RegExpIdentifierStart} \\
&1. \text{Let } cp \text{ be } \text{RegExpIdentifierCodePoint} \text{ of } \text{RegExpIdentifierStart}. \\
&2. \text{Return } « cp ».
\end{align*}
\]

\[
\begin{align*}
\text{RegExpIdentifierName} &::= \text{RegExpIdentifierName} \text{RegExpIdentifierPart} \\
&1. \text{Let } cps \text{ be } \text{RegExpIdentifierCodePoints} \text{ of the derived } \text{RegExpIdentifierName}. \\
&2. \text{Let } cp \text{ be } \text{RegExpIdentifierCodePoint} \text{ of } \text{RegExpIdentifierPart}. \\
&3. \text{Return the list-concatenation of } cps \text{ and } « cp ».
\end{align*}
\]

22.2.1.8 Static Semantics: RegExpIdentifierCodePoint

The syntax-directed operation RegExpIdentifierCodePoint takes no arguments and returns a code point. It is defined piecewise over the following productions:

\[
\begin{align*}
\text{RegExpIdentifierStart} &::= \text{IdentifierStartChar} \\
&1. \text{Return the code point matched by } \text{IdentifierStartChar}.
\end{align*}
\]

\[
\begin{align*}
\text{RegExpIdentifierPart} &::= \text{IdentifierPartChar} \\
&1. \text{Return the code point matched by } \text{IdentifierPartChar}.
\end{align*}
\]

\[
\begin{align*}
\text{RegExpIdentifierStart} &::= \backslash \text{RegExpUnicodeEscapeSequence} \\
\text{RegExpIdentifierPart} &::= \backslash \text{RegExpUnicodeEscapeSequence}
\end{align*}
\]
1. Return the code point whose numeric value is the `CharacterValue` of `RegExpUnicodeEscapeSequence`.

`RegExpIdentifierStart` :: `UnicodeLeadSurrogate` `UnicodeTrailSurrogate`
`RegExpIdentifierPart` :: `UnicodeLeadSurrogate` `UnicodeTrailSurrogate`

1. Let `lead` be the code unit whose numeric value is that of the code point matched by `UnicodeLeadSurrogate`.
2. Let `trail` be the code unit whose numeric value is that of the code point matched by `UnicodeTrailSurrogate`.
3. Return `UTF16SurrogatePairToCodePoint(lead, trail)`.

### 22.2.2 Pattern Semantics

A regular expression pattern is converted into an Abstract Closure using the process described below. An implementation is encouraged to use more efficient algorithms than the ones listed below, as long as the results are the same. The Abstract Closure is used as the value of a RegExp object's `[[RegExpMatcher]]` internal slot.

A Pattern is either a BMP pattern or a Unicode pattern depending upon whether or not its associated flags contain a `u`. A BMP pattern matches against a String interpreted as consisting of a sequence of 16-bit values that are Unicode code points in the range of the Basic Multilingual Plane. A Unicode pattern matches against a String interpreted as consisting of Unicode code points encoded using UTF-16. In the context of describing the behaviour of a BMP pattern “character” means a single 16-bit Unicode BMP code point. In the context of describing the behaviour of a Unicode pattern “character” means a UTF-16 encoded code point (6.1.4). In either context, “character value” means the numeric value of the corresponding non-encoded code point.

The syntax and semantics of Pattern is defined as if the source text for the Pattern was a List of `SourceCharacter` values where each `SourceCharacter` corresponds to a Unicode code point. If a BMP pattern contains a non-BMP `SourceCharacter` the entire pattern is encoded using UTF-16 and the individual code units of that encoding are used as the elements of the List.

**NOTE** For example, consider a pattern expressed in source text as the single non-BMP character U+1D11E (MUSICAL SYMBOL G CLEF). Interpreted as a Unicode pattern, it would be a single element (character) List consisting of the single code point 0xD834 and 0xDD1E. However, interpreted as a BMP pattern, it is first UTF-16 encoded to produce a two element List consisting of the code units 0xD834 and 0xDD1E.

Patterns are passed to the RegExp constructor as ECMAScript String values in which non-BMP characters are UTF-16 encoded. For example, the single character MUSICAL SYMBOL G CLEF pattern, expressed as a String value, is a String of length 2 whose elements were the code units 0xD834 and 0xDD1E. So no further translation of the string would be necessary to process it as a BMP pattern consisting of two pattern characters. However, to process it as a Unicode pattern `UTF16SurrogatePairToCodePoint` must be used in producing a List whose sole element is a single pattern character, the code point U+1D11E.

An implementation may not actually perform such translations to or from UTF-16, but the semantics of this specification requires that the result of pattern matching be as if such translations were performed.

### 22.2.2.1 Notation

The descriptions below use the following aliases:

- **Input** is a List whose elements are the characters of the String being matched by the regular expression pattern. Each character is either a code unit or a code point, depending upon the kind of pattern involved.
The notation $\text{Input}[n]$ means the $n^{th}$ character of $\text{Input}$, where $n$ can range between 0 (inclusive) and $\text{InputLength}$ (exclusive).

- $\text{InputLength}$ is the number of characters in $\text{Input}$.
- $\text{NcapturingParens}$ is the total number of left-capturing parentheses (i.e. the total number of $\text{Atom} :: (\text{GroupSpecifier} \text{ Disjunction})$ Parse Nodes) in the pattern. A left-capturing parenthesis is any character that is matched by the terminal of the $\text{Atom} :: (\text{GroupSpecifier} \text{ Disjunction})$ production.
- $\text{DotAll}$ is true if the RegExp object's [[OriginalFlags]] internal slot contains "s" and otherwise is false.
- $\text{IgnoreCase}$ is true if the RegExp object's [[OriginalFlags]] internal slot contains "i" and otherwise is false.
- $\text{Multiline}$ is true if the RegExp object's [[OriginalFlags]] internal slot contains "m" and otherwise is false.
- $\text{Unicode}$ is true if the RegExp object's [[OriginalFlags]] internal slot contains "u" and otherwise is false.
- $\text{WordCharacters}$ is the mathematical set that is the union of all sixty-three characters in 
"ABCDEFGHIJKLMNOPQRSTUVWXYZabcdefghijklmnopqrstuvwxyz0123456789_" (letters, numbers, and U+005F (LOW LINE) in the Unicode Basic Latin block) and all characters $c$ for which $c$ is not in that set but Canonicalize($c$) is. $\text{WordCharacters}$ cannot contain more than sixty-three characters unless $\text{Unicode}$ and $\text{IgnoreCase}$ are both true.

Furthermore, the descriptions below use the following internal data structures:

- A CharSet is a mathematical set of characters. When the $\text{Unicode}$ flag is true, “all characters” means the CharSet containing all code point values; otherwise “all characters” means the CharSet containing all code unit values.
- A Range is an ordered pair $(\text{startIndex}, \text{endIndex})$ that represents the range of characters included in a capture, where $\text{startIndex}$ is an integer representing the start index (inclusive) of the range within $\text{Input}$, and $\text{endIndex}$ is an integer representing the end index (exclusive) of the range within $\text{Input}$. For any Range, these indices must satisfy the invariant that $\text{startIndex} \leq \text{endIndex}$.
- A State is an ordered pair $(\text{endIndex}, \text{captures})$ where $\text{endIndex}$ is an integer and $\text{captures}$ is a List of $\text{NcapturingParens}$ values. States are used to represent partial match states in the regular expression matching algorithms. The $\text{endIndex}$ is one plus the index of the last input character matched so far by the pattern, while $\text{captures}$ holds the results of capturing parentheses. The $n^{th}$ element of $\text{captures}$ is either a Range representing the range of characters captured by the $n^{th}$ set of capturing parentheses, or undefined if the $n^{th}$ set of capturing parentheses hasn't been reached yet. Due to backtracking, many States may be in use at any time during the matching process.
- A MatchResult is either a State or the special token failure that indicates that the match failed.
- A Continuation is an Abstract Closure that takes one State argument and returns a MatchResult result. The Continuation attempts to match the remaining portion (specified by the closure's captured values) of the pattern against $\text{Input}$, starting at the intermediate state given by its State argument. If the match succeeds, the Continuation returns the final State that it reached; if the match fails, the Continuation returns failure.
- A Matcher is an Abstract Closure that takes two arguments—a State and a Continuation—and returns a MatchResult result. A Matcher attempts to match a middle subpattern (specified by the closure's captured values) of the pattern against $\text{Input}$, starting at the intermediate state given by its State argument. The Continuation argument should be a closure that matches the rest of the pattern. After matching the subpattern of a pattern to obtain a new State, the Matcher then calls Continuation on that new State to test if the rest of the pattern can match as well. If it can, the Matcher returns the State returned by Continuation; if not, the Matcher may try different choices at its choice points, repeatedly calling Continuation until it either succeeds or all possibilities have been exhausted.

## 22.2.2.2 Runtime Semantics: CompilePattern

The syntax-directed operation CompilePattern takes no arguments and returns an Abstract Closure that takes a List of characters and a non-negative integer and returns a MatchResult. It is defined piecewise over the following productions:

Pattern :: Disjunction

1. Let $m$ be CompileSubpattern of Disjunction with argument forward.
2. Return a new Abstract Closure with parameters $(\text{inputChars}, \text{index})$ that captures $m$ and performs the following steps when called:
   a. Assert: $\text{inputChars}$ is a List of characters.
b. **Assert:** \(\text{index}\) is a non-negative integer which is ≤ the number of characters in \(\text{inputChars}\).

c. Let \(\text{Input}\) be \(\text{inputChars}\). This alias will be used throughout the algorithms in 22.2.2.

d. Let \(\text{InputLength}\) be the number of characters contained in \(\text{Input}\). This alias will be used throughout the algorithms in 22.2.2.

e. Let \(c\) be a new Continuation with parameters \((y)\) that captures nothing and performs the following steps when called:
   i. **Assert:** \(y\) is a State.
   ii. Return \(y\).

f. Let \(\text{cap}\) be a List of \(N\text{capturingParens}\) undefined values, indexed 1 through \(N\text{capturingParens}\).

g. Let \(x\) be the State \((\text{index}, \text{cap})\).

h. Return \(m(x, c)\).

---

**NOTE**

A Pattern compiles to an Abstract Closure value. RegExpBuiltinExec can then apply this procedure to a List of characters and an offset within that List to determine whether the pattern would match starting at exactly that offset within the List, and, if it does match, what the values of the capturing parentheses would be. The algorithms in 22.2.2 are designed so that compiling a pattern may throw a SyntaxError exception; on the other hand, once the pattern is successfully compiled, applying the resulting Abstract Closure to find a match in a List of characters cannot throw an exception (except for any implementation-defined exceptions that can occur anywhere such as out-of-memory).

---

**22.2.2.3 Runtime Semantics: CompileSubpattern**

The syntax-directed operation CompileSubpattern takes argument \(\text{direction}\) (forward or backward) and returns a Matcher.

---

**NOTE 1**

This section is amended in B.1.2.4.

It is defined piecewise over the following productions:

**Disjunction :: Alternative \(\mid\) Disjunction**

1. Let \(m1\) be CompileSubpattern of \(\text{Alternative}\) with argument \(\text{direction}\).
2. Let \(m2\) be CompileSubpattern of \(\text{Disjunction}\) with argument \(\text{direction}\).
3. Return a new Matcher with parameters \((x, c)\) that captures \(m1\) and \(m2\) and performs the following steps when called:
   a. **Assert:** \(x\) is a State.
   b. **Assert:** \(c\) is a Continuation.
   c. Let \(r\) be \(m1(x, c)\).
   d. If \(r\) is not failure, return \(r\).
   e. Return \(m2(x, c)\).

---

**NOTE 2**

The \(\mid\) regular expression operator separates two alternatives. The pattern first tries to match the left \(\text{Alternative}\) (followed by the sequel of the regular expression); if it fails, it tries to match the right \(\text{Disjunction}\) (followed by the sequel of the regular expression). If the left \(\text{Alternative}\), the right \(\text{Disjunction}\), and the sequel all have choice points, all choices in the sequel are tried before moving on to the next choice in the left \(\text{Alternative}\). If choices in the left \(\text{Alternative}\) are exhausted, the right \(\text{Disjunction}\) is tried instead of the left \(\text{Alternative}\). Any capturing parentheses inside a portion of the pattern skipped by \(\mid\) produce undefined values instead of Strings. Thus, for example,

\[/alab\].exec("abc")

returns the result "a" and not "ab". Moreover,
/(a)(ab)((c)|(bc))/.exec("abc")

returns the array

["abc", "a", "a", undefined, "bc", undefined, "bc"]

and not

["abc", "ab", undefined, "ab", "c", "c", undefined]

The order in which the two alternatives are tried is independent of the value of direction.

**Alternative :: [empty]**

1. Return a new Matcher with parameters \((x, c)\) that captures nothing and performs the following steps when called:
   a. Assert: \(x\) is a State.
   b. Assert: \(c\) is a Continuation.
   c. Return \(c(x)\).

**Alternative :: Alternative Term**

1. Let \(m1\) be CompileSubpattern of Alternative with argument direction.
2. Let \(m2\) be CompileSubpattern of Term with argument direction.
3. If direction is forward, then
   a. Return a new Matcher with parameters \((x, c)\) that captures \(m1\) and \(m2\) and performs the following steps when called:
      i. Assert: \(x\) is a State.
      ii. Assert: \(c\) is a Continuation.
      iii. Let \(d\) be a new Continuation with parameters \((y)\) that captures \(c\) and \(m2\) and performs the following steps when called:
          1. Assert: \(y\) is a State.
          2. Return \(m2(y, c)\).
      iv. Return \(m1(x, d)\).
4. Else,
   a. Assert: direction is backward.
   b. Return a new Matcher with parameters \((x, c)\) that captures \(m1\) and \(m2\) and performs the following steps when called:
      i. Assert: \(x\) is a State.
      ii. Assert: \(c\) is a Continuation.
      iii. Let \(d\) be a new Continuation with parameters \((y)\) that captures \(c\) and \(m1\) and performs the following steps when called:
          1. Assert: \(y\) is a State.
          2. Return \(m1(y, c)\).
      iv. Return \(m2(x, d)\).

**NOTE 3** Consecutive Terms try to simultaneously match consecutive portions of Input. When direction is forward, if the left Alternative, the right Term, and the sequel of the regular expression all have choice points, all choices in the sequel are tried before moving on to the next choice in the right Term, and all choices in the right Term are tried before moving on to the next choice in the left Alternative. When direction is backward, the evaluation order of Alternative and Term are reversed.
Term :: Assertion

1. Return CompileAssertion of Assertion.

NOTE 4 The resulting Matcher is independent of direction.

Term :: Atom

1. Return CompileAtom of Atom with argument direction.

Term :: Atom Quantifier

1. Let \( m \) be CompileAtom of Atom with argument direction.
2. Let \( q \) be CompileQuantifier of Quantifier.
3. Assert: \( q.([\text{Min}]) \leq q.([\text{Max}]) \).
4. Let parenIndex be the number of left-capturing parentheses in the entire regular expression that occur to the left of this Term. This is the total number of Atom :: ( GroupSpecifier Disjunction ) Parse Nodes prior to or enclosing this Term.
5. Let parenCount be the number of left-capturing parentheses in Atom. This is the total number of Atom :: ( GroupSpecifier Disjunction ) Parse Nodes enclosed by Atom.
6. Return a new Matcher with parameters \((x, c)\) that captures \( m, q, \text{parenIndex}, \text{parenCount} \) and performs the following steps when called:
   a. Assert: \( x \) is a State.
   b. Assert: \( c \) is a Continuation.
   c. Return RepeatMatcher\((m, q.([\text{Min}]), q.([\text{Max}]), q.([\text{Greedy}]), x, c, \text{parenIndex}, \text{parenCount})\).

22.2.2.3.1 RepeatMatcher \((m, \text{min}, \text{max}, \text{greedy}, x, c, \text{parenIndex}, \text{parenCount})\)

The abstract operation RepeatMatcher takes arguments \( m \) (a Matcher), \( \text{min} \) (a non-negative integer), \( \text{max} \) (a non-negative integer or +\(\infty\)), \( \text{greedy} \) (a Boolean), \( x \) (a State), \( c \) (a Continuation), \( \text{parenIndex} \) (a non-negative integer), and \( \text{parenCount} \) (a non-negative integer) and returns a MatchResult. It performs the following steps when called:

1. If \( \text{max} = 0 \), return \( c(x) \).
2. Let \( d \) be a new Continuation with parameters \((y)\) that captures \( m, \text{min}, \text{max}, \text{greedy}, x, c, \text{parenIndex}, \text{parenCount} \) and performs the following steps when called:
   a. Assert: \( y \) is a State.
   b. If \( \text{min} = 0 \) and \( y.'s endIndex = x.'s endIndex \), return failure.
   c. If \( \text{min} = 0 \), let \( \text{min2} \) be 0; otherwise let \( \text{min2} \) be \( \text{min} - 1 \).
   d. If \( \text{max} \) is +\(\infty\), let \( \text{max2} \) be +\(\infty\); otherwise let \( \text{max2} \) be \( \text{max} - 1 \).
   e. Return RepeatMatcher\((m, \text{min2}, \text{max2}, \text{greedy}, y, c, \text{parenIndex}, \text{parenCount})\).
3. Let \( \text{cap} \) be a copy of \( x.'s \text{captures List} \).
4. For each integer \( k \) such that \( \text{parenIndex} < k \) and \( k \leq \text{parenIndex} + \text{parenCount} \), set \( \text{cap}[k] \) to undefined.
5. Let \( e \) be \( x.'s endIndex \).
6. Let \( xr \) be the State \((e, \text{cap})\).
7. If \( \text{min} \neq 0 \), return \( m(xr, d) \).
8. If \( \text{greedy} \) is false, then
   a. Let \( z \) be \( c(x) \).
   b. If \( z \) is not failure, return \( z \).
   c. Return \( m(xr, d) \).
9. Let \( z \) be \( m(xr, d) \).
10. If \( z \) is not failure, return \( z \).
11. Return \( c(x) \).

**NOTE 1**  
An *Atom* followed by a *Quantifier* is repeated the number of times specified by the *Quantifier*. A *Quantifier* can be non-greedy, in which case the *Atom* pattern is repeated as few times as possible while still matching the sequel, or it can be greedy, in which case the *Atom* pattern is repeated as many times as possible while still matching the sequel. The *Atom* pattern is repeated rather than the input character sequence that it matches, so different repetitions of the *Atom* can match different input substrings.

**NOTE 2**  
If the *Atom* and the sequel of the regular expression all have choice points, the *Atom* is first matched as many (or as few, if non-greedy) times as possible. All choices in the sequel are tried before moving on to the next choice in the last repetition of *Atom*. All choices in the last \((n^{th})\) repetition of *Atom* are tried before moving on to the next choice in the next-to-last \((n - 1)^{st}\) repetition of *Atom*; at which point it may turn out that more or fewer repetitions of *Atom* are now possible; these are exhausted (again, starting with either as few or as many as possible) before moving on to the next choice in the \((n - 1)^{st}\) repetition of *Atom* and so on.

Compare

```
/a[a-z]{2,4}/.exec("abcdefgхи")
```

which returns "абсде" with

```
/a[a-z]{2,4}?/.exec("abcdefgхи")
```

which returns "абс".

Consider also

```
/(aa|aabaac|ba|b|c)/.exec("aabaac")
```

which, by the choice point ordering above, returns the array

```
["aaba", "ba"]
```

and not any of:

```
["aabaac", "aabaac"]  
["aabaac", "c"]
```

The above ordering of choice points can be used to write a regular expression that calculates the greatest common divisor of two numbers (represented in unary notation). The following example calculates the gcd of 10 and 15:

"aaaaaaaaaa,aaaaaaaaaaaaaaa".replace(/^(a+)(\1*)\1+/", "$1")

which returns the gcd in unary notation "aaaaa".

**NOTE 3**  
Step 4 of the RepeatMatcher clears *Atom*’s captures each time *Atom* is repeated. We can see its behaviour in the regular expression

```
/(z)(a+)?(b+)?(c))*/.exec("zaacbbbcac")
```

which returns the array

```
["zaacbbbcac", "z", "ac", "a", undefined, "c"]
```
and not

["zaacbbbcac", "z", "ac", "a", "bbb", "c"]

because each iteration of the outermost * clears all captured Strings contained in the quantified Atom, which in this case includes capture Strings numbered 2, 3, 4, and 5.

**NOTE 4**  
Step 2.b of the RepeatMatcher states that once the minimum number of repetitions has been satisfied, any more expansions of Atom that match the empty character sequence are not considered for further repetitions. This prevents the regular expression engine from falling into an infinite loop on patterns such as:

```
/(a*)*/.exec("b")
```

or the slightly more complicated:

```
/(a*)b\1+/.exec("baaaac")
```

which returns the array

["b", "]

22.2.2.4 Runtime Semantics: CompileAssertion

The syntax-directed operation CompileAssertion takes no arguments and returns a Matcher.

**NOTE 1**  
This section is amended in B.1.2.5.

It is defined piecewise over the following productions:

*Assertion* :: ^  

1. Return a new Matcher with parameters (x, c) that captures nothing and performs the following steps when called:
   a. **Assert:** x is a State.
   b. **Assert:** c is a Continuation.
   c. Let e be x's endIndex.
   d. If e = 0, or if Multiline is true and the character Input[e - 1] is one of LineTerminator, then
      i. Return c(x).
   e. Return failure.

**NOTE 2**  
Even when the y flag is used with a pattern, ^ always matches only at the beginning of Input, or (if Multiline is true) at the beginning of a line.

*Assertion* :: $

1. Return a new Matcher with parameters (x, c) that captures nothing and performs the following steps when called:
   a. **Assert:** x is a State.
   b. **Assert:** c is a Continuation.
   c. Let e be x's endIndex.
d. If $e = \text{InputLength}$, or if Multiline is true and the character Input[e] is one of LineTerminator, then
   i. Return $c(x)$.
e. Return failure.

Assertion :: \ b

1. Return a new Matcher with parameters $(x, c)$ that captures nothing and performs the following steps when called:
   a. Assert: $x$ is a State.
   b. Assert: $c$ is a Continuation.
   c. Let $e$ be $x$'s endIndex.
   d. Let $a$ be IsWordChar($e - 1$).
   e. Let $b$ be IsWordChar($e$).
   f. If $a$ is true and $b$ is false, or if $a$ is false and $b$ is true, return $c(x)$.
g. Return failure.

Assertion :: \ b

1. Return a new Matcher with parameters $(x, c)$ that captures nothing and performs the following steps when called:
   a. Assert: $x$ is a State.
   b. Assert: $c$ is a Continuation.
   c. Let $e$ be $x$'s endIndex.
   d. Let $a$ be IsWordChar($e - 1$).
   e. Let $b$ be IsWordChar($e$).
   f. If $a$ is true and $b$ is true, or if $a$ is false and $b$ is false, return $c(x)$.
g. Return failure.

Assertion :: ( ? = Disjunction )

1. Let $m$ be CompileSubpattern of Disjunction with argument forward.
2. Return a new Matcher with parameters $(x, c)$ that captures $m$ and performs the following steps when called:
   a. Assert: $x$ is a State.
   b. Assert: $c$ is a Continuation.
   c. Let $d$ be a new Continuation with parameters $(y)$ that captures nothing and performs the following steps when called:
      i. Assert: $y$ is a State.
      ii. Return $y$.
   d. Let $r$ be $m(x, d)$.
e. If $r$ is failure, return failure.
f. Let $y$ be $r$'s State.
g. Let $cap$ be $y$'s captures List.
h. Let $xe$ be $x$'s endIndex.
i. Let $z$ be the State $(xe, cap)$.
j. Return $c(z)$.

Assertion :: ( ? ! Disjunction )

1. Let $m$ be CompileSubpattern of Disjunction with argument forward.
2. Return a new Matcher with parameters \((x, c)\) that captures \(m\) and performs the following steps when called:
   a. \textbf{Assert:} \(x\) is a State.
   b. \textbf{Assert:} \(c\) is a Continuation.
   c. Let \(d\) be a new Continuation with parameters \((y)\) that captures nothing and performs the following steps when called:
      i. \textbf{Assert:} \(y\) is a State.
      ii. Return \(y\).
   d. Let \(r\) be \(m(x, d)\).
   e. If \(r\) is not failure, return failure.
   f. Return \(c(x)\).

\textbf{Assertion ::} \((? \ll= \text{Disjunction})\)

1. Let \(m\) be \text{CompileSubpattern} of \(\text{Disjunction}\) with argument backward.
2. Return a new Matcher with parameters \((x, c)\) that captures \(m\) and performs the following steps when called:
   a. \textbf{Assert:} \(x\) is a State.
   b. \textbf{Assert:} \(c\) is a Continuation.
   c. Let \(d\) be a new Continuation with parameters \((y)\) that captures nothing and performs the following steps when called:
      i. \textbf{Assert:} \(y\) is a State.
      ii. Return \(y\).
   d. Let \(r\) be \(m(x, d)\).
   e. If \(r\) is failure, return failure.
   f. Let \(y\) be \(r\)'s State.
   g. Let \(\text{cap}\) be \(y\)'s \(\text{captures}\) List.
   h. Let \(xe\) be \(x\)'s \(\text{endIndex}\).
   i. Let \(z\) be the State \((xe, \text{cap})\).
   j. Return \(c(x)\).

\textbf{Assertion ::} \((? <! \text{Disjunction})\)

1. Let \(m\) be \text{CompileSubpattern} of \(\text{Disjunction}\) with argument backward.
2. Return a new Matcher with parameters \((x, c)\) that captures \(m\) and performs the following steps when called:
   a. \textbf{Assert:} \(x\) is a State.
   b. \textbf{Assert:} \(c\) is a Continuation.
   c. Let \(d\) be a new Continuation with parameters \((y)\) that captures nothing and performs the following steps when called:
      i. \textbf{Assert:} \(y\) is a State.
      ii. Return \(y\).
   d. Let \(r\) be \(m(x, d)\).
   e. If \(r\) is not failure, return failure.
   f. Return \(c(x)\).

\subsection{IsWordChar (e)}

The abstract operation \text{IsWordChar} takes argument \(e\) (an integer) and returns a Boolean. It performs the following steps when called:
1. If $e = -1$ or $e$ is InputLength, return false.
2. Let $c$ be the character Input[e].
3. If $c$ is in WordCharacters, return true.
4. Return false.

22.2.2.5 Runtime Semantics: CompileQuantifier

The syntax-directed operation CompileQuantifier takes no arguments and returns a Record with fields [[Min]] (a non-negative integer), [[Max]] (a non-negative integer or $+\infty$), and [[Greedy]] (a Boolean). It is defined piecewise over the following productions:

$$\text{Quantifier} :: \text{QuantifierPrefix}$$

1. Let $qp$ be CompileQuantifierPrefix of QuantifierPrefix.
2. Return the Record \{ [[Min]]: $qp$.[[Min]], [[Max]]: $qp$.[[Max]], [[Greedy]]: true \}.

$$\text{Quantifier} :: \text{QuantifierPrefix} ?$$

1. Let $qp$ be CompileQuantifierPrefix of QuantifierPrefix.
2. Return the Record \{ [[Min]]: $qp$.[[Min]], [[Max]]: $qp$.[[Max]], [[Greedy]]: false \}.

22.2.2.6 Runtime Semantics: CompileQuantifierPrefix

The syntax-directed operation CompileQuantifierPrefix takes no arguments and returns a Record with fields [[Min]] (a non-negative integer) and [[Max]] (a non-negative integer or $+\infty$). It is defined piecewise over the following productions:

$$\text{QuantifierPrefix} :: *$$

1. Return the Record \{ [[Min]]: 0, [[Max]]: $+\infty$ \}.

$$\text{QuantifierPrefix} :: +$$

1. Return the Record \{ [[Min]]: 1, [[Max]]: $+\infty$ \}.

$$\text{QuantifierPrefix} :: ?$$

1. Return the Record \{ [[Min]]: 0, [[Max]]: 1 \}.

$$\text{QuantifierPrefix} :: \{ \text{DecimalDigits} \}$$

1. Let $i$ be the MV of DecimalDigits (see 12.8.3).
2. Return the Record \{ [[Min]]: $i$, [[Max]]: $i$ \}.

$$\text{QuantifierPrefix} :: \{ \text{DecimalDigits} , \text{DecimalDigits} \}$$

1. Let $i$ be the MV of the first DecimalDigits.
2. Let $j$ be the MV of the second DecimalDigits.
3. Return the Record \{ [[Min]]: $i$, [[Max]]: $j$ \}. 
The syntax-directed operation CompileAtom takes argument *direction* (forward or backward) and returns a Matcher.

**NOTE 1** This section is amended in B.1.2.6.

It is defined piecewise over the following productions:

**Atom :: PatternCharacter**

1. Let *ch* be the character matched by *PatternCharacter*.
2. Let *A* be a one-element CharSet containing the character *ch*.
3. Return CharSetMatcher(*A*, false, *direction*).

**Atom :: .**

1. Let *A* be the CharSet of all characters.
2. If *DotAll* is not true, then
   a. Remove from *A* all characters corresponding to a code point on the right-hand side of the
      *LineTerminator* production.
3. Return CharSetMatcher(*A*, false, *direction*).

**Atom :: CharacterClass**

1. Let *cc* be CompileCharacterClass of *CharacterClass*.
2. Return CharSetMatcher(*cc*.[[CharSet]], *cc*.[[Invert]], *direction*).

**Atom :: ( GroupSpecifier Disjunction )**

1. Let *m* be CompileSubpattern of *Disjunction* with argument *direction*.
2. Let *parenIndex* be the number of left-capturing parentheses in the entire regular expression that occur to the left of this Atom. This is the total number of Atom :: ( GroupSpecifier Disjunction ) Parse Nodes prior to or enclosing this Atom.
3. Return a new Matcher with parameters (*x*, *c*) that captures *direction*, *m*, and *parenIndex* and performs the following steps when called:
   a. Assert: *x* is a State.
   b. Assert: *c* is a Continuation.
   c. Let *d* be a new Continuation with parameters (*y*) that captures *x*, *c*, *direction*, and *parenIndex* and performs the following steps when called:
      i. Assert: *y* is a State.
      ii. Let *cap* be a copy of *y*’s captures List.
      iii. Let *xe* be *x*’s *endIndex*.
      iv. Let *ye* be *y*’s *endIndex*.
      v. If *direction* is forward, then
         1. Assert: *xe* ≤ *ye*.
         2. Let *r* be the Range (*xe*, *ye*).
      vi. Else,
         1. Assert: *direction* is backward.
         2. Assert: *ye* ≤ *xe*.
         3. Let *r* be the Range (*ye*, *xe*).
      vii. Set *cap*[*parenIndex* + 1] to *r*. 
viii. Let $z$ be the State ($ye$, $cap$).
ix. Return $\alpha(z)$.
d. Return $m(x, d)$.

Atom :: \( ? : \text{Disjunction} \)

1. Return CompileSubpattern of Disjunction with argument direction.

AtomEscape :: DecimalEscape

1. Let $n$ be the CapturingGroupNumber of DecimalEscape.
2. Assert: $n \leq N_{\text{capturingParens}}$.
3. Return BackreferenceMatcher($n$, direction).

NOTE 2  An escape sequence of the form \ followed by a non-zero decimal number $n$ matches the result of the $n^{\text{th}}$ set of capturing parentheses (22.2.2.1). It is an error if the regular expression has fewer than $n$ capturing parentheses. If the regular expression has $n$ or more capturing parentheses but the $n^{\text{th}}$ one is undefined because it has not captured anything, then the backreference always succeeds.

AtomEscape :: CharacterEscape

1. Let $cv$ be the CharacterValue of CharacterEscape.
2. Let $ch$ be the character whose character value is $cv$.
3. Let $A$ be a one-element CharSet containing the character $ch$.

AtomEscape :: CharacterClassEscape

1. Let $A$ be CompileToCharSet of CharacterClassEscape.
2. Return CharacterSetMatcher($A$, false, direction).

AtomEscape :: k GroupName

1. Search the enclosing Pattern for an instance of a GroupSpecifier containing a RegExpIdentifierName which has a CapturingGroupName equal to the CapturingGroupName of the RegExpIdentifierName contained in GroupName.
2. Assert: A unique such GroupSpecifier is found.
3. Let parenIndex be the number of left-capturing parentheses in the entire regular expression that occur to the left of the located GroupSpecifier. This is the total number of Atom :: \( \text{GroupSpecifier} \text{Disjunction} \) Parse Nodes prior to or enclosing the located GroupSpecifier, including its immediately enclosing Atom.
4. Return BackreferenceMatcher(parenIndex, direction).

22.2.7.1 CharacterSetMatcher ( $A$, invert, direction )

The abstract operation CharacterSetMatcher takes arguments $A$ (a CharSet), invert (a Boolean), and direction (forward or backward) and returns a Matcher. It performs the following steps when called:

1. Return a new Matcher with parameters $(x, c)$ that captures $A$, invert, and direction and performs the following steps when called:
a. Assert: $x$ is a State.
b. Assert: $c$ is a Continuation.
c. Let $e$ be $x$'s endIndex.
d. If direction is forward, let f be e + 1.
e. Else, let f be e - 1.
f. If f < 0 or f > InputLength, return failure.
g. Let index be min(e, f).
h. Let ch be the character Input[index].
i. Let cc be Canonicalize(ch).
  j. If there exists a member a of A such that Canonicalize(a) is cc, let found be true. Otherwise, let found be false.
k. If invert is false and found is false, return failure.
l. If invert is true and found is true, return failure.
m. Let cap be x's captures List.
n. Let y be the State (f, cap).
o. Return c(y).

22.2.7.2 BackreferenceMatcher (n, direction)

The abstract operation BackreferenceMatcher takes arguments n (a positive integer) and direction (forward or backward) and returns a Matcher. It performs the following steps when called:

1. Assert: n ≥ 1.
2. Return a new Matcher with parameters (x, c) that captures n and direction and performs the following steps when called:
   a. Assert: x is a State.
   b. Assert: c is a Continuation.
   c. Let cap be x's captures List.
   d. Let r be cap[n].
   e. If r is undefined, return c(x).
   f. Let e be x's endIndex.
   g. Let rs be r's startIndex.
   h. Let re be r's endIndex.
   i. Let len be re - rs.
   j. If direction is forward, let f be e + len.
   k. Else, let f be e - len.
   l. If f < 0 or f > InputLength, return failure.
m. Let g be min(e, f).
   n. If there exists an integer i between 0 (inclusive) and len (exclusive) such that
      Canonicalize(Input[rs + i]) is not the same character value as Canonicalize(Input[g + i]), return failure.
   o. Let y be the State (f, cap).
   p. Return c(y).

22.2.7.3 Canonicalize (ch)

The abstract operation Canonicalize takes argument ch (a character) and returns a character. It performs the following steps when called:

1. If Unicode is true and IgnoreCase is true, then
   a. If the file CaseFolding.txt of the Unicode Character Database provides a simple or common case folding mapping for ch, return the result of applying that mapping to ch.
   b. Return ch.
2. If `IgnoreCase` is `false`, return `ch`.
3. Assert: `ch` is a UTF-16 code unit.
4. Let `cp` be the code point whose numeric value is that of `ch`.
5. Let `u` be the result of `toUppercase(« cp »)`, according to the Unicode Default Case Conversion algorithm.
6. Let `uStr` be `CodePointsToString(u)`.
7. If `uStr` does not consist of a single code unit, return `ch`.
8. Let `cu` be `uStr`'s single code unit element.
9. If the numeric value of `ch` ≥ 128 and the numeric value of `cu` < 128, return `ch`.
10. Return `cu`.

**NOTE 1** Parentheses of the form \( ( \text{Disjunction} ) \) serve both to group the components of the Disjunction pattern together and to save the result of the match. The result can be used either in a backreference (`\` followed by a non-zero decimal number), referenced in a replace String, or returned as part of an array from the regular expression matching Abstract Closure. To inhibit the capturing behaviour of parentheses, use the form \( (?:\text{Disjunction}) \) instead.

**NOTE 2** The form \( (?= \text{Disjunction}) \) specifies a zero-width positive lookahead. In order for it to succeed, the pattern inside Disjunction must match at the current position, but the current position is not advanced before matching the sequel. If Disjunction can match at the current position in several ways, only the first one is tried. Unlike other regular expression operators, there is no backtracking into a \( (?= \text{form} \) (this unusual behaviour is inherited from Perl). This only matters when the Disjunction contains capturing parentheses and the sequel of the pattern contains backreferences to those captures.

For example,

```
/(?=a+)/.exec("baaabac")
```

matches the empty String immediately after the first `b` and therefore returns the array:

```
["", "aaa"]
```

To illustrate the lack of backtracking into the lookahead, consider:

```
/(?=a+)a*b\1/.exec("baaabac")
```

This expression returns

```
["aba", "a"]
```

and not:

```
["aaaba", "a"]
```

**NOTE 3** The form \( (?! \text{Disjunction}) \) specifies a zero-width negative lookahead. In order for it to succeed, the pattern inside Disjunction must fail to match at the current position. The current position is not advanced before matching the sequel. Disjunction can contain capturing parentheses, but backreferences to them only make sense from within Disjunction itself. Backreferences to these capturing parentheses from elsewhere in the pattern always return `undefined` because the negative lookahead must fail for the pattern to succeed. For example,

```
/(.*?)(?!a)b\2c)(.*)/.exec("baaabac")
```

looks for an `a` not immediately followed by some positive number `n` of `a`'s, a `b`, another `n` `a`'s
(specified by the first \( \backslash 2 \)) and a \( c \). The second \( \backslash 2 \) is outside the negative lookahead, so it matches against \texttt{undefined} and therefore always succeeds. The whole expression returns the array:

\[
["baaabaac", "ba", \texttt{undefined}, "abaac"]
\]

**NOTE 4** In case-insignificant matches when Unicode is true, all characters are implicitly case-folded using the simple mapping provided by the Unicode Standard immediately before they are compared. The simple mapping always maps to a single code point, so it does not map, for example, \( \texttt{ß} \) (U+00DF) to \( \texttt{SS} \). It may however map a code point outside the Basic Latin range to a character within, for example, \( \texttt{ß} \) (U+017F) to \( s \). Such characters are not mapped if Unicode is false. This prevents Unicode code points such as U+017F and U+212A from matching regular expressions such as \( /[a-z]/i \), but they will match \( /[a-z]/ui \).

### 22.2.2.8 Runtime Semantics: CompileCharacterClass

The syntax-directed operation CompileCharacterClass takes no arguments and returns a Record with fields [[CharSet]] (a CharSet) and [[Invert]] (a Boolean). It is defined piecewise over the following productions:

\[
\text{CharacterClass} :: [\text{ClassRanges}]
\]

1. Let \( A \) be CompileToCharSet of \( \text{ClassRanges} \).
2. Return the Record \{ [[CharSet]]: \( A \), [[Invert]]: \texttt{false} \}.

\[
\text{CharacterClass} :: [^\text{ClassRanges}]
\]

1. Let \( A \) be CompileToCharSet of \( \text{ClassRanges} \).
2. Return the Record \{ [[CharSet]]: \( A \), [[Invert]]: \texttt{true} \}.

### 22.2.2.9 Runtime Semantics: CompileToCharSet

The syntax-directed operation CompileToCharSet takes no arguments and returns a CharSet.

**NOTE 1** This section is amended in B.1.2.7.

It is defined piecewise over the following productions:

\[
\text{ClassRanges} :: [\text{empty}]
\]

1. Return the empty CharSet.

\[
\text{NonemptyClassRanges} :: \text{ClassAtom NonemptyClassRangesNoDash}
\]

1. Let \( A \) be CompileToCharSet of \( \text{ClassAtom} \).
2. Let \( B \) be CompileToCharSet of \( \text{NonemptyClassRangesNoDash} \).
3. Return the union of CharSets \( A \) and \( B \).

\[
\text{NonemptyClassRanges} :: \text{ClassAtom} - \text{ClassAtom ClassRanges}
\]

1. Let \( A \) be CompileToCharSet of the first \( \text{ClassAtom} \).
2. Let \( B \) be CompileToCharSet of the second \( \text{ClassAtom} \).
3. Let \( C \) be CompileToCharSet of \( \text{ClassRanges} \).
4. Let \( D \) be CharacterRange(\( A \), \( B \)).
5. Return the union of \( D \) and \( C \).
NonemptyClassRangesNoDash ::= ClassAtomNoDash NonemptyClassRangesNoDash

1. Let $A$ be CompileToCharSet of ClassAtomNoDash.
2. Let $B$ be CompileToCharSet of NonemptyClassRangesNoDash.
3. Return the union of CharSets $A$ and $B$.

NonemptyClassRangesNoDash ::= ClassAtomNoDash - ClassAtom ClassRanges

1. Let $A$ be CompileToCharSet of ClassAtomNoDash.
2. Let $B$ be CompileToCharSet of ClassAtom.
3. Let $C$ be CompileToCharSet of ClassRanges.
4. Let $D$ be CharacterRange($A$, $B$).
5. Return the union of $D$ and $C$.

NOTE 2  
ClassRanges can expand into a single ClassAtom and/or ranges of two ClassAtom separated by dashes. In the latter case the ClassRanges includes all characters between the first ClassAtom and the second ClassAtom, inclusive; an error occurs if either ClassAtom does not represent a single character (for example, if one is \w) or if the first ClassAtom's character value is greater than the second ClassAtom's character value.

NOTE 3  
Even if the pattern ignores case, the case of the two ends of a range is significant in determining which characters belong to the range. Thus, for example, the pattern /\[E-F]\!/i matches only the letters E, F, e, and f, while the pattern /\[E-f]\!/i matches all uppercase and lowercase letters in the Unicode Basic Latin block as well as the symbols [, \, ], ^, _, and `.

NOTE 4  
A - character can be treated literally or it can denote a range. It is treated literally if it is the first or last character of ClassRanges, the beginning or end limit of a range specification, or immediately follows a range specification.

ClassAtom ::= -

1. Return the CharSet containing the single character - U+002D (HYPHEN-MINUS).

ClassAtomNoDash ::= SourceCharacter but not one of \ or ] or -

1. Return the CharSet containing the character matched by SourceCharacter.

ClassEscape ::=
   b
   -
   CharacterEscape

1. Let $cv$ be the CharacterValue of this ClassEscape.
2. Let $c$ be the character whose character value is $cv$.
3. Return the CharSet containing the single character $c$.

NOTE 5  
A ClassAtom can use any of the escape sequences that are allowed in the rest of the regular expression except for \b, \B, and backreferences. Inside a CharacterClass, \b means the backspace character, while \B and backreferences raise errors. Using a backreference inside a ClassAtom causes an error.

CharacterClassEscape ::= d

1. Return the ten-element CharSet containing the characters 0 through 9 inclusive.
CharacterClassEscape :: d
1. Return the CharSet containing all characters not in the CharSet returned by CharacterClassEscape :: d.

CharacterClassEscape :: s
1. Return the CharSet containing all characters corresponding to a code point on the right-hand side of the WhiteSpace or LineTerminator productions.

CharacterClassEscape :: w
1. Return WordCharacters.

CharacterClassEscape :: W
1. Return the CharSet containing all characters not in the CharSet returned by CharacterClassEscape :: w.

CharacterClassEscape :: p{ UnicodePropertyValueExpression }
1. Return the CharSet containing all Unicode code points included in CompileToCharSet of UnicodePropertyValueExpression.

CharacterClassEscape :: P{ UnicodePropertyValueExpression }
1. Return the CharSet containing all Unicode code points not included in CompileToCharSet of UnicodePropertyValueExpression.

UnicodePropertyValueExpression :: UnicodePropertyName = UnicodePropertyValue
1. Let ps be SourceText of UnicodePropertyName.
2. Let p be UnicodeMatchProperty(ps).
3. Assert: p is a Unicode property name or property alias listed in the “Property name and aliases” column of Table 66.
4. Let vs be SourceText of UnicodePropertyValue.
5. Let v be UnicodeMatchPropertyValue(p, vs).
6. Return the CharSet containing all Unicode code points whose character database definition includes the property p with value v.

UnicodePropertyValueExpression :: LoneUnicodePropertyNameOrValue
1. Let s be SourceText of LoneUnicodePropertyNameOrValue.
2. If UnicodeMatchPropertyValue(General_Category, s) is identical to a List of Unicode code points that is the name of a Unicode general category or general category alias listed in the “Property value and aliases” column of Table 68, then
   a. Return the CharSet containing all Unicode code points whose character database definition includes the property “General_Category” with value s.
3. Let p be UnicodeMatchProperty(s).
4. Assert: p is a binary Unicode property or binary property alias listed in the “Property name and aliases” column of Table 67.
5. Return the CharSet containing all Unicode code points whose character database definition includes the property p with value “True”.
22.2.2.9.1 CharacterRange (A, B)

The abstract operation CharacterRange takes arguments A (a CharSet) and B (a CharSet) and returns a CharSet. It performs the following steps when called:

1. Assert: A and B each contain exactly one character.
2. Let a be the one character in CharSet A.
3. Let b be the one character in CharSet B.
4. Let i be the character value of character a.
5. Let j be the character value of character b.
6. Assert: i ≤ j.
7. Return the CharSet containing all characters with a character value greater than or equal to i and less than or equal to j.

22.2.2.9.2 UnicodeMatchProperty (p)

The abstract operation UnicodeMatchProperty takes argument p (a List of Unicode code points) and returns a Unicode property name. It performs the following steps when called:

1. Assert: p is a Unicode property name or property alias listed in the “Property name and aliases” column of Table 66 or Table 67.
2. Let c be the canonical property name of p as given in the “Canonical property name” column of the corresponding row.
3. Return the List of Unicode code points c.

Implementations must support the Unicode property names and aliases listed in Table 66 and Table 67. To ensure interoperability, implementations must not support any other property names or aliases.

NOTE 1 For example, Script_Extensions (property name) and scx (property alias) are valid, but script_extensions or Scx aren’t.

NOTE 2 The listed properties form a superset of what UTS18 RL1.2 requires.

<table>
<thead>
<tr>
<th>Property name and aliases</th>
<th>Canonical property name</th>
</tr>
</thead>
<tbody>
<tr>
<td>General_Category</td>
<td>General_Category</td>
</tr>
<tr>
<td>gc</td>
<td></td>
</tr>
<tr>
<td>Script</td>
<td>Script</td>
</tr>
<tr>
<td>sc</td>
<td></td>
</tr>
<tr>
<td>Script_Extensions</td>
<td>Script_Extensions</td>
</tr>
<tr>
<td>scx</td>
<td></td>
</tr>
</tbody>
</table>
Table 67: Binary Unicode property aliases and their canonical property names

<table>
<thead>
<tr>
<th>Property name and aliases</th>
<th>Canonical property name</th>
</tr>
</thead>
<tbody>
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<td>ASCII</td>
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<td>ASCII_Hex_Digit</td>
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<td>Alphabetic</td>
</tr>
<tr>
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<td>Alpha</td>
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<td>Bidi_Control</td>
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<tr>
<td>Bidi_C</td>
<td>Bidi_Mirrored</td>
</tr>
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</tr>
<tr>
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</tr>
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</tr>
<tr>
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<td>Changes_When_Casemapped</td>
</tr>
<tr>
<td>Changes_When_Lowercased</td>
<td>Changes_When_Lowercased</td>
</tr>
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<td>CWCM</td>
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<td>Emoji</td>
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<td>Emoji</td>
<td>Emoji_Component</td>
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<td>Property name and aliases</td>
<td>Canonical property name</td>
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<tr>
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<td>------------------------</td>
</tr>
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<td>Emoji_Modifier_Base</td>
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<tr>
<td>IDS_Trinary_Operator</td>
<td>IDS_Trinary_Operator</td>
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<td>ID_Continue</td>
<td>ID_Continue</td>
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<td>Join_Control</td>
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<td>Logical_Order_Exception</td>
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<td>Pattern_White_Space</td>
<td>Pattern_White_Space</td>
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<tr>
<td>Pat_WS</td>
<td></td>
</tr>
</tbody>
</table>
The abstract operation UnicodeMatchPropertyValue takes arguments \( p \) (a List of Unicode code points) and \( v \) (a List of Unicode code points) and returns a Unicode property value. It performs the following steps when called:

1. **Assert:** \( p \) is a canonical, unaliased Unicode property name listed in the “Canonical property name” column of Table 66.
2. **Assert:** \( v \) is a property value or property value alias for Unicode property \( p \) listed in the “Property value and aliases” column of Table 68 or Table 69.
3. Let \( value \) be the canonical property value of \( v \) as given in the “Canonical property value” column of the corresponding row.
4. Return the List of Unicode code points \( value \).

Implementations must support the Unicode property value names and aliases listed in Table 68 and Table 69. To ensure interoperability, implementations must not support any other property value names or aliases.

### Table: Property name and aliases

<table>
<thead>
<tr>
<th>Property name and aliases</th>
<th>Canonical property name</th>
</tr>
</thead>
<tbody>
<tr>
<td>Quotation_Mark</td>
<td>Quotation_Mark</td>
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<tr>
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<td>XID_Start</td>
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<td>XIDS</td>
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</tr>
</tbody>
</table>

**NOTE 1** For example, *Xpeo* and *Old_Persian* are valid Script_Extensions values, but *xpeo* and *Old Persian* aren’t.
NOTE 2  This algorithm differs from the matching rules for symbolic values listed in UAX44: case, white space, U+002D (HYPHEN-MINUS), and U+005F (LOW LINE) are not ignored, and the Is prefix is not supported.

NOTE 3  The spellings of entries in these tables (including casing) were chosen to match the first occurrence of each property in the files PropertyAliases.txt and PropertyValueAliases.txt in the Unicode Character Database at the time each entry was added to this specification. However, because the precise spellings in those files are not guaranteed to be stable, implementations are required to follow this table rather than those files.

Table 68: Value aliases and canonical values for the Unicode property **General_Category**

<table>
<thead>
<tr>
<th>Property value and aliases</th>
<th>Canonical property value</th>
</tr>
</thead>
<tbody>
<tr>
<td>Cased_Letter</td>
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Table 69: Value aliases and canonical values for the Unicode properties **Script** and **Script_Extensions**

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<td>Property value and aliases</td>
<td>Canonical property value</td>
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</table>
### 22.2.3 The RegExp Constructor

The RegExp constructor:

- is `%RegExp%`.
- is the initial value of the "RegExp" property of the global object.
- creates and initializes a new RegExp object when called as a function rather than as a constructor. Thus the function call `RegExp(…)` is equivalent to the object creation expression `new RegExp(…)` with the same arguments.
- may be used as the value of an `extends` clause of a class definition. Subclass constructors that intend to inherit the specified RegExp behaviour must include a `super` call to the RegExp constructor to create and initialize subclass instances with the necessary internal slots.

#### 22.2.3.1 RegExp (pattern, flags)

The following steps are taken:
1. Let \texttt{patternIsRegExp} be \texttt{IsRegExp(pattern)}.

2. If \texttt{NewTarget} is \texttt{undefined}, then
   a. Let \texttt{newTarget} be the active function object.
   b. If \texttt{patternIsRegExp} is \texttt{true} and \texttt{flags} is \texttt{undefined}, then
      i. Let \texttt{patternConstructor} be \texttt{Get(pattern, "constructor")}.
      ii. If \texttt{SameValue(newTarget, patternConstructor)} is \texttt{true}, return \texttt{pattern}.

3. Else, let \texttt{newTarget} be \texttt{NewTarget}.

4. If \texttt{Type(pattern)} is \texttt{Object} and \texttt{pattern} has a \texttt{[[RegExpMatcher]]} internal slot, then
   a. Let \texttt{P} be \texttt{pattern.\[OriginalSource\]}.
   b. If \texttt{flags} is \texttt{undefined}, let \texttt{F} be \texttt{pattern.\[OriginalFlags\]}.
   c. Else, let \texttt{F} be \texttt{flags}.

5. Else if \texttt{patternIsRegExp} is \texttt{true}, then
   a. Let \texttt{P} be \texttt{Get(pattern, "source").}
   b. If \texttt{flags} is \texttt{undefined}, then
      i. Let \texttt{F} be \texttt{Get(pattern, "flags")}.
   c. Else, let \texttt{F} be \texttt{flags}.

6. Else,
   a. Let \texttt{P} be \texttt{pattern}.
   b. Let \texttt{F} be \texttt{flags}.

7. Let \texttt{O} be \texttt{RegExpAlloc(newTarget)}.

8. Return \texttt{RegExpInitialize(O, P, F)}.

\textbf{NOTE} If pattern is supplied using a \texttt{StringLiteral}, the usual escape sequence substitutions are performed before the String is processed by RegExp. If pattern must contain an escape sequence to be recognized by RegExp, any U+005C (REVERSE SOLIDUS) code points must be escaped within the \texttt{StringLiteral} to prevent them being removed when the contents of the \texttt{StringLiteral} are formed.

\section*{22.2.3.2 Abstract Operations for the RegExp Constructor}

\subsection*{22.2.3.2.1 RegExpAlloc (newTarget)}

The abstract operation RegExpAlloc takes argument \texttt{newTarget} and returns either a normal completion containing an Object or an abrupt completion. It performs the following steps when called:

1. Let \texttt{obj} be \texttt{OrdinaryCreateFromConstructor(newTarget, "%RegExp.prototype%")}, «
   \texttt{[[RegExpMatcher]], [[OriginalSource]], [[OriginalFlags]]»}.
2. Perform \texttt{DefinePropertyOrThrow(obj, "lastIndex", PropertyDescriptor { [[Writable]], \texttt{true},
                                 \texttt{[[Enumerable]]: false, [[Configurable]]: false })}.
3. Return \texttt{obj}.

\subsection*{22.2.3.2.2 RegExpInitialize (obj, pattern, flags)}

The abstract operation RegExpInitialize takes arguments \texttt{obj} (an Object), \texttt{pattern} (an ECMAScript language value), and \texttt{flags} (an ECMAScript language value) and returns either a normal completion containing an Object or an abrupt completion. It performs the following steps when called:

1. If \texttt{pattern} is \texttt{undefined}, let \texttt{P} be the empty String.
2. Else, let \texttt{P} be \texttt{ToString(pattern)}.
3. If `flags` is `undefined`, let `F` be the empty String.
4. Else, let `F` be `?` `ToString(flags)`.
5. If `F` contains any code unit other than "d", "g", "i", "m", "s", "u", or "y" or if it contains the same code unit more than once, throw a `SyntaxError` exception.
6. If `F` contains "u", let `u` be `true`; else let `u` be `false`.
7. If `u` is `true`, then
   a. Let `patternText` be `StringToCodePoints(P)`.
8. Else,
   a. Let `patternText` be the result of interpreting each of `P`'s 16-bit elements as a Unicode BMP code point. UTF-16 decoding is not applied to the elements.
9. Let `parseResult` be `ParsePattern(patternText, u)`.
10. If `parseResult` is a non-empty List of `SyntaxError` objects, throw a `SyntaxError` exception.
11. Assert: `parseResult` is a `Pattern Parse Node`.
12. Set `obj.([OriginalSource])` to `P`.
13. Set `obj.([OriginalFlags])` to `F`.
14. NOTE: The definitions of `DotAll`, `IgnoreCase`, `Multiline`, and `Unicode` in 22.2.2.1 refer to this value of `obj.([OriginalFlags])`.
15. Set `obj.([RegExpMatcher])` to `CompilePattern` of `parseResult`.
16. Perform `Set(obj, "lastIndex", +0𝔽, true)`.
17. Return `obj`.

22.2.3.2.3 Static Semantics: ParsePattern ( `patternText, u` )

The abstract operation ParsePattern takes arguments `patternText` (a sequence of Unicode code points) and `u` (a Boolean) and returns a `Parse Node` or a non-empty List of `SyntaxError` objects. It performs the following steps when called:

1. If `u` is `true`, then
   a. Let `parseResult` be `ParseText(patternText, Pattern[+UnicodeMode, +N])`.
2. Else,
   a. Let `parseResult` be `ParseText(patternText, Pattern[-UnicodeMode, ~N])`.
   b. If `parseResult` is a `Parse Node` and `parseResult` contains a `GroupName`, then
      i. Set `parseResult` to `ParseText(patternText, Pattern[-UnicodeMode, +N])`.
3. Return `parseResult`.

22.2.3.2.4 RegExpCreate ( `P, F` )

The abstract operation RegExpCreate takes arguments `P` and `F` and returns either a normal completion containing an Object or an abrupt completion. It performs the following steps when called:

1. Let `obj` be ! `RegExpAlloc(%RegExp%)`.
2. Return `RegExpInitialize(obj, P, F)`.

22.2.3.2.5 EscapeRegExpPattern ( `P, F` )

The abstract operation EscapeRegExpPattern takes arguments `P` and `F` and returns a String. It performs the following steps when called:

1. Let `S` be a String in the form of a `Pattern[-UnicodeMode]` `(Pattern[+UnicodeMode] if `F` contains "u") equivalent to `P` interpreted as UTF-16 encoded Unicode code points (6.1.4), in which certain code points are escaped as described below. `S` may or may not be identical to `P`; however, the Abstract
Closure that would result from evaluating \( S \) as a \( Pattern_{[-UnicodeMode]} \) \( (Pattern_{[+UnicodeMode]} \text{ if } F \text{ contains } "u" ) \) must behave identically to the Abstract Closure given by the constructed object's [[RegExpMatcher]] internal slot. Multiple calls to this abstract operation using the same values for \( P \) and \( F \) must produce identical results.

2. The code points / or any LineTerminator occurring in the pattern shall be escaped in \( S \) as necessary to ensure that the string-concatenation of "/", \( S \), "/", and \( F \) can be parsed (in an appropriate lexical context) as a RegularExpressionLiteral that behaves identically to the constructed regular expression. For example, if \( P \) is "/", then \( S \) could be "/V" or "/u002F", among other possibilities, but not "/\", because "/\" followed by \( F \) would be parsed as a SingleLineComment rather than a RegularExpressionLiteral. If \( P \) is the empty String, this specification can be met by letting \( S \) be "((?:)".

3. Return \( S \).

22.2.4 Properties of the RegExp Constructor

The RegExp constructor:

- has a [[Prototype]] internal slot whose value is %Function.prototype%.
- has the following properties:

22.2.4.1 RegExp.prototype

The initial value of RegExp.prototype is the RegExp prototype object.

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

22.2.4.2 get RegExp [@@species ]

RegExp@@species \( \) is an accessor property whose set accessor function is undefined. Its get accessor function performs the following steps:

1. Return the this value.

The value of the "name" property of this function is "\( \text{get \( [\text{Symbol.species}] \)}". 

NOTE RegExp prototype methods normally use their this value's constructor to create a derived object. However, a subclass constructor may over-ride that default behaviour by redefining its @@species property.

22.2.5 Properties of the RegExp Prototype Object

The RegExp prototype object:

- is %RegExp.prototype%.
- is an ordinary object.
- is not a RegExp instance and does not have a [[RegExpMatcher]] internal slot or any of the other internal slots of RegExp instance objects.
- has a [[Prototype]] internal slot whose value is %Object.prototype%.

NOTE The RegExp prototype object does not have a "valueOf" property of its own; however, it inherits the "valueOf" property from the Object prototype object.
22.2.5.1 RegExp.prototype.constructor

The initial value of RegExp.prototype.constructor is %RegExp%.

22.2.5.2 RegExp.prototype.exec ( string )

Performs a regular expression match of string against the regular expression and returns an Array containing the results of the match, or null if string did not match.

The String ToString(string) is searched for an occurrence of the regular expression pattern as follows:

1. Let $R$ be the this value.
2. Perform ? RequireInternalSlot($R$, [[RegExpMatcher]]).
3. Let $S$ be ? ToString(string).

22.2.5.2.1 RegExpExec ( R, S )

The abstract operation RegExpExec takes arguments $R$ (an Object) and $S$ (a String) and returns either a normal completion containing either an Object or null, or an abrupt completion. It performs the following steps when called:

1. Let exec be ? Get($R$, "exec").
2. If IsCallable(exec) is true, then
   a. Let result be ? Call(exec, $R$, « $S$ »).
   b. If Type(result) is neither Object nor Null, throw a TypeError exception.
   c. Return result.
3. Perform ? RequireInternalSlot($R$, [[RegExpMatcher]]).

NOTE If a callable "exec" property is not found this algorithm falls back to attempting to use the built-in RegExp matching algorithm. This provides compatible behaviour for code written for prior editions where most built-in algorithms that use regular expressions did not perform a dynamic property lookup of "exec".

22.2.5.2.2 RegExpBuiltinExec ( R, S )

The abstract operation RegExpBuiltinExec takes arguments $R$ (an initialized RegExp instance) and $S$ (a String) and returns either a normal completion containing either an Array exotic object or null, or an abrupt completion. It performs the following steps when called:

1. Let length be the number of code units in $S$.
2. Let lastIndex be ? ToLength(? Get($R$, "lastIndex")).
3. Let flags be $R$.[[OriginalFlags]].
4. If flags contains "g", let global be true; else let global be false.
5. If flags contains "y", let sticky be true; else let sticky be false.
6. If flags contains "d", let hasIndices be true; else let hasIndices be false.
7. If global is false and sticky is false, set lastIndex to 0.
8. Let matcher be $R$.[[RegExpMatcher]].
9. If flags contains "u", let fullUnicode be true; else let fullUnicode be false.
10. Let matchSucceeded be false.
11. If $fullUnicode$ is true, let $input$ be $\text{StringToCodePoints}(S)$. Otherwise, let $input$ be a List whose elements are the code units that are the elements of $S$.

12. NOTE: Each element of $input$ is considered to be a character.

13. Repeat, while $matchSucceeded$ is false,
   a. If $lastIndex > length$, then
      i. If $global$ is true or $sticky$ is true, then
         1. Perform $Set(R, "lastIndex", +0𝔽, true)$.
      ii. Return null.
   b. Let $inputIndex$ be the index into $input$ of the character that was obtained from element $lastIndex$ of $S$.
   c. Let $r$ be $matcher(input, inputIndex)$.
   d. If $r$ is failure, then
      i. If $sticky$ is true, then
         1. Perform $Set(R, "lastIndex", +0𝔽, true)$.
      2. Return null.
      ii. Set $lastIndex$ to $\text{AdvanceStringIndex}(S, lastIndex, fullUnicode)$.
   e. Else,
      i. Assert: $r$ is a State.
      ii. Set $matchSucceeded$ to true.

14. Let $e$ be $r$'s endIndex value.

15. If $fullUnicode$ is true, set $e$ to $\text{GetStringIndex}(S, e)$.

16. If $global$ is true or $sticky$ is true, then
   a. Perform $Set(R, "lastIndex", \{e\}, true)$.

17. Let $n$ be the number of elements in $r$'s captures List. (This is the same value as 22.2.2.1's $NcapturingParens$.)

18. Assert: $n < 2^{32} - 1$.

19. Let $A$ be $\text{ArrayCreate}(n + 1)$.

20. Assert: The mathematical value of $A$'s "length" property is $n + 1$.

21. Perform $\text{CreateDataPropertyOrThrow}(A, "index", \{lastIndex\})$.

22. Perform $\text{CreateDataPropertyOrThrow}(A, "input", S)$.

23. Let $match$ be the Match Record $\{[[\text{StartIndex}]]: lastIndex, [[\text{EndIndex}]]: e\}$.  

24. Let $indices$ be a new empty List.

25. Let $groupNames$ be a new empty List.

26. Append $match$ to $indices$.

27. Let $matchedSubstr$ be $\text{GetMatchString}(S, match)$.

28. Perform $\text{CreateDataPropertyOrThrow}(A, "0", matchedSubstr)$.

29. If $R$ contains any $\text{Name}$, then
   a. Let $groups$ be $\text{ OrdinaryObjectCreate}(null)$.
   b. Let $hasGroups$ be true.

30. Else,
   a. Let $groups$ be undefined.
   b. Let $hasGroups$ be false.

31. Perform $\text{CreateDataPropertyOrThrow}(A, "groups", groups)$.

32. For each integer $i$ such that $i ≥ 1$ and $i ≤ n$, in ascending order, do
   a. Let $captureI$ be $i$th element of $r$'s captures List.
   b. If $captureI$ is undefined, then
      i. Let $capturedValue$ be undefined.
      ii. Append undefined to $indices$. 

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Else,
   i. Let `captureStart` be `capture?`s `startIndex`.
   ii. Let `captureEnd` be `capture?`s `endIndex`.
   iii. If `fullUnicode` is `true`, then
      1. Set `captureStart` to `GetStringIndex(S, captureStart)`.
      2. Set `captureEnd` to `GetStringIndex(S, captureEnd)`.
   iv. Let `capture` be the Match Record `{ [[StartIndex]]: captureStart, [[EndIndex]]: captureEnd }`.
   v. Let `capturedValue` be `GetMatchString(S, capture)`.
   vi. Append `capture` to `indices`.

   d. Perform `! CreateDataPropertyOrThrow(A, ! ToString(f(i)), capturedValue)`.

   e. If the `i`th capture of `R` was defined with a `GroupName`, then
      i. Let `s` be the CapturingGroupName of the corresponding `RegExpIdentifierName`.
      ii. Perform `! CreateDataPropertyOrThrow(groups, s, capturedValue)`.
      iii. Append `s` to `groupNames`.

   f. Else,
      i. Append `undefined` to `groupNames`.

33. If `hasIndices` is `true`, then
   a. Let `indicesArray` be `MakeMatchIndicesIndexPairArray(S, indices, groupNames, hasGroups)`.
   b. Perform `! CreateDataPropertyOrThrow(A, "indices", indicesArray)`.

34. Return `A`.

22.2.5.2.3 **AdvanceStringIndex ( \textit{S}, \textit{index}, \textit{unicode} )**

The abstract operation `AdvanceStringIndex` takes arguments `\textit{S}` (a String), `\textit{index}` (a non-negative integer), and `\textit{unicode}` (a Boolean) and returns an integer. It performs the following steps when called:

1. Assert: `index \leq 2^{53} - 1`.
2. If `unicode` is `false`, return `index + 1`.
3. Let `length` be the number of code units in `\textit{S}`.
4. If `index + 1 \geq length`, return `index + 1`.
5. Let `cp` be `CodePointAt(S, index)`.
6. Return `index + cp.[[CodeUnitCount]]`.

22.2.5.2.4 **GetStringIndex ( \textit{S}, \textit{e} )**

The abstract operation `GetStringIndex` takes arguments `\textit{S}` (a String) and `\textit{e}` (a non-negative integer) and returns a non-negative integer. It performs the following steps when called:

1. If `\textit{S}` is the empty String, return 0.
2. Let `codepoints` be `StringToCodePoints(S)`.
3. Let `eUTF` be the smallest index into `\textit{S}` that corresponds to the character at element `\textit{e}` of `codepoints`. If `\textit{e}` is greater than or equal to the number of elements in `codepoints`, then `eUTF` is the number of code units in `\textit{S}`.
4. Return `eUTF`.

22.2.5.2.5 **Match Records**

A Match Record is a Record value used to encapsulate the start and end indices of a regular expression match or capture.
Match Records have the fields listed in Table 70.

<table>
<thead>
<tr>
<th>Field Name</th>
<th>Value</th>
<th>Meaning</th>
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<tbody>
<tr>
<td>[[StartIndex]]</td>
<td>a non-negative integer</td>
<td>The number of code units from the start of a string at which the match begins (inclusive).</td>
</tr>
<tr>
<td>[[EndIndex]]</td>
<td>an integer ≥ [[StartIndex]]</td>
<td>The number of code units from the start of a string at which the match ends (exclusive).</td>
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</table>

22.2.5.2.6 GetMatchString ( S, match )

The abstract operation GetMatchString takes arguments S (a String) and match (a Match Record) and returns a String. It performs the following steps when called:

1. Assert: match.[[StartIndex]] is a non-negative integer less than or equal to the length of S.
2. Assert: match.[[EndIndex]] is an integer between match.[[StartIndex]] and the length of S, inclusive.
3. Return the substring of S from match.[[StartIndex]] to match.[[EndIndex]].

22.2.5.2.7 GetMatchIndexPair ( S, match )

The abstract operation GetMatchIndexPair takes arguments S (a String) and match (a Match Record) and returns an Array. It performs the following steps when called:

1. Assert: match.[[StartIndex]] is a non-negative integer less than or equal to the length of S.
2. Assert: match.[[EndIndex]] is an integer between match.[[StartIndex]] and the length of S, inclusive.
3. Return CreateArrayFromList(« 𝔽(.match.[[StartIndex]]), 𝔽(match.[[EndIndex]]) »).

22.2.5.2.8 MakeMatchIndicesIndexPairArray ( S, indices, groupNames, hasGroups )

The abstract operation MakeMatchIndicesIndexPairArray takes arguments S (a String), indices (a List of either Match Records or undefined), groupNames (a List of either Strings or undefined), and hasGroups (a Boolean) and returns an Array. It performs the following steps when called:

1. Let n be the number of elements in indices.
2. Assert: n < 2^{32} - 1.
3. Assert: groupNames has n - 1 elements.
4. NOTE: The groupNames List contains elements aligned with the indices List starting at indices[1].
5. Let A be ! ArrayCreate(n).
6. If hasGroups is true, then
   a. Let groups be OrdinaryObjectCreate(null).
7. Else,
   a. Let groups be undefined.
8. Perform ! CreateDataPropertyOrThrow(A, "groups", groups).
9. For each integer i starting with 0 such that i < n, in ascending order, do
   a. Let matchIndices be indices[i].
   b. If matchIndices is not undefined, then
      i. Let matchIndexPair be GetMatchIndexPair(S, matchIndices).
   c. Else,
i. Let `matchIndexPair` be `undefined`.

    d. Perform `!CreateDataPropertyOrThrow(A, !ToString(f(i)), matchIndexPair)`.

    e. If `i > 0` and `groupNames[i - 1]` is not `undefined`, then

        i. Assert: `groups` is not `undefined`.

        ii. Perform `!CreateDataPropertyOrThrow(groups, groupNames[i - 1], matchIndexPair)`.

10. Return `A`.

22.2.5.3 get RegExp.prototype.dotAll

`RegExp.prototype.dotAll` is an accessor property whose set accessor function is `undefined`. Its get accessor function performs the following steps:

1. Let `R` be the `this` value.
2. Let `cu` be the code unit `0x0073` (LATIN SMALL LETTER S).

22.2.5.3.1 RegExpHasFlag ( `R`, `codeUnit` )

The abstract operation `RegExpHasFlag` takes arguments `R` (an ECMAScript language value) and `codeUnit` (a code unit) and returns either a normal completion containing either a Boolean or `undefined`, or an abrupt completion. It performs the following steps when called:

1. If `Type(R)` is not Object, throw a `TypeError` exception.
2. If `R` does not have an `[[OriginalFlags]]` internal slot, then
   a. If `SameValue(R, %RegExp.prototype%)` is `true`, return `undefined`.
   b. Otherwise, throw a `TypeError` exception.
3. Let `flags` be `R`.`[[OriginalFlags]]`.
4. If `flags` contains `codeUnit`, return `true`.
5. Return `false`.

22.2.5.4 get RegExp.prototype.flags

`RegExp.prototype.flags` is an accessor property whose set accessor function is `undefined`. Its get accessor function performs the following steps:

1. Let `R` be the `this` value.
2. If `Type(R)` is not Object, throw a `TypeError` exception.
3. Let `result` be the empty String.
4. Let `hasIndices` be `ToBoolean(? Get(R, "hasIndices"))`.
5. If `hasIndices` is `true`, append the code unit `0x0064` (LATIN SMALL LETTER D) as the last code unit of `result`.
6. Let `global` be `ToBoolean(? Get(R, "global"))`.
7. If `global` is `true`, append the code unit `0x0067` (LATIN SMALL LETTER G) as the last code unit of `result`.
8. Let `ignoreCase` be `ToBoolean(? Get(R, "ignoreCase"))`.
9. If `ignoreCase` is `true`, append the code unit `0x0069` (LATIN SMALL LETTER I) as the last code unit of `result`.
10. Let `multiline` be `ToBoolean(? Get(R, "multiline"))`.
11. If `multiline` is `true`, append the code unit `0x006D` (LATIN SMALL LETTER M) as the last code unit of `result`.
12. Let `dotAll` be `ToBoolean(? Get(R, "dotAll"))`.
13. If `dotAll` is `true`, append the code unit `0x0073` (LATIN SMALL LETTER S) as the last code unit of `result`.
14. Let `unicode` be `ToBoolean(? Get(R, "unicode"))`.
15. If `unicode` is `true`, append the code unit `0x0075` (LATIN SMALL LETTER U) as the last code unit of `result`.
16. Let `sticky` be `ToBoolean(? Get(R, "sticky"))`.
17. If `sticky` is `true`, append the code unit `0x0079` (LATIN SMALL LETTER Y) as the last code unit of `result`.
18. Return `result`.

### 22.2.5.5 get RegExp.prototype.global

`RegExp.prototype.global` is an accessor property whose set accessor function is `undefined`. Its get accessor function performs the following steps:

1. Let `R` be the this value.
2. Let `cu` be the code unit `0x0067` (LATIN SMALL LETTER G).

### 22.2.5.6 get RegExp.prototype.hasIndices

`RegExp.prototype.hasIndices` is an accessor property whose set accessor function is `undefined`. Its get accessor function performs the following steps:

1. Let `R` be the this value.
2. Let `cu` be the code unit `0x0064` (LATIN SMALL LETTER D).

### 22.2.5.7 get RegExp.prototype.ignoreCase

`RegExp.prototype.ignoreCase` is an accessor property whose set accessor function is `undefined`. Its get accessor function performs the following steps:

1. Let `R` be the this value.
2. Let `cu` be the code unit `0x0069` (LATIN SMALL LETTER I).

### 22.2.5.8 RegExp.prototype [ @@match ] ( string )

When the `@@match` method is called with argument `string`, the following steps are taken:

1. Let `rx` be the this value.
2. If `Type(rx)` is not Object, throw a `TypeError` exception.
3. Let `S` be `? ToString(string)`.
4. Let `global` be `ToBoolean(? Get(rx, "global"))`.
5. If `global` is `false`, then
6. Else,
   a. Assert: `global` is `true`.

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b. Let fullUnicode be ToBoolean(? Get(rx, "unicode")).
c. Perform ? Set(rx, "lastIndex", +0𝔽, true).
d. Let A be ! ArrayCreate(0).
e. Let n be 0.
f. Repeat,
   i. Let result be ? RegExpExec(rx, S).
   ii. If result is null, then
       1. If n = 0, return null.
       2. Return A.
   iii. Else,
       1. Let matchStr be ? ToString(? Get(result, "0")).
       2. Perform ! CreateDataPropertyOrThrow(A, ! ToString(𝔽(n)), matchStr).
       3. If matchStr is the empty String, then
          a. Let thisIndex be ℝ(? ToLength(? Get(rx, "lastIndex")).
          b. Let nextIndex be AdvanceStringIndex(S, thisIndex, fullUnicode).
          c. Perform ? Set(rx, "lastIndex", 𝔽(nextIndex), true).
        4. Set n to n + 1.

The value of the "name" property of this function is "[Symbol.match]".

**NOTE**
The @@match property is used by the IsRegExp abstract operation to identify objects that have the basic behaviour of regular expressions. The absence of a @@match property or the existence of such a property whose value does not Boolean coerce to true indicates that the object is not intended to be used as a regular expression object.

### 22.2.5.9 RegExp.prototype [ @@matchAll ]( string )

When the @@matchAll method is called with argument string, the following steps are taken:

1. Let R be the this value.
2. If Type(R) is not Object, throw a TypeError exception.
3. Let S be ? ToString(string).
4. Let C be ? SpeciesConstructor(R, %RegExp%).
5. Let flags be ? ToString(? Get(R, "flags")).
7. Let lastIndex be ? ToLength(? Get(R, "lastIndex")).
8. Perform ? Set(matcher, "lastIndex", lastIndex, true).
9. If flags contains "g", let global be true.
10. Else, let global be false.
11. If flags contains "u", let fullUnicode be true.
12. Else, let fullUnicode be false.

The value of the "name" property of this function is "[Symbol.matchAll]".

### 22.2.5.10 get RegExp.prototype.multiline

RegExp.prototype.multiline is an accessor property whose set accessor function is undefined. Its get accessor function performs the following steps:
1. Let $R$ be the this value.
2. Let $cu$ be the code unit 0x006D (LATIN SMALL LETTER M).

22.2.5.11 `RegExp.prototype[@@replace](string, replaceValue)`

When the `@@replace` method is called with arguments `string` and `replaceValue`, the following steps are taken:

1. Let $rx$ be the this value.
2. If `Type(rx)` is not Object, throw a `TypeError` exception.
3. Let $S$ be `?ToString(string)`.
4. Let $lengthS$ be the number of code unit elements in $S$.
5. Let `functionalReplace` be `IsCallable(replaceValue)`.
6. If `functionalReplace` is false, then
   a. Set `replaceValue` to `?ToString(replaceValue)`.
7. Let `global` be `ToBoolean(? Get(rx, "global"))`.
8. If `global` is true, then
   a. Let `fullUnicode` be `ToBoolean(? Get(rx, "unicode"))`.
   b. Perform `?Set(rx, "lastIndex", +0𝔽, true)`.
9. Let `results` be a new empty List.
10. Let `done` be false.
11. Repeat, while `done` is false,
    a. Let `result` be `?RegExpExec(rx, S)`.
    b. If `result` is null, set `done` to true.
    c. Else,
       i. Append `result` to the end of `results`.
       ii. If `global` is false, set `done` to true.
       iii. Else,
           1. Let `matchStr` be `?ToString(? Get(result, "0"))`.
           2. If `matchStr` is the empty String, then
              a. Let `thisIndex` be `ℝ(? ToLength(? Get(rx, "lastIndex")))`.
              b. Let `nextIndex` be `AdvanceStringIndex(S, thisIndex, fullUnicode)`.
              c. Perform `?Set(rx, "lastIndex", f(nextIndex), true)`.
12. Let `accumulatedResult` be the empty String.
13. Let `nextSourcePosition` be 0.
14. For each element `result` of `results`, do
    a. Let `resultLength` be `LengthOfArrayLike(result)`.
    b. Let `nCaptures` be `max(resultLength - 1, 0)`.
    c. Let `matched` be `?ToString(? Get(result, "0"))`.
    d. Let `matchLength` be the number of code units in `matched`.
    e. Let `position` be `?ToIntegerOrInfinity(? Get(result, "index"))`.
    f. Set `position` to the result of clamping `position` between 0 and `lengthS`.
    g. Let $n$ be 1.
    h. Let `captures` be a new empty List.
       i. Repeat, while $n \leq nCaptures$,
          i. Let `capN` be `?Get(result, !ToString(f(n)))`.
1. Set \( capN \) to \( \text{ToString}(capN) \).
   iii. Append \( capN \) as the last element of \( \text{captures} \).
   iv. NOTE: When \( n = 1 \), the preceding step puts the first element into \( \text{captures} \) (at index 0).
   More generally, the \( n \)th capture (the characters captured by the \( n \)th set of capturing parentheses) is at \( \text{captures}[n-1] \).
   v. Set \( n \) to \( n + 1 \).

j. Let \( \text{namedCaptures} \) be ? \( \text{Get(result, "groups"}) \).

k. If \( \text{functionalReplace} \) is \text{true}, then
   i. Let \( \text{replacerArgs} \) be « \( \text{matched} \) ».
   ii. Append in List order the elements of \( \text{captures} \) to the end of the List \( \text{replacerArgs} \).
   iii. Append \( \text{𝔽(position)} \) and \( S \) to \( \text{replacerArgs} \).
   iv. If \( \text{namedCaptures} \) is not \text{undefined}, then
      1. Append \( \text{namedCaptures} \) as the last element of \( \text{replacerArgs} \).
   v. Let \( \text{replValue} \) be ? \( \text{Call(replaceValue, undefined, replacerArgs}) \).
   vi. Let \( \text{replacement} \) be ? \( \text{ToString(replValue}) \).

l. Else,
   i. If \( \text{namedCaptures} \) is not \text{undefined}, then
      1. Set \( \text{namedCaptures} \) to ? \( \text{ToObject(namedCaptures}) \).
   ii. Let \( \text{replacement} \) be ? \( \text{GetSubstitution(matched, S, position, captures, namedCaptures, replaceValue}) \).

m. If \( \text{position} \geq \text{nextSourcePosition} \), then
   i. NOTE: \( \text{position} \) should not normally move backwards. If it does, it is an indication of an
      ill-behaving RegExp subclass or use of an access triggered side-effect to change the
      global flag or other characteristics of \( rx \). In such cases, the corresponding substitution is
      ignored.
   ii. Set \( \text{accumulatedResult} \) to the string-concatenation of \( \text{accumulatedResult} \), the substring
      of \( S \) from \( \text{nextSourcePosition} \) to \( \text{position} \), and \( \text{replacement} \).
   iii. Set \( \text{nextSourcePosition} \) to \( \text{position} + \text{matchLength} \).

15. If \( \text{nextSourcePosition} \geq \text{lengthS} \), return \( \text{accumulatedResult} \).
16. Return the string-concatenation of \( \text{accumulatedResult} \) and the substring of \( S \) from
    \( \text{nextSourcePosition} \).

The value of the "\text{name}" property of this function is "\text{[Symbol.replace]}".

### 22.2.5.12 RegExp.prototype [ @@search ] ( \text{string} )

When the \text{search} method is called with argument \text{string}, the following steps are taken:

1. Let \( rx \) be the \text{this} value.
2. If \( \text{Type}(rx) \) is not Object, throw a \text{TypeError} exception.
3. Let \( S \) be ? \( \text{ToString(string}) \).
4. Let \( \text{previousLastIndex} \) be ? \( \text{Get(rx, "lastIndex")} \).
5. If \( \text{SameValue(previousLastIndex, +0_F}) \) is false, then
   a. Perform ? \( \text{Set(rx, "lastIndex", +0_F, true}) \).
6. Let \( \text{result} \) be ? \( \text{RegExpExec(rx, S}) \).
7. Let \( \text{currentLastIndex} \) be ? \( \text{Get(rx, "lastIndex")} \).
8. If \( \text{SameValue(currentLastIndex, previousLastIndex) is false, then}
   a. Perform ? \( \text{Set(rx, "lastIndex", previousLastIndex, true}) \).
9. If \( \text{result} \) is \text{null}, return \( -1_F \).
10. Return ? \( \text{Get(result, "index")}) \).
The value of the "name" property of this function is "[Symbol.search]".

NOTE  The "lastIndex" and "global" properties of this RegExp object are ignored when performing the search. The "lastIndex" property is left unchanged.

22.2.5.13  get RegExp.prototype.source

RegExp.prototype.source is an accessor property whose set accessor function is undefined. Its get accessor function performs the following steps:

1. Let \( R \) be the this value.
2. If Type(\( R \)) is not Object, throw a TypeError exception.
3. If \( R \) does not have an [[OriginalSource]] internal slot, then
   a. If SameValue(\( R \), %RegExp.prototype%) is true, return "(?:)".
   b. Otherwise, throw a TypeError exception.
4. Assert: \( R \) has an [[OriginalFlags]] internal slot.
5. Let \( src \) be \( R.\)[[OriginalSource]].
6. Let \( flags \) be \( R.\)[[OriginalFlags]].
7. Return EscapeRegExpPattern(\( src \), \( flags \)).

22.2.5.14  RegExp.prototype [ @@split ] ( string, limit )

NOTE 1  Returns an Array into which substrings of the result of converting string to a String have been stored. The substrings are determined by searching from left to right for matches of the this value regular expression; these occurrences are not part of any String in the returned array, but serve to divide up the String value.

The this value may be an empty regular expression or a regular expression that can match an empty String. In this case, the regular expression does not match the empty substring at the beginning or end of the input String, nor does it match the empty substring at the end of the previous separator match. (For example, if the regular expression matches the empty String, the String is split up into individual code unit elements; the length of the result array equals the length of the String, and each substring contains one code unit.) Only the first match at a given index of the String is considered, even if backtracking could yield a non-empty substring match at that index. (For example, /a*?[Symbol.split]("ab") evaluates to the array ["a", "b"], while /a*[Symbol.split]("ab") evaluates to the array ["", "b"]).

If string is (or converts to) the empty String, the result depends on whether the regular expression can match the empty String. If it can, the result array contains no elements. Otherwise, the result array contains one element, which is the empty String.

If the regular expression contains capturing parentheses, then each time separator is matched the results (including any undefined results) of the capturing parentheses are spliced into the output array. For example,

```
/<\([^<>]+</Symbol.split("<B>bold</B>and<CODE>coded</CODE>"))
```
evaluates to the array

"coded", "/", "CODE", "]

If limit is not undefined, then the output array is truncated so that it contains no more than limit elements.

When the @@split method is called, the following steps are taken:

1. Let rx be the this value.
2. If Type(rx) is not Object, throw a TypeError exception.
3. Let S be ? ToString(string).
4. Let C be ? SpeciesConstructor(rx, %RegExp%).
5. Let flags be ? ToString(? Get(rx, "flags").
6. If flags contains "u", let unicodeMatching be true.
7. Else, let unicodeMatching be false.
8. If flags contains "y", let newFlags be flags.
9. Else, let newFlags be the string-concatenation of flags and "y".
10. Let splitter be ? Construct(C, « rx, newFlags »).
11. Let A be ! ArrayCreate(0).
12. Let lengthA be 0.
13. If limit is undefined, let lim be 2^{32} - 1; else let lim be ℜ(? ToUint32(limit)).
14. If lim is 0, return A.
15. Let size be the length of S.
16. If size is 0, then
      b. If z is not null, return A.
      c. Perform ! CreateDataPropertyOrThrow(A, "0", S).
      d. Return A.
17. Let p be 0.
18. Let q be p.
19. Repeat, while q < size,
   a. Perform ? Set(splitter, "lastIndex", ℜ(q), true).
   b. Let z be ? RegExpExec(splitter, S).
   c. If z is null, set q to AdvanceStringIndex(S, q, unicodeMatching).
   d. Else,
      i. Let e be ℜ(? ToLength(? Get(splitter, "lastIndex")).
      ii. Set e to min(e, size).
      iii. If e = p, set q to AdvanceStringIndex(S, q, unicodeMatching).
      iv. Else,
         1. Let T be the substring of S from p to q.
         2. Perform ! CreateDataPropertyOrThrow(A, ! ToString(ℓ(lengthA)), T).
         4. If lengthA = lim, return A.
         5. Set p to e.
         6. Let numberOfCaptures be ? LengthOfArrayLike(z).
         7. Set numberOfCaptures to max(numberOfCaptures - 1, 0).
         8. Let i be 1.
Repeat, while $i \leq \text{numberOfCaptures}$,
   a. Let $nextCapture$ be $\text{? Get(z, !ToString(f(i)))}$.
   b. Perform $! \text{CreateDataPropertyOrThrow(A, !ToString(f(lengthA))},
       nextCapture)$.
   c. Set $i$ to $i + 1$.
   d. Set $lengthA$ to $lengthA + 1$.
   e. If $lengthA = \text{lim}$, return $A$.

10. Set $q$ to $p$.
20. Let $T$ be the substring of $S$ from $p$ to $\text{size}$.
21. Perform $! \text{CreateDataPropertyOrThrow(A, !ToString(f(lengthA))}, T)$.
22. Return $A$.

The value of the "name" property of this function is "[Symbol.split]".

## NOTE 2

The @@split method ignores the value of the "global" and "sticky" properties of this RegExp object.

### 22.2.5.15 get RegExp.prototype.sticky

RegExp.prototype.sticky is an accessor property whose set accessor function is undefined. Its get accessor function performs the following steps:

1. Let $R$ be the this value.
2. Let $cu$ be the code unit 0x0079 (LATIN SMALL LETTER Y).
3. Return $\text{? RegExpHasFlag(R, cu)}$.

### 22.2.5.16 RegExp.prototype.test ( S )

The following steps are taken:

1. Let $R$ be the this value.
2. If Type($R$) is not Object, throw a TypeError exception.
3. Let $string$ be $\text{? ToString(S)}$.
4. Let $match$ be $\text{? RegExpExec(R, string)}$.
5. If $match$ is not null, return true; else return false.

### 22.2.5.17 RegExp.prototype.toString ( )

1. Let $R$ be the this value.
2. If Type($R$) is not Object, throw a TypeError exception.
3. Let $pattern$ be $\text{? ToString(? Get(R, "source"))}$.
4. Let $flags$ be $\text{? ToString(? Get(R, "flags"))}$.
5. Let $result$ be the string-concatenation of "/", $pattern$, "/", and $flags$.
6. Return $result$.

## NOTE

The returned String has the form of a RegularExpressionLiteral that evaluates to another RegExp object with the same behaviour as this object.
22.2.5.18 get RegExp.prototype.unicode

RegExp.prototype.unicode is an accessor property whose set accessor function is undefined. Its get accessor function performs the following steps:

1. Let R be the this value.
2. Let cu be the code unit 0x0075 (LATIN SMALL LETTER U).

22.2.6 Properties of RegExp Instances

RegExp instances are ordinary objects that inherit properties from the RegExp prototype object. RegExp instances have internal slots [[RegExpMatcher]], [[OriginalSource]], and [[OriginalFlags]]. The value of the [[RegExpMatcher]] internal slot is an Abstract Closure representation of the Pattern of the RegExp object.

NOTE Prior to ECMAScript 2015, RegExp instances were specified as having the own data properties "source", "global", "ignoreCase", and "multiline". Those properties are now specified as accessor properties of RegExp.prototype.

RegExp instances also have the following property:

22.2.6.1 lastIndex

The value of the "lastIndex" property specifies the String index at which to start the next match. It is coerced to an integral Number when used (see 22.2.5.2.2). This property shall have the attributes { [[Writable]]: true, [[Enumerable]]: false, [[Configurable]]: false }.

22.2.7 RegExp String Iterator Objects

A RegExp String Iterator is an object, that represents a specific iteration over some specific String instance object, matching against some specific RegExp instance object. There is not a named constructor for RegExp String Iterator objects. Instead, RegExp String Iterator objects are created by calling certain methods of RegExp instance objects.

22.2.7.1 CreateRegExpStringIterator ( R, S, global, fullUnicode )

The abstract operation CreateRegExpStringIterator takes arguments R (an Object), S (a String), global (a Boolean), and fullUnicode (a Boolean) and returns a Generator. It performs the following steps when called:

1. Let closure be a new Abstract Closure with no parameters that captures R, S, global, and fullUnicode and performs the following steps when called:
   a. Repeat,
      ii. If match is null, return undefined.
      iii. If global is false, then
           1. Perform ? GeneratorYield(CreateIteratorResultObject(match, false)).
           2. Return undefined.
      iv. Let matchStr be ? ToString(? Get(match, "0")).
      v. If matchStr is the empty String, then
         1. Let thisIndex be R(? ToLength(? Get(R, "lastIndex"))).
2. Let `nextIndex` be `AdvanceStringIndex(S, thisIndex, fullUnicode)`.

3. Perform ? Set(R, "lastIndex", I(nextIndex), true).

vi. Perform ? GeneratorYield(CreateIterResultObject(match, false)).

2. Return `CreateIteratorFromClosure(closure, "%RegExpStringIteratorPrototype%", %RegExpStringIteratorPrototypePrototype%).`

### 22.2.7.2 The `%RegExpStringIteratorPrototype%` Object

The `%RegExpStringIteratorPrototype%` object:

- has properties that are inherited by all RegExp String Iterator Objects.
- is an ordinary object.
- has a `[[Prototype]]` internal slot whose value is `%IteratorPrototype%`.
- has the following properties:

#### 22.2.7.2.1 `%RegExpStringIteratorPrototype%`.next ( )

1. Return ? GeneratorResume(this value, empty, "%RegExpStringIteratorPrototype%")

#### 22.2.7.2.2 `%RegExpStringIteratorPrototype%` [ @@toStringTag ]

The initial value of the `@@toStringTag` property is the String value "RegExp String Iterator".

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

### 23 Indexed Collections

#### 23.1 Array Objects

Arrays are exotic objects that give special treatment to a certain class of property names. See 10.4.2 for a definition of this special treatment.

#### 23.1.1 The Array Constructor

The Array constructor:

- is `%Array%`.
- is the initial value of the "Array" property of the global object.
- creates and initializes a new Array when called as a constructor.
- also creates and initializes a new Array when called as a function rather than as a constructor. Thus the function call `Array(…)` is equivalent to the object creation expression `new Array(…)` with the same arguments.
- is a function whose behaviour differs based upon the number and types of its arguments.
- may be used as the value of an `extends` clause of a class definition. Subclass constructors that intend to inherit the exotic Array behaviour must include a `super` call to the Array constructor to initialize subclass instances that are Array exotic objects. However, most of the `Array.prototype` methods are generic methods that are not dependent upon their this value being an Array exotic object.
- has a "length" property whose value is 1.
23.1.1.1 Array ( ...values )

When the Array function is called, the following steps are taken:

1. If NewTarget is undefined, let newTarget be the active function object; else let newTarget be NewTarget.
2. Let proto be ? GetPrototypeFromConstructor(newTarget, "%Array.prototype").
3. Let numberOfArgs be the number of elements in values.
4. If numberOfArgs = 0, then
   a. Return ! ArrayCreate(0, proto).
5. Else if numberOfArgs = 1, then
   a. Let len be values[0].
   b. Let array be ! ArrayCreate(0, proto).
   c. If Type(len) is not Number, then
      i. Perform ! CreateDataPropertyOrThrow(array, "0", len).
      ii. Let intLen be 1𝔽.
   d. Else,
      i. Let intLen be ! ToUint32(len).
      ii. If SameValueZero(intLen, len) is false, throw a RangeError exception.
   e. Perform ! Set(array, "length", intLen, true).
   f. Return array.
6. Else,
   a. Assert: numberOfArgs ≥ 2.
   b. Let array be ? ArrayCreate(numberOfArgs, proto).
   c. Let k be 0.
   d. Repeat, while k < numberOfArgs,
      i. Let Pk be ! ToString(f(k)).
      ii. Let itemK be values[k].
      iii. Perform ! CreateDataPropertyOrThrow(array, Pk, itemK).
      iv. Set k to k + 1.
   e. Assert: The mathematical value of array's "length" property is numberOfArgs.
   f. Return array.

23.1.2 Properties of the Array Constructor

The Array constructor:

- has a [[Prototype]] internal slot whose value is %Function.prototype%.
- has the following properties:

23.1.2.1 Array.from ( items [, mapfn [, thisArg ]] )

When the from method is called, the following steps are taken:

1. Let C be the this value.
2. If mapfn is undefined, let mapping be false.
3. Else,
   a. If IsCallable(mapfn) is false, throw a TypeError exception.
   b. Let mapping be true.
4. Let `usingIterator` be ? `GetMethod(items, @@iterator)`.

5. If `usingIterator` is not `undefined`, then
   a. If `IsConstructor(C)` is `true`, then
      i. Let `A` be ? `Construct(C)`.
   b. Else,
      i. Let `A` be ! `ArrayCreate(0)`.
   c. Let `iteratorRecord` be ? `GetIterator(items, sync, usingIterator)`.
   d. Let `k` be `0`.
   e. Repeat,
      i. If `k ≥ 2^{53} - 1`, then
         1. Let `error` be `ThrowCompletion(a newly created TypeError object)`.
         2. Return ? `IteratorClose(iteratorRecord, error)`.
      ii. Let `Pk` be ! `ToString(𝔽(k))`.
      iii. Let `next` be ? `IteratorStep(iteratorRecord)`.
      iv. If `next` is `false`, then
         1. Perform ? `Set(A, "length", 𝔽(k), true)`.
         2. Return `A`.
      v. Let `nextValue` be ? `IteratorValue(next)`.
      vi. If `mapping` is `true`, then
         1. Let `mappedValue` be `Completion(Call(mapfn, thisArg, « nextValue, 𝔽(k) »))`.
         2. IfAbruptCloseIterator(`mappedValue`, `iteratorRecord`).
      vii. Else, let `mappedValue` be `nextValue`.
      viii. Let `defineStatus` be `Completion(CreateDataPropertyOrThrow(A, Pk, mappedValue))`.
      ix. IfAbruptCloseIterator(`defineStatus`, `iteratorRecord`).
      x. Set `k` to `k + 1`.

6. NOTE: `items` is not an Iterable so assume it is an array-like object.

7. Let `arrayLike` be ! `ToObject(items)`.

8. Let `len` be ? `LengthOfArrayLike(arrayLike)`.

9. If `IsConstructor(C)` is `true`, then

10. Else,
    a. Let `A` be `ArrayCreate(len)`.

11. Let `k` be `0`.

12. Repeat, while `k < len`,
    a. Let `Pk` be ! `ToString(𝔽(k))`.
    b. Let `kValue` be ? `Get(arrayLike, Pk)`.
    c. If `mapping` is `true`, then
       i. Let `mappedValue` be ? `Call(mapfn, thisArg, « kValue, 𝔽(k) »)`.
    d. Else, let `mappedValue` be `kValue`.
    e. Perform ? `CreateDataPropertyOrThrow(A, Pk, mappedValue)`.
    f. Set `k` to `k + 1`.


NOTE: The `from` function is an intentionally generic factory method; it does not require that its `this` value be the Array constructor. Therefore it can be transferred to or inherited by any other constructors that may be called with a single numeric argument.
23.1.2.2 Array.isArray (arg)

When the isArray method is called, the following steps are taken:


23.1.2.3 Array.of (...items)

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

1. Let len be the number of elements in items.
2. Let lenNumber be ℱ(len).
3. Let C be the this value.
4. If IsConstructor(C) is true, then
   a. Let A be ? Construct(C, «lenNumber »).
5. Else,
   a. Let A be ? ArrayCreate(len).
6. Let k be 0.
7. Repeat, while k < len,
   a. Let kValue be items[k].
   b. Let Pk be ! ToString(𝔽(k)).
   c. Perform ? CreateDataPropertyOrThrow(A, Pk, kValue).
   d. Set k to k + 1.
9. Return A.

NOTE The of function is an intentionally generic factory method; it does not require that its this value be the Array constructor. Therefore it can be transferred to or inherited by other constructors that may be called with a single numeric argument.

23.1.2.4 Array.prototype

The value of Array.prototype is the Array prototype object.

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

23.1.2.5 get Array [@@species]

Array[@@species] is an accessor property whose set accessor function is undefined. Its get accessor function performs the following steps when called:

1. Return the this value.

The value of the "name" property of this function is "get [Symbol.species]".

NOTE Array prototype methods normally use their this value's constructor to create a derived object. However, a subclass constructor may over-ride that default behaviour by redefining its @@species property.
23.1.3 Properties of the Array Prototype Object

The Array prototype object:

- is %Array.prototype%.
- is an Array exotic object and has the internal methods specified for such objects.
- has a "length" property whose initial value is +0𝔽 and whose attributes are { [[Writable]]: true, [[Enumerable]]: false, [[Configurable]]: false }.
- has a [[Prototype]] internal slot whose value is %Object.prototype%.

NOTE  The Array prototype object is specified to be an Array exotic object to ensure compatibility with ECMAScript code that was created prior to the ECMAScript 2015 specification.

23.1.3.1 Array.prototype.at ( index )

1. Let O be ?ToObject(this value).
2. Let len be ?LengthOfArrayLike(O).
3. Let relativeIndex be ?ToIntegerOrInfinity(index).
4. If relativeIndex ≥ 0, then
   a. Let k be relativeIndex.
5. Else,
   a. Let k be len + relativeIndex.
6. If k < 0 or k ≥ len, return undefined.
7. Return ?Get(O, !ToString(𝔽(k))).

23.1.3.2 Array.prototype.concat ( ...items )

Returns an array containing the array elements of the object followed by the array elements of each argument.

When the concat method is called, the following steps are taken:

1. Let O be ?ToObject(this value).
2. Let A be ?ArraySpeciesCreate(O, 0).
3. Let n be 0.
4. Prepend O to items.
5. For each element E of items, do
   a. Let spreadable be ?IsConcatSpreadable(E).
   b. If spreadable is true, then
      i. Let k be 0.
      ii. Let len be ?LengthOfArrayLike(E).
      iii. If n + len > 253 - 1, throw a TypeError exception.
      iv. Repeat, while k < len,
         1. Let P be !ToString(f(k)).
         2. Let exists be ?HasProperty(E, P).
         3. If exists is true, then
            a. Let subElement be ?Get(E, P).
            b. Perform ?CreateDataPropertyOrThrow(A, !ToString(f(n)), subElement).
4. Set \( n \) to \( n + 1 \).

5. Set \( k \) to \( k + 1 \).

c. Else,
   
   i. NOTE: \( E \) is added as a single item rather than spread.
   
   ii. If \( n \geq 2^{53} - 1 \), throw a \texttt{TypeError} exception.
   
   iii. Perform \( \text{CreateDataPropertyOrThrow}(A, \tostring(f(n)), E) \).
   
   iv. Set \( n \) to \( n + 1 \).

6. Perform \( \text{Set}(A, \text{"length"}, f(n), \text{true}) \).

7. Return \( A \).

The \texttt{"length"} property of the \texttt{concat} method is \( 1 \).

**NOTE 1** The explicit setting of the \texttt{"length"} property in step 6 is necessary to ensure that its value is correct in situations where the trailing elements of the result Array are not present.

**NOTE 2** The \texttt{concat} function is intentionally generic; it does not require that its \texttt{this} value be an Array. Therefore it can be transferred to other kinds of objects for use as a method.

### 23.1.3.2.1 \texttt{IsConcatSpreadable (O)}

The abstract operation \texttt{IsConcatSpreadable} takes argument \( O \) and returns either a normal completion containing a Boolean or an abrupt completion. It performs the following steps when called:

1. If \texttt{Type}(\( O \)) is not \texttt{Object}, return \texttt{false}.
2. Let \( spreadable \) be \( \text{Get}(O, \text{@@isConcatSpreadable}) \).
3. If \( spreadable \) is not \texttt{undefined}, return \texttt{ToBoolean}(\( spreadable \)).
4. Return \( \text{IsArray}(O) \).

### 23.1.3.3 \texttt{Array.prototype.constructor}

The initial value of \texttt{Array.prototype.constructor} is \%Array\%.

### 23.1.3.4 \texttt{Array.prototype.copyWithin (target, start [, end ] )}

**NOTE 1** The \texttt{end} argument is optional. If it is not provided, the length of the \texttt{this} value is used.

**NOTE 2** If \( target \) is negative, it is treated as \( length + target \) where \( length \) is the length of the array. If \( start \) is negative, it is treated as \( length + start \). If \( end \) is negative, it is treated as \( length + end \).

When the \texttt{copyWithin} method is called, the following steps are taken:

1. Let \( O \) be \( \text{ToObject}(\text{this value}) \).
2. Let \( len \) be \( \text{LengthOfArrayLike}(O) \).
3. Let \( relativeTarget \) be \( \text{ToIntegerOrInfinity}(target) \).
4. If \( relativeTarget \) is \(-\infty\), let \( to \) be 0.
5. Else if \( relativeTarget < 0 \), let \( to \) be \( \max(len + relativeTarget, 0) \).
6. Else, let \( to \) be \( \min(relativeTarget, len) \).
7. Let relativeStart be ? ToIntegerOrInfinity(start).
8. If relativeStart is -∞, let from be 0.
9. Else if relativeStart < 0, let from be \(\text{max}(\text{len} + \text{relativeStart}, 0)\).
10. Else, let from be \(\text{min}(\text{relativeStart}, \text{len})\).
11. If end is undefined, let relativeEnd be len; else let relativeEnd be ? ToIntegerOrInfinity(end).
12. If relativeEnd is -∞, let final be 0.
13. Else if relativeEnd < 0, let final be \(\text{max}(\text{len} + \text{relativeEnd}, 0)\).
14. Else, let final be \(\text{min}(\text{relativeEnd}, \text{len})\).
15. Let count be \(\text{min}(\text{final} - \text{from}, \text{len} - \text{to})\).
16. If from < to and to < from + count, then
   a. Let direction be -1.
   b. Set from to from + count - 1.
   c. Set to to to + count - 1.
17. Else,
   a. Let direction be 1.
18. Repeat, while count > 0,
   a. Let fromKey be ! ToString(\(\text{ تماما}(\text{from})\)).
   b. Let toKey be ! ToString(\(\text{ تماما}(\text{to})\)).
   c. Let fromPresent be ? HasProperty(O, fromKey).
   d. If fromPresent is true, then
      i. Let fromVal be ? Get(O, fromKey).
      ii. Perform ? Set(O, toKey, fromVal, true).
   e. Else,
      i. Assert: fromPresent is false.
      ii. Perform ? DeletePropertyOrThrow(O, toKey).
   f. Set from to from + direction.
   g. Set to to to + direction.
   h. Set count to count - 1.
19. Return O.

NOTE 3 The copyWithin function is intentionally generic; it does not require that its this value be an Array. Therefore it can be transferred to other kinds of objects for use as a method.

23.1.3.5 Array.prototype.entries ( )

When the entries method is called, the following steps are taken:

1. Let O be ? ToObject(this value).
2. Return CreateArrayIterator(O, key+value).
NOTE 1 \( \text{callbackfn} \) should be a function that accepts three arguments and returns a value that is coercible to a Boolean value. \( \text{every} \) calls \( \text{callbackfn} \) once for each element present in the array, in ascending order, until it finds one where \( \text{callbackfn} \) returns \text{false}. If such an element is found, \( \text{every} \) immediately returns \text{false}. Otherwise, if \( \text{callbackfn} \) returned \text{true} for all elements, \( \text{every} \) will return \text{true}. \( \text{callbackfn} \) is called only for elements of the array which actually exist; it is not called for missing elements of the array.

If a \( \text{thisArg} \) parameter is provided, it will be used as the \text{this} value for each invocation of \( \text{callbackfn} \). If it is not provided, \text{undefined} is used instead.

\( \text{callbackfn} \) is called with three arguments: the value of the element, the index of the element, and the object being traversed.

\( \text{every} \) does not directly mutate the object on which it is called but the object may be mutated by the calls to \( \text{callbackfn} \).

The range of elements processed by \( \text{every} \) is set before the first call to \( \text{callbackfn} \). Elements which are appended to the array after the call to \( \text{every} \) begins will not be visited by \( \text{callbackfn} \). If existing elements of the array are changed, their value as passed to \( \text{callbackfn} \) will be the value at the time \( \text{every} \) visits them; elements that are deleted after the call to \( \text{every} \) begins and before being visited are not visited. \( \text{every} \) acts like the "for all" quantifier in mathematics. In particular, for an empty array, it returns \text{true}.

When the \( \text{every} \) method is called, the following steps are taken:

1. Let \( O \) be ? \( \text{ToObject}(\text{this value}) \).
2. Let \( len \) be ? \( \text{LengthOfArrayLike}(O) \).
3. If \( \text{IsCallable}(\text{callbackfn}) \) is \text{false}, throw a \text{TypeError} exception.
4. Let \( k \) be \( 0 \).
5. Repeat, while \( k < len \),
   a. Let \( Pk \) be \( \text{ToString}(\text{𝔽}(k)) \).
   b. Let \( k\text{Present} \) be ? \( \text{HasProperty}(O, Pk) \).
   c. If \( k\text{Present} \) is \text{true}, then
      i. Let \( k\text{Value} \) be ? \( \text{Get}(O, Pk) \).
      ii. Let \( test\text{Result} \) be \( \text{ToBoolean}(\text{Call}(\text{callbackfn}, \text{thisArg}, \{ \text{𝔽}(k), O \})) \).
      iii. If \( test\text{Result} \) is \text{false}, return \text{false}.
   d. Set \( k \) to \( k + 1 \).
6. Return \text{true}.

NOTE 2 The \( \text{every} \) function is intentionally generic; it does not require that its \text{this} value be an Array. Therefore it can be transferred to other kinds of objects for use as a method.

NOTE 1 The \text{start} argument is optional. If it is not provided, \( +0_E \) is used.

The \text{end} argument is optional. If it is not provided, the length of the \text{this} value is used.
NOTE 2 If `start` is negative, it is treated as `length + start` where `length` is the length of the array. If `end` is negative, it is treated as `length + end`.

When the **fill** method is called, the following steps are taken:

1. Let `O` be `{Object(this value)}`.
2. Let `len` be `{LengthOfArrayLike(O)}`.
3. Let `relativeStart` be `{ToIntegerOrInfinity(start)}`.
4. If `relativeStart` is `-∞`, let `k` be 0.
5. Else if `relativeStart < 0`, let `k` be `max(len + relativeStart, 0)`.
6. Else, let `k` be `min(relativeStart, len)`.
7. If `end` is `undefined`, let `relativeEnd` be `len`; else let `relativeEnd` be `{ToIntegerOrInfinity(end)}`.
8. If `relativeEnd` is `-∞`, let `final` be 0.
9. Else if `relativeEnd < 0`, let `final` be `max(len + relativeEnd, 0)`.
10. Else, let `final` be `min(relativeEnd, len)`.
11. Repeat, while `k < final`,
   a. Let `Pk` be `{ToString(𝔽(k))}`.
   b. Perform `{Set(O, Pk, value, true)}`.
   c. Set `k` to `k + 1`.
12. Return `O`.

NOTE 3 The **fill** function is intentionally generic; it does not require that its **this** value be an Array. Therefore it can be transferred to other kinds of objects for use as a method.

### 23.1.3.8 Array.prototype.filter ( `callbackfn` [, `thisArg`] )

**NOTE 1** `callbackfn` should be a function that accepts three arguments and returns a value that is coercible to a Boolean value. **filter** calls `callbackfn` once for each element in the array, in ascending order, and constructs a new array of all the values for which `callbackfn` returns true. `callbackfn` is called only for elements of the array which actually exist; it is not called for missing elements of the array.

If a `thisArg` parameter is provided, it will be used as the **this** value for each invocation of `callbackfn`. If it is not provided, `undefined` is used instead.

`callbackfn` is called with three arguments: the value of the element, the index of the element, and the object being traversed.

**filter** does not directly mutate the object on which it is called but the object may be mutated by the calls to `callbackfn`.

The range of elements processed by **filter** is set before the first call to `callbackfn`. Elements which are appended to the array after the call to **filter** begins will not be visited by `callbackfn`. If existing elements of the array are changed their value as passed to `callbackfn` will be the value at the time **filter** visits them; elements that are deleted after the call to **filter** begins and before being visited are not visited.

When the **filter** method is called, the following steps are taken:

1. Let `O` be `{Object(this value)}`.
2. Let `len` be `{LengthOfArrayLike(O)}`.
3. If `IsCallable(callbackfn)` is `false`, throw a `TypeError` exception.

4. Let $A$ be `? ArraySpeciesCreate(O, 0)`.

5. Let $k$ be 0.

6. Let $to$ be 0.

7. Repeat, while $k < len$,
   a. Let $Pk$ be `! ToString(𝔽(k))`.
   b. Let $kPresent$ be `? HasProperty(O, Pk)`.
   c. If $kPresent$ is `true`, then
      i. Let $kValue$ be `? Get(O, Pk)`.
      ii. Let $selected$ be `ToBoolean(? Call(callbackfn, thisArg, « kValue, 𝔽(k), O »))`.
      iii. If $selected$ is `true`, then
          1. Perform `? CreateDataPropertyOrThrow(A, ! ToString(𝔽(to)), kValue)`.
          2. Set $to$ to $to + 1$.
   d. Set $k$ to $k + 1$.

8. Return $A$.

**NOTE 2** The `filter` function is intentionally generic; it does not require that its `this` value be an Array. Therefore it can be transferred to other kinds of objects for use as a method.

### 23.1.3.9 Array.prototype.find ( `predicate` [, `thisArg` ] )

**NOTE 1** `predicate` should be a function that accepts three arguments and returns a value that is coercible to a Boolean value. `find` calls `predicate` once for each element of the array, in ascending order, until it finds one where `predicate` returns `true`. If such an element is found, `find` immediately returns that element value. Otherwise, `find` returns `undefined`.

If a `thisArg` parameter is provided, it will be used as the `this` value for each invocation of `predicate`. If it is not provided, `undefined` is used instead.

`predicate` is called with three arguments: the value of the element, the index of the element, and the object being traversed.

`find` does not directly mutate the object on which it is called but the object may be mutated by the calls to `predicate`.

The range of elements processed by `find` is set before the first call to `predicate`. Elements that are appended to the array after the call to `find` begins will not be visited by `predicate`. If existing elements of the array are changed, their value as passed to `predicate` will be the value at the time that `find` visits them; elements that are deleted after the call to `find` begins and before being visited are still visited and are either looked up from the prototype or are `undefined`.

When the `find` method is called, the following steps are taken:

1. Let $O$ be `? ToObject(this value)`.
2. Let $len$ be `? LengthOfArrayLike(O)`.
3. If `IsCallable(predicate)` is `false`, throw a `TypeError` exception.
4. Let $k$ be 0.
5. Repeat, while $k < len$,
   a. Let $Pk$ be `! ToString(𝔽(k))`.
   b. Let $kValue$ be `? Get(O, Pk)`.
   c. Let $testResult$ be `ToBoolean(? Call(predicate, thisArg, « kValue, 𝔽(k), O »))`. 

d. If `testResult` is `true`, return `kValue`.

e. Set `k` to `k + 1`.

6. Return `undefined`.

NOTE 2  The `find` function is intentionally generic; it does not require that its `this` value be an Array. Therefore it can be transferred to other kinds of objects for use as a method.

23.1.3.10  Array.prototype.findIndex ( `predicate` [, `thisArg` ] )

NOTE 1  `predicate` should be a function that accepts three arguments and returns a value that is coercible to a Boolean value. `findIndex` calls `predicate` once for each element of the array, in ascending order, until it finds one where `predicate` returns `true`. If such an element is found, `findIndex` immediately returns the index of that element value. Otherwise, `findIndex` returns `-1`.

If a `thisArg` parameter is provided, it will be used as the `this` value for each invocation of `predicate`. If it is not provided, `undefined` is used instead.

`predicate` is called with three arguments: the value of the element, the index of the element, and the object being traversed.

`findIndex` does not directly mutate the object on which it is called but the object may be mutated by the calls to `predicate`.

The range of elements processed by `findIndex` is set before the first call to `predicate`. Elements that are appended to the array after the call to `findIndex` begins will not be visited by `predicate`. If existing elements of the array are changed, their value as passed to `predicate` will be the value at the time that `findIndex` visits them; elements that are deleted after the call to `findIndex` begins and before being visited are still visited and are either looked up from the prototype or are `undefined`.

When the `findIndex` method is called, the following steps are taken:

1. Let `O` be `? ToObject(this value)`.
2. Let `len` be `? LengthOfArrayLike(O)`.
3. If `IsCallable(predicate)` is `false`, throw a `TypeError` exception.
4. Let `k` be `0`.
5. Repeat, while `k < len`,
   a. Let `Pk` be `? ToString(f(k))`.
   b. Let `kValue` be `? Get(O, Pk)`.
   c. Let `testResult` be `ToBoolean(? Call(predicate, thisArg, "kValue, f(k), O"))`.
   d. If `testResult` is `true`, return `f(k)`.
   e. Set `k` to `k + 1`.

NOTE 2  The `findIndex` function is intentionally generic; it does not require that its `this` value be an Array. Therefore it can be transferred to other kinds of objects for use as a method.

23.1.3.11  Array.prototype.flat ([ `depth` ] )

When the `flat` method is called, the following steps are taken:
1. Let $O$ be $\text{ToObject}$(this value).
2. Let $sourceLen$ be $\text{LengthOfArrayLike}(O)$.
3. Let $depthNum$ be 1.
4. If $depth$ is not undefined, then
   a. Set $depthNum$ to $\text{ToIntegerOrInfinity}(depth)$.
   b. If $depthNum < 0$, set $depthNum$ to 0.
5. Let $A$ be $\text{ArraySpeciesCreate}(O, 0)$.
6. Perform $\text{FlattenIntoArray}(A, O, sourceLen, 0, depthNum)$.
7. Return $A$.

### 23.1.3.11.1 FlattenIntoArray

The abstract operation FlattenIntoArray takes arguments $target$ (an Object), $source$ (an Object), $sourceLen$ (a non-negative integer), $start$ (a non-negative integer), and $depth$ (a non-negative integer or $+\infty$) and optional arguments $mapperFunction$ and $thisArg$ and returns either a normal completion containing a non-negative integer or an abrupt completion. It performs the following steps when called:

1. Assert: If $mapperFunction$ is present, then $\text{IsCallable}(mapperFunction)$ is true, $thisArg$ is present, and $depth$ is 1.
2. Let $targetIndex$ be $start$.
3. Let $sourceIndex$ be $+0_\mathbb{F}$.
4. Repeat, while $\mathbb{R}(sourceIndex) < sourceLen$,
   a. Let $P$ be $\text{ToString}(sourceIndex)$.
   b. Let $exists$ be $\text{HasProperty}(source, P)$.
   c. If $exists$ is true, then
      i. Let $element$ be $\text{Get}(source, P)$.
      ii. If $mapperFunction$ is present, then
          1. Set $element$ to $\text{Call}(mapperFunction, thisArg, «element, sourceIndex, source»)$.
      iii. Let $shouldFlatten$ be false.
   iv. If $depth > 0$, then
      1. Set $shouldFlatten$ to $\text{IsArray}(element)$.
   v. If $shouldFlatten$ is true, then
      1. If $depth$ is $+\infty$, let $newDepth$ be $+\infty$.
      2. Else, let $newDepth$ be $depth - 1$.
      3. Let $elementLen$ be $\text{LengthOfArrayLike}(element)$.
      4. Set $targetIndex$ to $\text{FlattenIntoArray}(target, element, elementLen, targetIndex, newDepth)$.
   vi. Else,
      1. If $targetIndex \geq 2^{53} - 1$, throw a TypeError exception.
      2. Perform $\text{CreateDataPropertyOrThrow}(target, !\text{ToString}(targetIndex), element)$.
      3. Set $targetIndex$ to $targetIndex + 1$.
   d. Set $sourceIndex$ to $sourceIndex + 1_\mathbb{F}$.
5. Return $targetIndex$. 
23.1.3.12 Array.prototype.flatMap (mapperFunction [, thisArg])

When the flatMap method is called, the following steps are taken:

1. Let \( O \) be ? ToObject(this value).
2. Let sourceLen be ? LengthOfArrayLike(O).
3. If IsCallable(mapperFunction) is false, throw a TypeError exception.
4. Let \( A \) be ? ArraySpeciesCreate(O, 0).
5. Perform ? FlattenIntoArray\( (A, O, sourceLen, 0, 1, mapperFunction, thisArg) \).
6. Return \( A \).

23.1.3.13 Array.prototype.forEach (callbackfn [, thisArg])

NOTE 1 callbackfn should be a function that accepts three arguments. forEach calls callbackfn once for each element present in the array, in ascending order. callbackfn is called only for elements of the array which actually exist; it is not called for missing elements of the array.

If a thisArg parameter is provided, it will be used as the this value for each invocation of callbackfn. If it is not provided, undefined is used instead.

callbackfn is called with three arguments: the value of the element, the index of the element, and the object being traversed.

forEach does not directly mutate the object on which it is called but the object may be mutated by the calls to callbackfn.

The range of elements processed by forEach is set before the first call to callbackfn. Elements which are appended to the array after the call to forEach begins will not be visited by callbackfn. If existing elements of the array are changed, their value as passed to callbackfn will be the value at the time forEach visits them; elements that are deleted after the call to forEach begins and before being visited are not visited.

When the forEach method is called, the following steps are taken:

1. Let \( O \) be ? ToObject(this value).
2. Let len be ? LengthOfArrayLike(O).
3. If IsCallable(callbackfn) is false, throw a TypeError exception.
4. Let \( k \) be 0.
5. Repeat, while \( k < len \),
   a. Let \( Pk \) be ! ToString(\( \text{𝔽}(k) \)).
   b. Let kPresent be ? HasProperty(O, Pk).
   c. If kPresent is true, then
      i. Let \( kValue \) be ? Get(O, Pk).
      ii. Perform ? Call(callbackfn, thisArg, « kValue, \( \text{𝔽}(k) \), O »).
   d. Set \( k \) to \( k + 1 \).
6. Return undefined.

NOTE 2 The forEach function is intentionally generic; it does not require that its this value be an Array. Therefore it can be transferred to other kinds of objects for use as a method.
23.1.3.14 Array.prototype.includes (searchElement [, fromIndex ])

NOTE 1 includes compares searchElement to the elements of the array, in ascending order, using the SameValueZero algorithm, and if found at any position, returns true; otherwise, false is returned.

The optional second argument fromIndex defaults to +0𝔽 (i.e. the whole array is searched). If it is greater than or equal to the length of the array, false is returned, i.e. the array will not be searched. If it is less than +0𝔽, it is used as the offset from the end of the array to compute fromIndex. If the computed index is less than +0𝔽, the whole array will be searched.

When the includes method is called, the following steps are taken:

1. Let O be ?ToObject(this value).
2. Let len be ?LengthOfArrayLike(O).
3. If len is 0, return false.
4. Let n be ?ToIntegerOrInfinity(fromIndex).
5. Assert: If fromIndex is undefined, then n is 0.
6. If n is +∞, return false.
7. Else if n is -∞, set n to 0.
8. If n ≥ 0, then
   a. Let k be n.
9. Else,
   a. Let k be len + n.
   b. If k < 0, set k to 0.
10. Repeat, while k < len,
   a. Let elementK be ?Get(O, !ToString(k)).
   b. If SameValueZero(searchElement, elementK) is true, return true.
   c. Set k to k + 1.
11. Return false.

NOTE 2 The includes function is intentionally generic; it does not require that its this value be an Array. Therefore it can be transferred to other kinds of objects for use as a method.

NOTE 3 The includes method intentionally differs from the similar indexOf method in two ways. First, it uses the SameValueZero algorithm, instead of IsStrictlyEqual, allowing it to detect NaN array elements. Second, it does not skip missing array elements, instead treating them as undefined.

23.1.3.15 Array.prototype.indexOf (searchElement [, fromIndex ])

indexOf compares searchElement to the elements of the array, in ascending order, using the IsStrictlyEqual algorithm, and if found at one or more indices, returns the smallest such index; otherwise, -1𝔽 is returned.

NOTE 1 The optional second argument fromIndex defaults to +0𝔽 (i.e. the whole array is searched). If it is greater than or equal to the length of the array, -1𝔽 is returned, i.e. the array will not be searched. If it is less than +0𝔽, it is used as the offset from the end of the array to compute fromIndex. If the computed index is less than +0𝔽, the whole array will be searched.
When the `indexOf` method is called, the following steps are taken:

1. Let O be `ToObject(this value)`.
2. Let len be `LengthOfArrayLike(O)`.
3. If len is 0, return `-1`𝔽.
4. Let n be `TIntegerOrInfinity(fromIndex)`.
5. Assert: If `fromIndex` is `undefined`, then n is 0.
6. If n is `+∞`, return `-1`𝔽.
7. Else if n is `-∞`, set n to 0.
8. If n ≥ 0, then
   a. Let k be n.
9. Else,
   a. Let k be `len + n`.
   b. If k < 0, set k to 0.
10. Repeat, while k < len,
   a. Let `kPresent` be `HasProperty(O, !ToString(f(k)))`.
   b. If `kPresent` is true, then
      i. Let `elementK` be `Get(O, !ToString(f(k)))`.
      ii. Let `same` be `IsStrictlyEqual(searchElement, elementK)`.
      iii. If `same` is true, return `f(k)`.
   c. Set k to k + 1.
11. Return `-1`𝔽.

NOTE 2 The `indexOf` function is intentionally generic; it does not require that its this value be an Array. Therefore it can be transferred to other kinds of objects for use as a method.

23.1.3.16 `Array.prototype.join (separator)`

The elements of the array are converted to Strings, and these Strings are then concatenated, separated by occurrences of the `separator`. If no separator is provided, a single comma is used as the separator.

When the `join` method is called, the following steps are taken:

1. Let O be `ToObject(this value)`.
2. Let len be `LengthOfArrayLike(O)`.
3. If separator is `undefined`, let sep be the single-element String `"","`.
4. Else, let sep be `ToString(separator)`.
5. Let R be the empty String.
6. Let k be 0.
7. Repeat, while k < len,
   a. If k > 0, set R to the string-concatenation of R and sep.
   b. Let `element` be `Get(O, !ToString(f(k)))`.
   c. If `element` is `undefined` or `null`, let next be the empty String; otherwise, let next be `ToString(element)`.
   d. Set R to the string-concatenation of R and next.
   e. Set k to k + 1.
8. Return R.
**NOTE** The `join` function is intentionally generic; it does not require that its `this` value be an Array. Therefore, it can be transferred to other kinds of objects for use as a method.

### 23.1.3.17 Array.prototype.keys()

When the `keys` method is called, the following steps are taken:

1. Let `O` be ? `ToObject(this value)`.
2. Return `CreateArrayIterator(O, key)`.

### 23.1.3.18 Array.prototype.lastIndexOf (searchElement [, fromIndex])

**NOTE 1** `lastIndexOf` compares `searchElement` to the elements of the array in descending order using the `IsStrictlyEqual` algorithm, and if found at one or more indices, returns the largest such index; otherwise, `-1_F` is returned.

The optional second argument `fromIndex` defaults to the array's length minus one (i.e. the whole array is searched). If it is greater than or equal to the length of the array, the whole array will be searched. If it is less than `+0_F`, it is used as the offset from the end of the array to compute `fromIndex`. If the computed index is less than `+0_F`, `-1_F` is returned.

When the `lastIndexOf` method is called, the following steps are taken:

1. Let `O` be ? `ToObject(this value)`.
2. Let `len` be ? `LengthOfArrayLike(O)`.
3. If `len` is 0, return `-1_F`.
4. If `fromIndex` is present, let `n` be ? `ToIntegerOrInfinity(fromIndex)`; else let `n` be `len - 1`.
5. If `n` is `-∞`, return `-1_F`.
6. If `n ≥ 0`, then
   a. Let `k` be `min(n, len - 1)`.
7. Else,
   a. Let `k` be `len + n`.
8. Repeat, while `k ≥ 0`,
   a. Let `kPresent` be ? `HasProperty(O, ! ToString(f(k)))`.
   b. If `kPresent` is `true`, then
      i. Let `elementK` be ? `Get(O, ! ToString(f(k)))`.
      ii. Let `same` be `IsStrictlyEqual(searchElement, elementK)`.
      iii. If `same` is `true`, return `f(k)`.
   c. Set `k` to `k - 1`.
9. Return `-1_F`.

**NOTE 2** The `lastIndexOf` function is intentionally generic; it does not require that its `this` value be an Array. Therefore it can be transferred to other kinds of objects for use as a method.
23.1.3.19 Array.prototype.map ( callbackfn [ , thisArg ] )

NOTE 1  callbackfn should be a function that accepts three arguments. map calls callbackfn once for each element in the array, in ascending order, and constructs a new Array from the results. callbackfn is called only for elements of the array which actually exist; it is not called for missing elements of the array.

If a thisArg parameter is provided, it will be used as the this value for each invocation of callbackfn. If it is not provided, undefined is used instead.

callbackfn is called with three arguments: the value of the element, the index of the element, and the object being traversed.

map does not directly mutate the object on which it is called but the object may be mutated by the calls to callbackfn.

The range of elements processed by map is set before the first call to callbackfn. Elements which are appended to the array after the call to map begins will not be visited by callbackfn. If existing elements of the array are changed, their value as passed to callbackfn will be the value at the time map visits them; elements that are deleted after the call to map begins and before being visited are not visited.

When the map method is called, the following steps are taken:

1. Let O be ? ToObject(this value).
2. Let len be ? LengthOfArrayLike(O).
3. If IsCallable(callbackfn) is false, throw a TypeError exception.
4. Let A be ? ArraySpeciesCreate(O, len).
5. Let k be 0.
6. Repeat, while k < len,
   a. Let Pk be ! ToString(f(k)).
   b. Let kPresent be ? HasProperty(O, Pk).
   c. If kPresent is true, then
      i. Let kValue be ? Get(O, Pk).
      ii. Let mappedValue be ? Call(callbackfn, thisArg, « kValue, f(k), O »).
      iii. Perform ? CreateDataPropertyOrThrow(A, Pk, mappedValue).
   d. Set k to k + 1.
7. Return A.

NOTE 2  The map function is intentionally generic; it does not require that its this value be an Array. Therefore it can be transferred to other kinds of objects for use as a method.

23.1.3.20 Array.prototype.pop ( )

NOTE 1  The last element of the array is removed from the array and returned.

When the pop method is called, the following steps are taken:

1. Let O be ? ToObject(this value).
2. Let len be ? LengthOfArrayLike(O).
a. Perform `Set(O, "length", +0𝔽, true).
b. Return `undefined`.

4. Else,
a. Assert: `len` > 0.
b. Let `newLen` be `⁽.len - 1⁾`.
c. Let `index` be `ToString(newLen)`.
d. Let `element` be `Get(O, index)`.
e. Perform `DeletePropertyOrThrow(O, index)`.
f. Perform `Set(O, "length", newLen, true)`.
g. Return `element`.

**NOTE 2** The `pop` function is intentionally generic; it does not require that its `this` value be an Array. Therefore it can be transferred to other kinds of objects for use as a method.

### 23.1.3.21 Array.prototype.push ( ...`items` )

#### NOTE 1
The arguments are appended to the end of the array, in the order in which they appear. The new length of the array is returned as the result of the call.

When the `push` method is called, the following steps are taken:

1. Let `O` be `ToObject(this value)`.
2. Let `len` be `LengthOfArrayLike(O)`.
3. Let `argCount` be the number of elements in `items`.
4. If `len + argCount > 253 - 1`, throw a `TypeError` exception.
5. For each element `E` of `items`, do
   a. Perform `Set(O, !ToString(⁽.len)), E, true)`.
   b. Set `len` to `len + 1`.
6. Perform `Set(O, "length",⁽.len), true)`.
7. Return `⁽.len)`.

The "length" property of the `push` method is `1𝔽`.

**NOTE 2** The `push` function is intentionally generic; it does not require that its `this` value be an Array. Therefore it can be transferred to other kinds of objects for use as a method.

### 23.1.3.22 Array.prototype.reduce ( `callbackfn` [, `initialValue` ] )

#### NOTE 1
`callbackfn` should be a function that takes four arguments. `reduce` calls the callback, as a function, once for each element after the first element present in the array, in ascending order.

`callbackfn` is called with four arguments: the `previousValue` (value from the previous call to `callbackfn`), the `currentValue` (value of the current element), the `currentIndex`, and the object being traversed. The first time that callback is called, the `previousValue` and `currentValue` can be one of two values. If an `initialValue` was supplied in the call to `reduce`, then `previousValue` will be equal to `initialValue` and `currentValue` will be equal to the first value in the array. If no `initialValue` was supplied, then `previousValue` will be equal to the first value in the array and `currentValue` will be equal to the second. It is a `TypeError` if the array contains no elements and `initialValue` is not provided.
reduce does not directly mutate the object on which it is called but the object may be mutated by the calls to callbackfn.

The range of elements processed by reduce is set before the first call to callbackfn. Elements that are appended to the array after the call to reduce begins will not be visited by callbackfn. If existing elements of the array are changed, their value as passed to callbackfn will be the value at the time reduce visits them; elements that are deleted after the call to reduce begins and before being visited are not visited.

When the reduce method is called, the following steps are taken:

1. Let O be ? ToObject(this value).
2. Let len be ? LengthOfArrayLike(O).
3. If IsCallable(callbackfn) is false, throw a TypeError exception.
4. If len = 0 and initialValue is not present, throw a TypeError exception.
5. Let k be 0.
6. Let accumulator be undefined.
7. If initialValue is present, then
   a. Set accumulator to initialValue.
8. Else,
   a. Let kPresent be false.
   b. Repeat, while kPresent is false and k < len,
      i. LetPk be ! ToString(𝔽(k)).
      ii. Set kPresent to ? HasProperty(O, Pk).
      iii. If kPresent is true, then
         1. Set accumulator to ? Get(O, Pk).
      iv. Set k to k + 1.
   c. If kPresent is false, throw a TypeError exception.
9. Repeat, while k < len,
   a. LetPk be ! ToString(𝔽(k)).
   b. Let kPresent be ? HasProperty(O, Pk).
   c. If kPresent is true, then
      i. Let kValue be ? Get(O, Pk).
      ii. Set accumulator to ? Call(callbackfn, undefined, « accumulator, kValue, 𝔽(k), O »).
   d. Set k to k + 1.
10. Return accumulator.

NOTE 2 The reduce function is intentionally generic; it does not require that its this value be an Array. Therefore it can be transferred to other kinds of objects for use as a method.

23.1.3.23 Array.prototype.reduceRight (callbackfn [, initialValue ])

NOTE 1 callbackfn should be a function that takes four arguments. reduceRight calls the callback, as a function, once for each element after the first element present in the array, in descending order.

callbackfn is called with four arguments: the previousValue (value from the previous call to callbackfn), the currentValue (value of the current element), the currentIndex, and the object being traversed. The first time the function is called, the previousValue and currentValue can be one of two values. If an initialValue was supplied in the call to reduceRight, then previousValue will be equal to initialValue and currentValue will be equal to the last value in the array. If no initialValue was supplied, then previousValue will be equal to the last value in
reduceRight does not directly mutate the object on which it is called but the object may be mutated by the calls to callbackfn.

The range of elements processed by reduceRight is set before the first call to callbackfn. Elements that are appended to the array after the call to reduceRight begins will not be visited by callbackfn. If existing elements of the array are changed by callbackfn, their value as passed to callbackfn will be the value at the time reduceRight visits them; elements that are deleted after the call to reduceRight begins and before being visited are not visited.

When the reduceRight method is called, the following steps are taken:

1. Let O be ? ToObject(this value).
2. Let len be ? LengthOfArrayLike(O).
3. If IsCallable(callbackfn) is false, throw a TypeError exception.
4. If len is 0 and initialValue is not present, throw a TypeError exception.
5. Let k be len - 1.
6. Let accumulator be undefined.
7. If initialValue is present, then
   a. Set accumulator to initialValue.
8. Else,
   a. Let kPresent be false.
   b. Repeat, while kPresent is false and k ≥ 0,
      i. Let Pk be ! ToString(𝔽(k)).
      ii. Set kPresent to ? HasProperty(O, Pk).
      iii. If kPresent is true, then
         1. Set accumulator to ? Get(O, Pk).
      iv. Set k to k - 1.
   c. If kPresent is false, throw a TypeError exception.
9. Repeat, while k ≥ 0,
   a. Let Pk be ! ToString(𝔽(k)).
   b. Let kPresent be ? HasProperty(O, Pk).
   c. If kPresent is true, then
      i. Let kValue be ? Get(O, Pk).
      ii. Set accumulator to ? Call(callbackfn, undefined, « accumulator, kValue, 𝔽(k), O »).
   d. Set k to k - 1.
10. Return accumulator.

NOTE 2  The reduceRight function is intentionally generic; it does not require that its this value be an Array. Therefore it can be transferred to other kinds of objects for use as a method.

23.1.3.24  Array.prototype.reverse ( )

NOTE 1  The elements of the array are rearranged so as to reverse their order. The object is returned as the result of the call.
1. Let \( O \) be \( \text{ToObject}(\text{this value}) \).
2. Let \( \text{len} \) be \( \text{LengthOfArrayLike}(O) \).
3. Let \( \text{middle} \) be \( \text{floor}(\text{len} / 2) \).
4. Let \( \text{lower} \) be 0.
5. Repeat, while \( \text{lower} \neq \text{middle} \),
   a. Let \( \text{upper} \) be \( \text{len} - \text{lower} - 1 \).
   b. Let \( \text{upperP} \) be \( \text{ToString}(\text{𝔽}(\text{upper})) \).
   c. Let \( \text{lowerP} \) be \( \text{ToString}(\text{𝔽}(\text{lower})) \).
   d. Let \( \text{lowerExists} \) be \( \text{HasProperty}(O, \text{lowerP}) \).
   e. If \( \text{lowerExists} \) is true, then
      i. Let \( \text{lowerValue} \) be \( \text{Get}(O, \text{lowerP}) \).
   f. Let \( \text{upperExists} \) be \( \text{HasProperty}(O, \text{upperP}) \).
   g. If \( \text{upperExists} \) is true, then
      i. Let \( \text{upperValue} \) be \( \text{Get}(O, \text{upperP}) \).
   h. If \( \text{lowerExists} \) is true and \( \text{upperExists} \) is true, then
      i. Perform \( \text{Set}(O, \text{lowerP}, \text{upperValue}, \text{true}) \).
      ii. Perform \( \text{Set}(O, \text{upperP}, \text{lowerValue}, \text{true}) \).
   i. Else if \( \text{lowerExists} \) is false and \( \text{upperExists} \) is true, then
      i. Perform \( \text{Set}(O, \text{lowerP}, \text{upperValue}, \text{true}) \).
      ii. Perform \( \text{DeletePropertyOrThrow}(O, \text{upperP}) \).
   j. Else if \( \text{lowerExists} \) is true and \( \text{upperExists} \) is false, then
      i. Perform \( \text{DeletePropertyOrThrow}(O, \text{lowerP}) \).
      ii. Perform \( \text{Set}(O, \text{upperP}, \text{lowerValue}, \text{true}) \).
   k. Else,
      i. Assert: \( \text{lowerExists} \) and \( \text{upperExists} \) are both false.
      ii. No action is required.
 l. Set \( \text{lower} \) to \( \text{lower} + 1 \).
6. Return \( O \).

**NOTE 2**  The **reverse** function is intentionally generic; it does not require that its **this** value be an Array. Therefore, it can be transferred to other kinds of objects for use as a method.

### 23.1.3.25 Array.prototype.shift ( )

The first element of the array is removed from the array and returned.

When the **shift** method is called, the following steps are taken:

1. Let \( O \) be \( \text{ToObject}(\text{this value}) \).
2. Let \( \text{len} \) be \( \text{LengthOfArrayLike}(O) \).
3. If \( \text{len} = 0 \), then
   a. Perform \( \text{Set}(O, \text{"length"}, +0F, \text{true}) \).
   b. Return **undefined**.
4. Let \( \text{first} \) be \( \text{Get}(O, \text{"0"}) \).
5. Let \( k \) be 1.
6. Repeat, while \( k < \text{len} \),
   a. Let \( \text{from} \) be \( \text{ToString}(\text{𝔽}(k)) \).
b. Let `to` be `ToString(𝔽(k - 1))`.
c. Let `fromPresent` be `HasProperty(O, from)`.
d. If `fromPresent` is `true`, then
   i. Let `fromVal` be `Get(O, from)`.
   ii. Perform ? `Set(O, to, fromVal, true)`.
e. Else,
   i. Assert: `fromPresent` is `false`.
   ii. Perform ? `DeletePropertyOrThrow(O, to)`.
   f. Set `k` to `k + 1`.

7. Perform ? `DeletePropertyOrThrow(O, ! ToString(𝔽(len - 1)))`.
8. Perform ? `Set(O, "length", 𝔽(len - 1), true)`.
9. Return `first`.

**NOTE** The `shift` function is intentionally generic; it does not require that its `this` value be an Array. Therefore it can be transferred to other kinds of objects for use as a method.

### 23.1.3.26 Array.prototype.slice (start, end)

The `slice` method returns an array containing the elements of the array from element `start` up to, but not including, element `end` (or through the end of the array if `end` is `undefined`). If `start` is negative, it is treated as `length + start` where `length` is the length of the array. If `end` is negative, it is treated as `length + end` where `length` is the length of the array.

When the `slice` method is called, the following steps are taken:

1. Let `O` be ? `ToObject(this value)`.
2. Let `len` be ? `LengthOfArrayLike(O)`.
3. Let `relativeStart` be ? `ToIntegerOrInfinity(start)`.
4. If `relativeStart` is `-∞`, let `k` be `0`.
5. Else if `relativeStart < 0`, let `k` be `max(len + relativeStart, 0)`.
6. Else, let `k` be `min(relativeStart, len)`.
7. If `end` is `undefined`, let `relativeEnd` be `len`; else let `relativeEnd` be ? `ToIntegerOrInfinity(end)`.
8. If `relativeEnd` is `-∞`, let `final` be `0`.
9. Else if `relativeEnd < 0`, let `final` be `max(len + relativeEnd, 0)`.
10. Else, let `final` be `min(relativeEnd, len)`.
11. Let `count` be `max(final - k, 0)`.
12. Let `A` be ? `ArraySpeciesCreate(O, count)`.
13. Let `n` be `0`.
14. Repeat, while `k < final`,
   a. Let `Pk` be `ToString(𝔽(k))`.
   b. Let `kPresent` be `HasProperty(O, Pk)`.
   c. If `kPresent` is `true`, then
      i. Let `kValue` be `Get(O, Pk)`.
      ii. Perform ? `CreateDataPropertyOrThrow(A, ! ToString(𝔽(n)), kValue)`.
   d. Set `k` to `k + 1`.
   e. Set `n` to `n + 1`.
15. Perform ? `Set(A, "length", 𝔽(n), true)`.
NOTE 1  The explicit setting of the "length" property of the result Array in step 15 was necessary in previous editions of ECMAScript to ensure that its length was correct in situations where the trailing elements of the result Array were not present. Setting "length" became unnecessary starting in ES2015 when the result Array was initialized to its proper length rather than an empty Array but is carried forward to preserve backward compatibility.

NOTE 2  The slice function is intentionally generic; it does not require that its this value be an Array. Therefore it can be transferred to other kinds of objects for use as a method.

23.1.3.27 Array.prototype.some (callbackfn [, thisArg])

NOTE 1 callbackfn should be a function that accepts three arguments and returns a value that is coercible to a Boolean value. some calls callbackfn once for each element present in the array, in ascending order, until it finds one where callbackfn returns true. If such an element is found, some immediately returns true. Otherwise, some returns false. callbackfn is called only for elements of the array which actually exist; it is not called for missing elements of the array.

If a thisArg parameter is provided, it will be used as the this value for each invocation of callbackfn. If it is not provided, undefined is used instead.

callbackfn is called with three arguments: the value of the element, the index of the element, and the object being traversed.

some does not directly mutate the object on which it is called but the object may be mutated by the calls to callbackfn.

The range of elements processed by some is set before the first call to callbackfn. Elements that are appended to the array after the call to some begins will not be visited by callbackfn. If existing elements of the array are changed, their value as passed to callbackfn will be the value at the time that some visits them; elements that are deleted after the call to some begins and before being visited are not visited. some acts like the "exists" quantifier in mathematics. In particular, for an empty array, it returns false.

When the some method is called, the following steps are taken:

1. Let O be ? ToObject(this value).
2. Let len be ? LengthOfArrayLike(O).
3. If IsCallable(callbackfn) is false, throw a TypeError exception.
4. Let k be 0.
5. Repeat, while k < len,
   a. Let Pk be ! ToString(𝔽(k)).
   b. Let kPresent be ? HasProperty(O, Pk).
   c. If kPresent is true, then
      i. Let kValue be ? Get(O, Pk).
      ii. Let testResult be ToBoolean(? Call(callbackfn, thisArg, « kValue, 𝔽(k), O »)).
      iii. If testResult is true, return true.
   d. Set k to k + 1.
6. Return false.
23.1.3.28 Array.prototype.sort (comparefn)

The elements of this array are sorted. The sort must be stable (that is, elements that compare equal must remain in their original order). If comparefn is not undefined, it should be a function that accepts two arguments x and y and returns a negative Number if \( x < y \), a positive Number if \( x > y \), or a zero otherwise.

When the sort method is called, the following steps are taken:

1. If comparefn is not undefined and IsCallable(comparefn) is false, throw a TypeError exception.
2. Let obj be ? ToObject(this value).
3. Let \( \text{len} \) be ? LengthOfArrayLike(obj).
4. Let SortCompare be a new Abstract Closure with parameters \((x, y)\) that captures comparefn and performs the following steps when called:
   a. If \( x \) and \( y \) are both undefined, return \(+0_F\).
   b. If \( x \) is undefined, return \(1_F\).
   c. If \( y \) is undefined, return \(-1_F\).
   d. If comparefn is not undefined, then
      i. Let \( v \) be ? ToNumber(? Call(comparefn, undefined, «x, y»)).
      ii. If \( v \) is NaN, return \(+0_F\).
      iii. Return \( v \).
   e. Let \( x\text{String} \) be ? ToString(\( x \)).
   f. Let \( y\text{String} \) be ? ToString(\( y \)).
   g. Let xSmaller be ! IsLessThan(\( x\text{String}, y\text{String}, \text{true} \)).
   h. If xSmaller is true, return \(-1_F\).
      i. Let ySmaller be ! IsLessThan(y\( \text{String}, x\text{String}, \text{true} \)).
      j. If ySmaller is true, return \(1_F\).
   k. Return \(+0_F\).
5. Return ? SortIndexedProperties(obj, len, SortCompare).

**NOTE 1** Because non-existent property values always compare greater than undefined property values, and undefined always compares greater than any other value, undefined property values always sort to the end of the result, followed by non-existent property values.

**NOTE 2** Method calls performed by the ToString abstract operations in steps 4.e and 4.f have the potential to cause SortCompare to not behave as a consistent comparator.

**NOTE 3** The sort function is intentionally generic; it does not require that its this value be an Array. Therefore, it can be transferred to other kinds of objects for use as a method.

23.1.3.28.1 SortIndexedProperties (obj, len, SortCompare)

The abstract operation SortIndexedProperties takes arguments obj (an Object), len (a non-negative integer), and SortCompare (an Abstract Closure with two parameters) and returns either a normal completion containing an Object or an abrupt completion. It performs the following steps when called:

1. Let items be a new empty List.
2. Let \( k \) be \( 0 \).
3. Repeat, while \( k < \text{len} \),
   a. Let \( Pk \) be ? ToString(\( z(k) \)).
The above conditions are necessary and sufficient to ensure that comparator divides the set S into equivalence classes and that these equivalence classes are totally ordered. The sort order is the ordering of items after completion of step 5 of the algorithm above. The sort order is implementation-defined if SortCompare is not a consistent comparator for the elements of items. When SortIndexedProperties is invoked by Array.prototype.sort, the sort order is also implementation-defined if comparefn is undefined, and all applications of ToString, to any specific value passed as an argument to SortCompare, do not produce the same result.

Unless the sort order is specified to be implementation-defined, it must satisfy all of the following conditions:

- There must be some mathematical permutation π of the non-negative integers less than itemCount, such that for every non-negative integer j less than itemCount, the element old[j] is exactly the same as new[π(j)].
- Then for all non-negative integers j and k, each less than itemCount, if SortCompare(old[j], old[k]) < 0, then π(j) < π(k).

Here the notation old[j] is used to refer to items[j] before step 5 is executed, and the notation new[j] refers to step 5 after step 5 has been executed.

An abstract closure or function comparator is a consistent comparator for a set of values S if all of the requirements below are met for all values a, b, and c (possibly the same value) in the set S: The notation a < C b means comparator(a, b) < 0; a = C b means comparator(a, b) = 0 (of either sign); and a > C b means comparator(a, b) > 0.

- Calling comparator(a, b) always returns the same value v when given a specific pair of values a and b as its two arguments. Furthermore, Type(v) is Number, and v is not NaN. Note that this implies that exactly one of a < C b, a = C b, and a > C b will be true for a given pair of a and b.
- Calling comparator(a, b) does not modify obj or any object on obj’s prototype chain.
- a = C a (reflexivity)
- If a = C b, then b = C a (symmetry)
- If a = C b and b = C c, then a = C c (transitivity of = C)
- If a < C b and b < C c, then a < C c (transitivity of < C)
- If a > C b and b > C c, then a > C c (transitivity of > C)

NOTE The above conditions are necessary and sufficient to ensure that comparator divides the set S into equivalence classes and that these equivalence classes are totally ordered.
23.1.3.29  `Array.prototype.splice (start, deleteCount, ...items)`

NOTE 1  The `deleteCount` elements of the array starting at integer index `start` are replaced by the elements of `items`. An Array containing the deleted elements (if any) is returned.

When the `splice` method is called, the following steps are taken:

1. Let `O` be `ToObject(this value)`.  
2. Let `len` be `LengthOfArrayLike(O)`.  
3. Let `relativeStart` be `ToIntegerOrInfinity(start)`.  
4. If `relativeStart` is `-∞`, let `actualStart` be 0.  
5. Else if `relativeStart < 0`, let `actualStart` be `max(len + relativeStart, 0)`.  
6. Else, let `actualStart` be `min(relativeStart, len)`.  
7. Let `insertCount` be the number of elements in `items`.  
8. If `start` is not present, then
   a. Let `actualDeleteCount` be 0.  
9. Else if `deleteCount` is not present, then
   a. Let `actualDeleteCount` be `len - actualStart`.  
10. Else,
   a. Let `dc` be `ToIntegerOrInfinity(deleteCount)`.  
   b. Let `actualDeleteCount` be the result of clamping `dc` between 0 and `len - actualStart`.  
11. If `len + insertCount - actualDeleteCount > 2^{53} - 1`, throw a `TypeError` exception.  
12. Let `A` be `ArraySpeciesCreate(O, actualDeleteCount)`.  
13. Let `k` be 0.  
14. Repeat, while `k < actualDeleteCount`,
   a. Let `from` be `ToString(𝔽(actualStart + k))`.  
   b. If `HasProperty(O, from)` is `true`, then
      i. Let `fromValue` be `Get(O, from)`.  
      ii. Perform `CreateDataPropertyOrThrow(A, ! ToString(𝔽(k)), fromValue)`.  
   c. Set `k` to `k + 1`.  
15. Perform `Set(A, "length", 𝔽(actualDeleteCount), true)`.  
16. Let `itemCount` be the number of elements in `items`.  
17. If `itemCount < actualDeleteCount`, then
   a. Set `k` to `actualStart`.  
   b. Repeat, while `k < (len - actualDeleteCount)`,
      i. Let `from` be `ToString(𝔽(k + actualDeleteCount))`.  
      ii. Let `to` be `ToString(𝔽(k + itemCount))`.  
      iii. If `HasProperty(O, from)` is `true`, then
          1. Let `fromValue` be `Get(O, from)`.  
          2. Perform `Set(O, to, fromValue, true)`.  
      iv. Else,
          1. Perform `DeletePropertyOrThrow(O, to)`.  
   c. Set `k` to `len`.  
   d. Repeat, while `k > (len - actualDeleteCount + itemCount)`,
      i. Perform `DeletePropertyOrThrow(O, ! ToString(𝔽(k - 1)))`.  

Set \( k \) to \( k - 1 \).

18. Else if \( \text{itemCount} > \text{actualDeleteCount} \), then
   a. Set \( k \) to \( (\text{len} - \text{actualDeleteCount}) \).
   b. Repeat, while \( k > \text{actualStart} \),
      i. Let \( \text{from} \) be \( \text{toString}(\mathbb{F}(k + \text{actualDeleteCount} - 1)) \).
      ii. Let \( \text{to} \) be \( \text{toString}(\mathbb{F}(k + \text{itemCount} - 1)) \).
      iii. If \( \text{HasProperty} (O, \text{from}) \) is true, then
         1. Let \( \text{fromValue} \) be \( \text{get}(O, \text{from}) \).
         2. Perform \( \text{set}(O, \text{to}, \text{fromValue}, \text{true}) \).
      iv. Else,
         1. Perform \( \text{deletePropertyOrThrow}(O, \text{to}) \).
   v. Set \( k \) to \( k - 1 \).

19. Set \( k \) to \( \text{actualStart} \).

20. For each element \( E \) of \( \text{items} \), do
   a. Perform \( \text{set}(O, \text{toString}(\mathbb{F}(k)), E, \text{true}) \).
   b. Set \( k \) to \( k + 1 \).

21. Perform \( \text{set}(O, \text{"length"}, \mathbb{F}(\text{len} - \text{actualDeleteCount} + \text{itemCount}), \text{true}) \).

22. Return \( A \).

**NOTE 2**
The explicit setting of the "length" property of the result Array in step 21 was necessary in previous editions of ECMAScript to ensure that its length was correct in situations where the trailing elements of the result Array were not present. Setting "length" became unnecessary starting in ES2015 when the result Array was initialized to its proper length rather than an empty Array but is carried forward to preserve backward compatibility.

**NOTE 3**
The `splice` function is intentionally generic; it does not require that its `this` value be an Array. Therefore it can be transferred to other kinds of objects for use as a method.

### 23.1.3.30 `Array.prototype.toLocaleString([reserved1 [, reserved2 ]])`

An ECMAScript implementation that includes the ECMA-402 Internationalization API must implement the `Array.prototype.toLocaleString` method as specified in the ECMA-402 specification. If an ECMAScript implementation does not include the ECMA-402 API the following specification of the `toLocaleString` method is used.

**NOTE 1**
The first edition of ECMA-402 did not include a replacement specification for the `Array.prototype.toLocaleString` method.

The meanings of the optional parameters to this method are defined in the ECMA-402 specification; implementations that do not include ECMA-402 support must not use those parameter positions for anything else.

When the `toLocaleString` method is called, the following steps are taken:

1. Let \( \text{array} \) be \( \text{toObject}(\text{this value}) \).
2. Let \( \text{len} \) be \( \text{lengthOfArrayLike}(\text{array}) \).
3. Let \( \text{separator} \) be the implementation-defined list-separator String value appropriate for the host environment's current locale (such as ", ").
4. Let \( R \) be the empty String.
5. Let \( k \) be 0.
a. If $k > 0$, then
   i. Set $R$ to the string-concatenation of $R$ and separator.
b. Let nextElement be $\text{Get}(array, \text{ToString}(𝔽(k)))$.
c. If nextElement is not undefined or null, then
   i. Let $S$ be $\text{ToString(? Invoke(nextElement, "toLocaleString")})$.
   ii. Set $R$ to the string-concatenation of $R$ and $S$.
d. Set $k$ to $k + 1$.
7. Return $R$.

NOTE 2  The elements of the array are converted to Strings using their toLocaleString methods, and these Strings are then concatenated, separated by occurrences of an implementation-defined locale-sensitive separator String. This function is analogous to toString except that it is intended to yield a locale-sensitive result corresponding with conventions of the host environment's current locale.

NOTE 3  The toLocaleString function is intentionally generic; it does not require that its this value be an Array. Therefore it can be transferred to other kinds of objects for use as a method.

23.1.3.31  Array.prototype.toString ( )

When the toString method is called, the following steps are taken:

1. Let array be $\text{ToObject(this value)}$.
2. Let func be $\text{Get(array, "join")}$.
3. If IsCallable(func) is false, set func to the intrinsic function %Object.prototype.toString%.
4. Return $\text{Call(func, array)}$.

NOTE  The toString function is intentionally generic; it does not require that its this value be an Array. Therefore it can be transferred to other kinds of objects for use as a method.

23.1.3.32  Array.prototype.unshift ( ...items )

The arguments are prepended to the start of the array, such that their order within the array is the same as the order in which they appear in the argument list.

When the unshift method is called, the following steps are taken:

1. Let O be $\text{ToObject(this value)}$.
2. Let len be $\text{LengthOfArrayLike(O)}$.
3. Let argCount be the number of elements in items.
4. If argCount > 0, then
   a. If $\text{len + argCount} > 2^{53} - 1$, throw a TypeError exception.
   b. Let $k$ be len.
   c. Repeat, while $k > 0$,
      i. Let from be $\text{ToString(𝔽(k - 1))}$.
      ii. Let to be $\text{ToString(𝔽(k + argCount - 1))}$.
      iii. Let fromPresent be $\text{HasProperty(O, from)}$.
      iv. If fromPresent is true, then
          1. Let fromValue be $\text{Get(O, from)}$. 
2. Perform ? \( \text{Set}(O, to, fromValue, true) \).

v. Else,
1. Assert: fromPresent \text{ is false}.
2. Perform ? \( \text{DeletePropertyOrThrow}(O, to) \).

vi. Set \( k \) to \( k - 1 \).

d. Let \( j \) be \( +0_F \).

e. For each element \( E \) of \( \text{items} \), do

i. Perform ? \( \text{Set}(O, ! \text{ToString}(j), E, true) \).

ii. Set \( j \) to \( j + 1_F \).

5. Perform ? \( \text{Set}(O, "length", \{len + argCount\}, true) \).

6. Return \( +0_F \).

The "length" property of the \text{unshift} method is \( 1_F \).

\textbf{NOTE} The \text{unshift} function is intentionally generic; it does not require that its \text{this} value be an Array. Therefore it can be transferred to other kinds of objects for use as a method.

### 23.1.3.33 Array.prototype.values ( )

When the \text{values} method is called, the following steps are taken:

1. Let \( O \) be ? \( \text{ToObject}(\text{this} \text{ value}) \).
2. Return \( \text{CreateArrayIterator}(O, \text{value}) \).

### 23.1.3.34 Array.prototype [ @@iterator ] ( )

The initial value of the \text{@@iterator} property is \%Array.prototype.values\%, defined in 23.1.3.33.

### 23.1.3.35 Array.prototype [ @@unscopables ]

The initial value of the \text{@@unscopables} data property is an object created by the following steps:

1. Let \( \text{unscopableList} \) be \( \text{OrdinaryObjectCreate}(null) \).
2. Perform ! \( \text{CreateDataPropertyOrThrow}(\text{unscopableList}, "at", true) \).
3. Perform ! \( \text{CreateDataPropertyOrThrow}(\text{unscopableList}, "copyWithin", true) \).
4. Perform ! \( \text{CreateDataPropertyOrThrow}(\text{unscopableList}, "entries", true) \).
5. Perform ! \( \text{CreateDataPropertyOrThrow}(\text{unscopableList}, "fill", true) \).
6. Perform ! \( \text{CreateDataPropertyOrThrow}(\text{unscopableList}, "find", true) \).
7. Perform ! \( \text{CreateDataPropertyOrThrow}(\text{unscopableList}, "findIndex", true) \).
8. Perform ! \( \text{CreateDataPropertyOrThrow}(\text{unscopableList}, "flat", true) \).
9. Perform ! \( \text{CreateDataPropertyOrThrow}(\text{unscopableList}, "flatMap", true) \).
10. Perform ! \( \text{CreateDataPropertyOrThrow}(\text{unscopableList}, "includes", true) \).
11. Perform ! \( \text{CreateDataPropertyOrThrow}(\text{unscopableList}, "keys", true) \).
12. Perform ! \( \text{CreateDataPropertyOrThrow}(\text{unscopableList}, "values", true) \).
13. Return \( \text{unscopableList} \).

This property has the attributes \{ [[Writable]]: false, [[Enumerable]]: false, [[Configurable]]: true \}.
23.1.4 Properties of Array Instances

Array instances are **Array exotic objects** and have the internal methods specified for such objects. Array instances inherit properties from the **Array prototype object**.

Array instances have a "length" property, and a set of enumerable properties with array index names.

23.1.4.1 length

The "length" property of an Array instance is a **data property** whose value is always numerically greater than the name of every configurable own property whose name is an array index.

The "length" property initially has the attributes `{ [Writable]: true, [Enumerable]: false, [Configurable]: false }`.

NOTE Reducing the value of the "length" property has the side-effect of deleting own array elements whose array index is between the old and new length values. However, non-configurable properties cannot be deleted. Attempting to set the "length" property of an Array to a value that is numerically less than or equal to the largest numeric own property name of an existing non-configurable array-indexed property of the array will result in the length being set to a numeric value that is one greater than that non-configurable numeric own property name. See 10.4.2.1.

23.1.5 Array Iterator Objects

An Array Iterator is an object, that represents a specific iteration over some specific Array instance object. There is not a named constructor for Array Iterator objects. Instead, Array iterator objects are created by calling certain methods of Array instance objects.

23.1.5.1 CreateArrayIterator ( array, kind )

The abstract operation CreateArrayIterator takes arguments array (an Object) and kind (key+value, key, or value) and returns a Generator. It is used to create iterator objects for Array methods that return such iterators. It performs the following steps when called:

1. Let closure be a new Abstract Closure with no parameters that captures kind and array and performs the following steps when called:
   a. Let index be 0.
   b. Repeat,
      i. If array has a [[TypedArrayName]] internal slot, then
         1. If IsDetachedBuffer(array.[[ViewedArrayBuffer]]) is true, throw a TypeError exception.
         2. Let len be array.[[ArrayLength]].
      ii. Else,
         1. Let len be ? LengthOfArrayLike(array).
iii. If `index ≥ len`, return `undefined`.
iv. If `kind` is key, perform `? GeneratorYield(CreateIterResultObject(𝔽(index), false))`.
v. Else,
   1. Let `elementKey` be `! ToString(𝔽(index))`.
   2. Let `elementValue` be `? Get(array, elementKey)`.
   3. If `kind` is value, perform `? GeneratorYield(CreateIterResultObject(elementValue, false))`.
   4. Else,
      a. Assert: `kind` is key+value.
      b. Let `result` be `CreateArrayFromList("𝔽(index), elementValue »)`.
      c. Perform `? GeneratorYield(CreateIterResultObject(result, false))`.
vi. Set `index` to `index + 1`.

2. Return `CreateIteratorFromClosure(closure, "%ArrayIteratorPrototype%", %ArrayIteratorPrototype%)`.

23.1.5.2 The `%ArrayIteratorPrototype%` Object

The `%ArrayIteratorPrototype%` object:

- has properties that are inherited by all Array Iterator Objects.
- is an ordinary object.
- has a `[[Prototype]]` internal slot whose value is `%IteratorPrototype%`.
- has the following properties:

23.1.5.2.1 `%ArrayIteratorPrototype%.next ( )`

1. Return `? GeneratorResume(this value, empty, "%ArrayIteratorPrototype%")`.

23.1.5.2.2 `%ArrayIteratorPrototype% [ @@toStringTag ]`

The initial value of the `@@toStringTag` property is the String value "Array Iterator".

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

23.2 TypedArray Objects

A `TypedArray` presents an array-like view of an underlying binary data buffer (25.1). A `TypedArray` `element` type is the underlying binary scalar data type that all elements of a `TypedArray` instance have. There is a distinct `TypedArray constructor`, listed in Table 71, for each of the supported element types. Each `constructor` in Table 71 has a corresponding distinct prototype object.

<table>
<thead>
<tr>
<th>Constructor Name and Intrinsic</th>
<th>Element Type</th>
<th>Element Size</th>
<th>Conversion Operation</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Int8Array %Int8Array%</td>
<td>Int8</td>
<td>1</td>
<td>ToInt8</td>
<td>8-bit two’s complement signed integer</td>
</tr>
<tr>
<td>Uint8Array %Uint8Array%</td>
<td>Uint8</td>
<td>1</td>
<td>ToUint8</td>
<td>8-bit unsigned integer</td>
</tr>
<tr>
<td>Uint8ClampedArray %Uint8ClampedArray%</td>
<td>Uint8C</td>
<td>1</td>
<td>ToUint8Clamp</td>
<td>8-bit unsigned integer (clamped conversion)</td>
</tr>
</tbody>
</table>
In the definitions below, references to `TypedArray` should be replaced with the appropriate constructor name from the above table.

### 23.2.1 The `%TypedArray%` Intrinsic Object

The `%TypedArray%` intrinsic object:

- is a constructor function object that all of the `TypedArray` constructor objects inherit from.
- along with its corresponding prototype object, provides common properties that are inherited by all `TypedArray` constructors and their instances.
- does not have a global name or appear as a property of the global object.
- acts as the abstract superclass of the various `TypedArray` constructors.
- will throw an error when invoked, because it is an abstract class constructor. The `TypedArray` constructors do not perform a `super` call to it.

#### 23.2.1.1 `%TypedArray%` ( )

The `%TypedArray%` constructor performs the following steps when called:

1. Throw a `TypeError` exception.

The "length" property of the `%TypedArray%` constructor function is `+0∞`.

### 23.2.2 Properties of the `%TypedArray%` Intrinsic Object

The `%TypedArray%` intrinsic object:

- has a `[[Prototype]]` internal slot whose value is `%Function.prototype%`.
- has a "name" property whose value is "`TypedArray".".
- has the following properties:
23.2.2.1 `%TypedArray%.from ( source [ , mapfn [ , thisArg ] ] )

When the `from` method is called, the following steps are taken:

1. Let `C` be the this value.
2. If `IsConstructor(C)` is `false`, throw a `TypeError` exception.
3. If `mapfn` is `undefined`, let `mapping` be `false`.
4. Else,
   a. If `IsCallable(mapfn)` is `false`, throw a `TypeError` exception.
   b. Let `mapping` be `true`.
5. Let `usingIterator` be `GetMethod(source, @@iterator)`.
6. If `usingIterator` is not `undefined`, then
   a. Let `values` be `IterableToList(source, usingIterator)`.
   b. Let `len` be the number of elements in `values`.
   c. Let `targetObj` be `TypedArrayCreate(C, `𝔽(len)`)`.
   d. Let `k` be `0`.
   e. Repeat, while `k < len`,
      i. Let `Pk` be `ToString(𝔽(k))`.
      ii. Let `kValue` be the first element of `values` and remove that element from `values`.
      iii. If `mapping` is `true`, then
         1. Let `mappedValue` be `Call(mapfn, thisArg, « kValue, 𝔽(k) »)`.
         iv. Else, let `mappedValue` be `kValue`.
         v. Perform ? `Set(targetObj, Pk, mappedValue, true)`.
      f. Set `k` to `k + 1`.
   f. Assert: `values` is now an empty List.
   g. Return `targetObj`.
7. NOTE: `source` is not an Iterable so assume it is already an array-like object.
8. Let `arrayLike` be `ToArray(source)`.
9. Let `len` be `LengthOfArrayLike(arrayLike)`.
10. Let `targetObj` be `TypedArrayCreate(C, `𝔽(len)`)`.
11. Let `k` be `0`.
12. Repeat, while `k < len`,
    a. Let `Pk` be `ToString(𝔽(k))`.
    b. Let `kValue` be `Get(arrayLike, Pk)`.
    c. If `mapping` is `true`, then
       i. Let `mappedValue` be `Call(mapfn, thisArg, « kValue, 𝔽(k) »)`.
       d. Else, let `mappedValue` be `kValue`.
       e. Perform ? `Set(targetObj, Pk, mappedValue, true)`.
    f. Set `k` to `k + 1`.
13. Return `targetObj`.

23.2.2.2 `%TypedArray%.of ( ...items )

When the `of` method is called, the following steps are taken:

1. Let `len` be the number of elements in `items`.
2. Let `C` be the this value.
3. If `IsConstructor(C)` is `false`, throw a `TypeError` exception.
4. Let `newObj` be `? TypedArrayCreate(C, « f(len) »)`.
5. Let `k` be `0`.
6. Repeat, while `k < len`,
   a. Let `kValue` be `items[k]`.
   b. Let `Pk` be `! ToString(f(k))`.
   c. Perform `? Set(newObj, Pk, kValue, true)`.
   d. Set `k` to `k + 1`.
7. Return `newObj`.

23.2.2.3 `%TypedArray%.prototype`

The initial value of `%TypedArray%.prototype` is the `%TypedArray% prototype object.

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

23.2.2.4 `get %TypedArray% [ @@species ]`

`%TypedArray%[@@species]` is an accessor property whose set accessor function is `undefined`. Its get accessor function performs the following steps when called:

1. Return the `this` value.

The value of the "name" property of this function is "get [Symbol.species]".

**NOTE**

%TypedArray.prototype% methods normally use their `this` value's constructor to create a derived object. However, a subclass constructor may over-ride that default behaviour by redefining its @@species property.

23.2.3 Properties of the `%TypedArray% Prototype Object`

The `%TypedArray% prototype object:

- has a [[Prototype]] internal slot whose value is `%Object.prototype%.
- is `%TypedArray.prototype%.
- is an ordinary object.
- does not have a [[ViewedArrayBuffer]] or any other of the internal slots that are specific to `TypedArray` instance objects.

23.2.3.1 `%TypedArray%.prototype.at ( index )`
8. Return \( \text{Get}(O, \text{ToString}(f(k))) \).

23.2.3.2 get %TypedArray%.prototype.buffer

%TypedArray%.prototype.buffer is an accessor property whose set accessor function is undefined. Its get accessor function performs the following steps when called:

1. Let \( O \) be the this value.
2. Perform ? RequireInternalSlot(\( O, [[\text{TypedArrayName}]] \)).
3. Assert: \( O \) has a \([\text{ViewedArrayBuffer}]\) internal slot.
4. Let \( buffer \) be \( O.\langle[\text{ViewedArrayBuffer}]\rangle \).
5. Return \( buffer \).

23.2.3.3 get %TypedArray%.prototype.byteLength

%TypedArray%.prototype.byteLength is an accessor property whose set accessor function is undefined. Its get accessor function performs the following steps when called:

1. Let \( O \) be the this value.
2. Perform ? RequireInternalSlot(\( O, [[\text{TypedArrayName}]] \)).
3. Assert: \( O \) has a \([\text{ViewedArrayBuffer}]\) internal slot.
4. Let \( buffer \) be \( O.\langle[\text{ViewedArrayBuffer}]\rangle \).
5. If IsDetachedBuffer(\( buffer \)) is true, return \( +0_F \).
6. Let \( size \) be \( O.\langle[\text{ByteLength}]\rangle \).
7. Return \( F(size) \).

23.2.3.4 get %TypedArray%.prototype.byteOffset

%TypedArray%.prototype.byteOffset is an accessor property whose set accessor function is undefined. Its get accessor function performs the following steps when called:

1. Let \( O \) be the this value.
2. Perform ? RequireInternalSlot(\( O, [[\text{TypedArrayName}]] \)).
3. Assert: \( O \) has a \([\text{ViewedArrayBuffer}]\) internal slot.
4. Let \( buffer \) be \( O.\langle[\text{ViewedArrayBuffer}]\rangle \).
5. If IsDetachedBuffer(\( buffer \)) is true, return \( +0_F \).
6. Let \( offset \) be \( O.\langle[\text{ByteOffset}]\rangle \).
7. Return \( F(offset) \).

23.2.3.5 %TypedArray%.prototype.constructor

The initial value of %TypedArray%.prototype.constructor is %TypedArray%.

23.2.3.6 %TypedArray%.prototype.copyWithin ( target, start [, end ])

The interpretation and use of the arguments of %TypedArray%.prototype.copyWithin are the same as for Array.prototype.copyWithin as defined in 23.1.3.4.

When the copyWithin method is called, the following steps are taken:
1. Let \( O \) be the this value.
2. Perform ? \( \text{ValidateTypedArray}(O) \).
3. Let \( \text{len} \) be \( O.[[\text{ArrayLength}]] \).
4. Let \( \text{relativeTarget} \) be ? \( \text{ToIntegerOrInfinity}(\text{target}) \).
5. If \( \text{relativeTarget} \) is \( -\infty \), let \( \text{to} \) be 0.
6. Else if \( \text{relativeTarget} < 0 \), let \( \text{to} \) be \( \max(\text{len} + \text{relativeTarget}, 0) \).
7. Else, let \( \text{to} \) be \( \min(\text{relativeTarget}, \text{len}) \).
8. Let \( \text{relativeStart} \) be ? \( \text{ToIntegerOrInfinity}(\text{start}) \).
9. If \( \text{relativeStart} \) is \( -\infty \), let \( \text{from} \) be 0.
10. Else if \( \text{relativeStart} < 0 \), let \( \text{from} \) be \( \max(\text{len} + \text{relativeStart}, 0) \).
11. Else, let \( \text{from} \) be \( \min(\text{relativeStart}, \text{len}) \).
12. If \( \text{end} \) is undefined, let \( \text{relativeEnd} \) be \( \text{len} \); else let \( \text{relativeEnd} \) be ? \( \text{ToIntegerOrInfinity}(\text{end}) \).
13. If \( \text{relativeEnd} \) is \( -\infty \), let \( \text{final} \) be 0.
14. Else if \( \text{relativeEnd} < 0 \), let \( \text{final} \) be \( \max(\text{len} + \text{relativeEnd}, 0) \).
15. Else, let \( \text{final} \) be \( \min(\text{relativeEnd}, \text{len}) \).
16. Let \( \text{count} \) be \( \min(\text{final} - \text{from}, \text{len} - \text{to}) \).
17. If \( \text{count} > 0 \), then
   a. NOTE: The copying must be performed in a manner that preserves the bit-level encoding of the source data.
   b. Let \( \text{buffer} \) be \( O.[[\text{ViewedArrayBuffer}]] \).
   c. If \( \text{IsDetachedBuffer}(\text{buffer}) \) is true, throw a \( \text{TypeError} \) exception.
   d. Let \( \text{elementSize} \) be \( \text{TypedArrayElementSize}(O) \).
   e. Let \( \text{byteOffset} \) be \( O.[[\text{ByteOffset}]] \).
   f. Let \( \text{toByteIndex} \) be \( \text{to} \times \text{elementSize} + \text{byteOffset} \).
   g. Let \( \text{fromByteIndex} \) be \( \text{from} \times \text{elementSize} + \text{byteOffset} \).
   h. Let \( \text{countBytes} \) be \( \text{count} \times \text{elementSize} \).
   i. If \( \text{fromByteIndex} < \text{toByteIndex} \) and \( \text{toByteIndex} < \text{fromByteIndex} + \text{countBytes} \), then
      i. Let \( \text{direction} \) be -1.
      ii. Set \( \text{fromByteIndex} \) to \( \text{fromByteIndex} + \text{countBytes} - 1 \).
      iii. Set \( \text{toByteIndex} \) to \( \text{toByteIndex} + \text{countBytes} - 1 \).
   j. Else,
      i. Let \( \text{direction} \) be 1.
   k. Repeat, while \( \text{countBytes} > 0 \),
      i. Let \( \text{value} \) be \( \text{GetValueFromBuffer}(\text{buffer}, \text{fromByteIndex}, \text{Uint8}, \text{true}, \text{Unordered}) \).
      ii. Perform \( \text{SetValueInBuffer}(\text{buffer}, \text{toByteIndex}, \text{Uint8}, \text{value}, \text{true}, \text{Unordered}) \).
      iii. Set \( \text{fromByteIndex} \) to \( \text{fromByteIndex} + \text{direction} \).
      iv. Set \( \text{toByteIndex} \) to \( \text{toByteIndex} + \text{direction} \).
      v. Set \( \text{countBytes} \) to \( \text{countBytes} - 1 \).
18. Return \( O \).

23.2.3.7 \%TypedArray\%.prototype.entries ()

When the \texttt{entries} method is called, the following steps are taken:

1. Let \( O \) be the this value.
2. Perform ? \( \text{ValidateTypedArray}(O) \).
3. Return \( \text{CreateArrayIterator}(O, \text{key+value}) \).
23.2.3.8 %TypedArray%.prototype.every (callbackfn [, thisArg ])

The interpretation and use of the arguments of %TypedArray%.prototype.every are the same as for Array.prototype.every as defined in 23.1.3.6.

When the every method is called, the following steps are taken:

1. Let O be the this value.
2. Perform ? ValidateTypedArray(O).
3. Let len be O.[[ArrayLength]].
4. If IsCallable(callbackfn) is false, throw a TypeError exception.
5. Let k be 0.
6. Repeat, while k < len,
   a. Let Pk be ! ToString(f(k)).
   b. Let kValue be ! Get(O, Pk).
   c. Let testResult be ToBoolean(? Call(callbackfn, thisArg, « kValue, f(k), O »)).
   d. If testResult is false, return false.
   e. Set k to k + 1.
7. Return true.

This function is not generic. The this value must be an object with a [[TypedArrayName]] internal slot.

23.2.3.9 %TypedArray%.prototype.fill (value [, start [, end ]])

The interpretation and use of the arguments of %TypedArray%.prototype.fill are the same as for Array.prototype.fill as defined in 23.1.3.7.

When the fill method is called, the following steps are taken:

1. Let O be the this value.
2. Perform ? ValidateTypedArray(O).
3. Let len be O.[[ArrayLength]].
4. If O.[[ContentType]] is BigInt, set value to ? ToBigInt(value).
5. Otherwise, set value to ? ToNumber(value).
6. Let relativeStart be ? ToIntegerOrInfinity(start).
7. If relativeStart is -∞, let k be 0.
8. Else if relativeStart < 0, let k be max(len + relativeStart, 0).
9. Else, let k be min(relativeStart, len).
10. If end is undefined, let relativeEnd be len; else let relativeEnd be ? ToIntegerOrInfinity(end).
11. If relativeEnd is -∞, let final be 0.
12. Else if relativeEnd < 0, let final be max(len + relativeEnd, 0).
13. Else, let final be min(relativeEnd, len).
14. If IsDetachedBuffer(O.[[ViewedArrayBuffer]]) is true, throw a TypeError exception.
15. Repeat, while k < final,
   a. Let Pk be ! ToString(f(k)).
   b. Perform ! Set(O, Pk, value, true).
   c. Set k to k + 1.
16. Return O.
23.2.3.10 %TypedArray%.prototype.filter ( callbackfn [, thisArg ])

The interpretation and use of the arguments of %TypedArray%.prototype.filter are the same as for Array.prototype.filter as defined in 23.1.3.8.

When the filter method is called, the following steps are taken:

1. Let $O$ be the this value.
2. Perform ? ValidateTypedArray($O$).
3. Let $len$ be $O$.[[ArrayLength]].
4. If IsCallable(callbackfn) is false, throw a TypeError exception.
5. Let kept be a new empty List.
6. Let $k$ be 0.
7. Let captured be 0.
8. Repeat, while $k < len$,
   a. Let $Pk$ be ! ToString($𝔽(k)$).
   b. Let $kValue$ be ! Get($O$, $Pk$).
   c. Let selected be ToBoolean(? Call(callbackfn, thisArg, « $kValue$, $𝔽(k)$, $O$ »)).
   d. If selected is true, then
      i. Append $kValue$ to the end of kept.
      ii. Set captured to captured + 1.
   e. Set $k$ to $k + 1$.
9. Let $A$ be ? TypedArraySpeciesCreate($O$, « $𝔽(captured)$ »).
10. Let $n$ be 0.
11. For each element $e$ of kept, do
    a. Perform ! Set($A$, ! ToString($𝔽(n)$), $e$, true).
    b. Set $n$ to $n + 1$.
12. Return $A$.

This function is not generic. The this value must be an object with a [[TypedArrayName]] internal slot.

23.2.3.11 %TypedArray%.prototype.find ( predicate [, thisArg ])

The interpretation and use of the arguments of %TypedArray%.prototype.find are the same as for Array.prototype.find as defined in 23.1.3.9.

When the find method is called, the following steps are taken:

1. Let $O$ be the this value.
2. Perform ? ValidateTypedArray($O$).
3. Let $len$ be $O$.[[ArrayLength]].
4. If IsCallable(predicate) is false, throw a TypeError exception.
5. Let $k$ be 0.
6. Repeat, while $k < len$,
   a. Let $Pk$ be ! ToString($𝔽(k)$).
   b. Let $kValue$ be ! Get($O$, $Pk$).
   c. Let testResult be ToBoolean(? Call(predicate, thisArg, « $kValue$, $𝔽(k)$, $O$ »)).
   d. If testResult is true, return $kValue$.
   e. Set $k$ to $k + 1$. 
7. Return `undefined`.

This function is not generic. The `this` value must be an object with a `[[TypedArrayName]]` internal slot.

### 23.2.3.12 `%TypedArray%.prototype.findIndex` ( `predicate` [ , `thisArg` ] )

The interpretation and use of the arguments of `%TypedArray%.prototype.findIndex` are the same as for `Array.prototype.findIndex` as defined in 23.1.3.10.

When the `findFirst` method is called, the following steps are taken:

1. Let `O` be the `this` value.
2. Perform `? ValidateTypedArray(O)`.
3. Let `len` be `O.[[ArrayLength]]`.
4. If `IsCallable(predicate)` is `false`, throw a `TypeError` exception.
5. Let `k` be 0.
6. Repeat, while `k < len`,
   a. Let `Pk` be `! ToString(F(k))`.
   b. Let `kValue` be `! Get(O, Pk)`.
   c. Let `testResult` be `ToBoolean(? Call(predicate, thisArg, « kValue, F(k), O »))`.
   d. If `testResult` is `true`, return `F(k)`.
   e. Set `k` to `k + 1`.
7. Return `-1`.

This function is not generic. The `this` value must be an object with a `[[TypedArrayName]]` internal slot.

### 23.2.3.13 `%TypedArray%.prototype.forEach` ( `callbackfn` [ , `thisArg` ] )

The interpretation and use of the arguments of `%TypedArray%.prototype.forEach` are the same as for `Array.prototype.forEach` as defined in 23.1.3.13.

When the `forEach` method is called, the following steps are taken:

1. Let `O` be the `this` value.
2. Perform `? ValidateTypedArray(O)`.
3. Let `len` be `O.[[ArrayLength]]`.
4. If `IsCallable(callbackfn)` is `false`, throw a `TypeError` exception.
5. Let `k` be 0.
6. Repeat, while `k < len`,
   a. Let `Pk` be `! ToString(F(k))`.
   b. Let `kValue` be `! Get(O, Pk)`.
   c. Perform `? Call(callbackfn, thisArg, « kValue, F(k), O »)`.
   d. Set `k` to `k + 1`.
7. Return `undefined`.

This function is not generic. The `this` value must be an object with a `[[TypedArrayName]]` internal slot.

### 23.2.3.14 `%TypedArray%.prototype.includes` ( `searchElement` [ , `fromIndex` ] )

The interpretation and use of the arguments of `%TypedArray%.prototype.includes` are the same as for `Array.prototype.includes` as defined in 23.1.3.14.
When the \texttt{includes} method is called, the following steps are taken:

1. Let $O$ be the \texttt{this} value.
2. Perform \texttt{ValidateTypedArray($O$)}.
3. Let $len$ be $O$.[[ArrayLength]].
4. If $len$ is 0, return \texttt{false}.
5. Let $n$ be \texttt{ToIntegerOrInfinity(fromIndex)}.
6. \textbf{Assert:} If $fromIndex$ is \texttt{undefined}, then $n$ is 0.
7. If $n$ is $+\infty$, return \texttt{false}.
8. Else if $n$ is $-\infty$, set $n$ to 0.
9. If $n \geq 0$, then
   a. Let $k$ be $n$.
10. Else,
    a. Let $k$ be $len + n$.
    b. If $k < 0$, set $k$ to 0.
11. Repeat, while $k < len$,
    a. Let $elementK$ be $O$.[[ToPropertyString]]($k$).
    b. If \texttt{SameValueZero($searchElement$, $elementK$)} is \texttt{true}, return \texttt{true}.
    c. Set $k$ to $k + 1$.
12. Return \texttt{false}.

This function is not generic. The \texttt{this} value must be an object with a [[TypedArrayName]] internal slot.

\textbf{23.2.3.15} \%TypedArray\%.prototype.indexOf ($searchElement$[, $fromIndex$])

The interpretation and use of the arguments of \%TypedArray\%.prototype.indexOf are the same as for \texttt{Array.prototype.indexOf} as defined in \textbf{23.1.3.15}.

When the \texttt{indexOf} method is called, the following steps are taken:

1. Let $O$ be the \texttt{this} value.
2. Perform \texttt{ValidateTypedArray($O$)}.
3. Let $len$ be $O$.[[ArrayLength]].
4. If $len$ is 0, return $-1\_f$.
5. Let $n$ be \texttt{ToIntegerOrInfinity(fromIndex)}.
6. \textbf{Assert:} If $fromIndex$ is \texttt{undefined}, then $n$ is 0.
7. If $n$ is $+\infty$, return $-1\_f$.
8. Else if $n$ is $-\infty$, set $n$ to 0.
9. If $n \geq 0$, then
   a. Let $k$ be $n$.
10. Else,
    a. Let $k$ be $len + n$.
    b. If $k < 0$, set $k$ to 0.
11. Repeat, while $k < len$,
    a. Let $kPresent$ be \texttt{HasProperty($O$, ! ToPropertyString($k$))}.
    b. If $kPresent$ is \texttt{true}, then
       i. Let $elementK$ be $O$.[[ToPropertyString]]($k$).
       ii. Let $same$ be \texttt{IsStrictlyEqual($searchElement$, $elementK$)}.
iii. If same is true, return $F(k)$.
   c. Set $k$ to $k + 1$.
12. Return -$1_F$.

This function is not generic. The this value must be an object with a [[TypedArrayName]] internal slot.

### 23.2.3.16 %TypedArray%.prototype.join ( separator )

The interpretation and use of the arguments of %TypedArray%.prototype.join are the same as for Array.prototype.join as defined in 23.1.3.16.

When the join method is called, the following steps are taken:

1. Let $O$ be the this value.
2. Perform ? ValidateTypedArray($O$).
3. Let $len$ be $O$.[[ArrayLength]].
4. If separator is undefined, let sep be the single-element String ",".
5. Else, let sep be ? ToString(separator).
6. Let $R$ be the empty String.
7. Let $k$ be 0.
8. Repeat, while $k < len$,
   a. If $k > 0$, set $R$ to the string-concatenation of $R$ and sep.
   b. Let element be ! Get($O$, ! ToString($F(k)$)).
   c. If element is undefined, let next be the empty String; otherwise, let next be ! ToString(element).
   d. Set $R$ to the string-concatenation of $R$ and next.
   e. Set $k$ to $k + 1$.

This function is not generic. The this value must be an object with a [[TypedArrayName]] internal slot.

### 23.2.3.17 %TypedArray%.prototype.keys ( )

When the keys method is called, the following steps are taken:

1. Let $O$ be the this value.
2. Perform ? ValidateTypedArray($O$).
3. Return CreateArrayIterator($O$, key).

### 23.2.3.18 %TypedArray%.prototype.lastIndexOf ( searchElement [, fromIndex ] )

The interpretation and use of the arguments of %TypedArray%.prototype.lastIndexOf are the same as for Array.prototype.lastIndexOf as defined in 23.1.3.18.

When the lastIndexOf method is called, the following steps are taken:

1. Let $O$ be the this value.
2. Perform ? ValidateTypedArray($O$).
3. Let $len$ be $O$.[[ArrayLength]].
4. If $len$ is 0, return -$1_F$.
5. If fromIndex is present, let $n$ be ? ToIntegerOrInfinity(fromIndex); else let $n$ be $len$ - 1.
6. If $n$ is $-\infty$, return -$1_F$. 
If \( n \geq 0 \), then

8. Else,

9. Repeat, while \( k \geq 0 \),

a. Let \( k \) be \( \min(n, \text{len} - 1) \).

b. If \( k \text{Present} \) is true, then

   i. Let \( \text{elementK} \) be \( \Get(O, \ToString(f(k))) \).

   ii. Let \( \text{same} \) be \( \text{IsStrictlyEqual} \)\( (\text{searchElement}, \text{elementK}) \).

   iii. If \( \text{same} \) is true, return \( f(k) \).

c. Set \( k \) to \( k - 1 \).

d. Perform \( \Set(A, Pk, \text{mappedValue}, \text{true}) \).

e. Set \( k \) to \( k + 1 \).

10. Return \( -1 \). \( f \).

This function is not generic. The \( \this \) value must be an object with a \([\text{TypedArrayName}]\) internal slot.

### 23.2.3.19 get %TypedArray%.prototype.length

%TypedArray%.prototype.length is an accessor property whose set accessor function is undefined. Its get accessor function performs the following steps when called:

1. Let \( O \) be the this value.
2. Perform ? RequireInternalSlot(\( O, [[\text{TypedArrayName}]] \)).
3. Assert: \( O \) has [[ViewedArrayBuffer]] and [[ArrayLength]] internal slots.
4. Let \( \text{buffer} \) be \( O.[[\text{ViewedArrayBuffer}]] \).
5. If IsDetachedBuffer(\( \text{buffer} \)) is true, return \( +0 \).
6. Let \( \text{length} \) be \( O.[[\text{ArrayLength}]] \).
7. Return \( f(\text{length}) \).

This function is not generic. The \( \this \) value must be an object with a \([\text{TypedArrayName}]\) internal slot.

### 23.2.3.20 %TypedArray%.prototype.map (\( \text{callbackfn} \ [ , \thisArg \] )

The interpretation and use of the arguments of %TypedArray%.prototype.map are the same as for Array.prototype.map as defined in 23.1.3.19.

When the map method is called, the following steps are taken:

1. Let \( O \) be the this value.
2. Perform ? ValidateTypedArray(\( O \)).
3. Let \( \text{len} \) be \( O.[[\text{ArrayLength}]] \).
4. If IsCallable(\( \text{callbackfn} \)) is false, throw a TypeError exception.
5. Let \( A \) be ? TypedArraySpeciesCreate(\( O, \langle f(\text{len}) \rangle \)).
6. Let \( k \) be 0.
7. Repeat, while \( k < \text{len} \),

   a. Let \( Pk \) be \( \ToString(f(k)) \).

   b. Let \( \text{kValue} \) be \( \Get(O, Pk) \).

   c. Let \( \text{mappedValue} \) be \( \Call(\text{callbackfn}, \thisArg, \langle \text{kValue}, f(k), O \rangle) \).

   d. Perform ? \Set(A, Pk, \text{mappedValue}, \text{true}) \).

   e. Set \( k \) to \( k + 1 \).

8. Return \( A \).
This function is not generic. The this value must be an object with a [[TypedArrayName]] internal slot.

23.2.3.21 %TypedArray%.prototype.reduce (callbackfn [, initialValue])

The interpretation and use of the arguments of %TypedArray%.prototype.reduce are the same as for Array.prototype.reduce as defined in 23.1.3.22.

When the reduce method is called, the following steps are taken:

1. Let O be the this value.
2. Perform ? ValidateTypedArray(O).
3. Let len be O.[[ArrayLength]].
4. If IsCallable(callbackfn) is false, throw a TypeError exception.
5. If len = 0 and initialValue is not present, throw a TypeError exception.
6. Let k be 0.
7. Let accumulator be undefined.
8. If initialValue is present, then
   a. Set accumulator to initialValue.
9. Else,
   a. Let Pk be ! ToString(𝔽(k)).
   b. Set accumulator to ! Get(O, Pk).
   c. Set k to k + 1.
10. Repeat, while k < len,
    a. Let Pk be ! ToString(𝔽(k)).
    b. Let kValue be ! Get(O, Pk).
    c. Set accumulator to ? Call(callbackfn, undefined, « accumulator, kValue, 𝔽(k), O »).
    d. Set k to k + 1.
11. Return accumulator.

This function is not generic. The this value must be an object with a [[TypedArrayName]] internal slot.

23.2.3.22 %TypedArray%.prototype.reduceRight (callbackfn [, initialValue])

The interpretation and use of the arguments of %TypedArray%.prototype.reduceRight are the same as for Array.prototype.reduceRight as defined in 23.1.3.23.

When the reduceRight method is called, the following steps are taken:

1. Let O be the this value.
2. Perform ? ValidateTypedArray(O).
3. Let len be O.[[ArrayLength]].
4. If IsCallable(callbackfn) is false, throw a TypeError exception.
5. If len is 0 and initialValue is not present, throw a TypeError exception.
6. Let k be len - 1.
7. Let accumulator be undefined.
8. If initialValue is present, then
   a. Set accumulator to initialValue.
9. Else,
   a. Let Pk be ! ToString(𝔽(k)).
b. Set *accumulator* to ! Get(O, Pk).
c. Set *k* to *k* - 1.

10. Repeat, while *k* ≥ 0,
   a. Let *Pk* be ! ToString(f(k)).
   b. Let *kValue* be ! Get(O, Pk).
   c. Set *accumulator* to ? Call(callbackfn, undefined, « accumulator, kValue, f(k), O »).
   d. Set *k* to *k* - 1.

11. Return *accumulator*.

This function is not generic. The *this* value must be an object with a [[TypedArrayName]] internal slot.

### 23.2.3.23 %TypedArray%.prototype.reverse ( )

The interpretation and use of the arguments of %TypedArray%.prototype.reverse are the same as for Array.prototype.reverse as defined in 23.1.3.24.

When the reverse method is called, the following steps are taken:

1. Let *O* be the *this* value.
2. Perform ? ValidateTypedArray(O).
3. Let *len* be O.[[ArrayLength]].
4. Let *middle* be floor(*len* / 2).
5. Let *lower* be 0.

6. Repeat, while *lower* ≠ *middle*,
   a. Let *upper* be *len* - *lower* - 1.
   b. Let *upperP* be ! ToString(f(*upper*)).
   c. Let *lowerP* be ! ToString(f(*lower*)).
   d. Let *lowerValue* be ! Get(O, *lowerP*).
   e. Let *upperValue* be ! Get(O, *upperP*).
   g. Perform ! Set(O, *upperP*, *lowerValue*, true).
   h. Set *lower* to *lower* + 1.

7. Return *O*.

This function is not generic. The *this* value must be an object with a [[TypedArrayName]] internal slot.

### 23.2.3.24 %TypedArray%.prototype.set ( source [, offset ] )

%TypedArray%.prototype.set is a function whose behaviour differs based upon the type of its first argument.

This function is not generic. The *this* value must be an object with a [[TypedArrayName]] internal slot.

Sets multiple values in this *TypedArray*, reading the values from *source*. The optional *offset* value indicates the first element index in this *TypedArray* where values are written. If omitted, it is assumed to be 0.

When the set method is called, the following steps are taken:

1. Let *target* be the *this* value.
2. Perform ? RequireInternalSlot(*target*, [[TypedArrayName]]).
3. Assert: *target* has a [[ViewedArrayBuffer]] internal slot.
4. Let \( \text{targetOffset} \) be \( \text{ToIntegerOrInfinity}(\text{offset}) \).

5. If \( \text{targetOffset} < 0 \), throw a \text{RangeError} exception.

6. If \( \text{source} \) is an Object that has a \([\text{TypedArrayName}]\) internal slot, then
   a. Perform \( \text{SetTypedArrayFromTypedArray}(\text{target}, \text{targetOffset}, \text{source}) \).

7. Else,
   a. Perform \( \text{SetTypedArrayFromArrayLike}(\text{target}, \text{targetOffset}, \text{source}) \).

8. Return undefined.

23.2.3.24.1 \text{SetTypedArrayFromTypedArray} ( \text{target}, \text{targetOffset}, \text{source} )

The abstract operation \text{SetTypedArrayFromTypedArray} takes arguments \text{target} (a TypedArray), \text{targetOffset} (a non-negative integer or +\(\infty\)), and \text{source} (a TypedArray) and returns either a normal completion containing unused or an abrupt completion. It sets multiple values in \text{target}, starting at index \text{targetOffset}, reading the values from \text{source}. It performs the following steps when called:

1. Let \( \text{targetBuffer} \) be \text{target}.\([\text{ViewedArrayBuffer}]\).
2. If \( \text{IsDetachedBuffer}(\text{targetBuffer}) \) is true, throw a \text{TypeError} exception.
3. Let \( \text{targetLength} \) be \text{target}.\([\text{ArrayLength}]\).
4. Let \( \text{srcBuffer} \) be \text{source}.\([\text{ViewedArrayBuffer}]\).
5. If \( \text{IsDetachedBuffer}(\text{srcBuffer}) \) is true, throw a \text{TypeError} exception.
6. Let \( \text{targetType} \) be \text{TypedArrayElementType}(\text{target}).
7. Let \( \text{targetElementSize} \) be \text{TypedArrayElementSize}(\text{target}).
8. Let \( \text{targetByteOffset} \) be \text{target}.\([\text{ByteOffset}]\).
9. Let \( \text{srcType} \) be \text{TypedArrayElementType}(\text{source}).
10. Let \( \text{srcElementSize} \) be \text{TypedArrayElementSize}(\text{source}).
11. Let \( \text{srcLength} \) be \text{source}.\([\text{ArrayLength}]\).
12. Let \( \text{srcByteOffset} \) be \text{source}.\([\text{ByteOffset}]\).
13. If \( \text{targetOffset} \) is +\(\infty\), throw a \text{RangeError} exception.
14. If \( \text{srcLength} + \text{targetOffset} > \text{targetLength} \), throw a \text{RangeError} exception.
15. If \( \text{target}.\text{[[ContentType]]} \neq \text{source}.\text{[[ContentType]]} \), throw a \text{TypeError} exception.
16. If both \text{IsSharedArrayBuffer}(\text{srcBuffer}) \ and \text{IsSharedArrayBuffer}(\text{targetBuffer}) \ are true, then
   a. If \( \text{srcBuffer}.\text{[[ArrayBufferData]]} \) and \( \text{targetBuffer}.\text{[[ArrayBufferData]]} \) are the same \text{Shared Data Block} values, let \( \text{same} \) be true; else let \( \text{same} \) be false.
17. Else, let \( \text{same} \) be \text{SameValue}(\text{srcBuffer}, \text{targetBuffer}).
18. If \( \text{same} \) is true, then
   a. Let \( \text{srcByteLength} \) be \text{source}.\([\text{ByteLength}]\).
   b. Set \( \text{srcBuffer} \) to \( \text{CloneArrayBuffer}(\text{srcBuffer}, \text{srcByteOffset}, \text{srcByteLength}, %\text{ArrayBuffer}\%). \)
   c. NOTE: %\text{ArrayBuffer}\% is used to clone \( \text{srcBuffer} \) because is it known to not have any observable side-effects.
   d. Let \( \text{srcByteIndex} \) be 0.
19. Else, let \( \text{srcByteIndex} \) be \( \text{srcByteOffset} \).
20. Let \( \text{targetByteIndex} \) be \( \text{targetOffset} \times \text{targetElementSize} + \text{targetByteOffset} \).
21. Let \( \text{limit} \) be \( \text{targetByteIndex} + \text{targetElementSize} \times \text{srcLength} \).
22. If \( \text{srcType} \) is the same as \( \text{targetType} \), then
   a. NOTE: If \( \text{srcType} \) and \( \text{targetType} \) are the same, the transfer must be performed in a manner that preserves the bit-level encoding of the source data.
   b. Repeat, while \( \text{targetByteIndex} < \text{limit} \),
      i. Let \( \text{value} \) be \( \text{GetValueFromBuffer}(\text{srcBuffer}, \text{srcByteIndex}, \text{U} \text{nt8}, \text{true}, \text{Unordered}) \).
      ii. Perform \( \text{SetValueInBuffer}(\text{targetBuffer}, \text{targetByteIndex}, \text{U} \text{nt8}, \text{value}, \text{true}, \text{Unordered}) \).
iii. Set $srcByteIndex$ to $srcByteIndex + 1$.
iv. Set $targetByteIndex$ to $targetByteIndex + 1$.

23. Else,
a. Repeat, while $targetByteIndex < limit$,
i. Let $value$ be GetValueFromBuffer($srcBuffer$, $srcByteIndex$, $srcType$, true, Unordered).
ii. Perform SetValueInBuffer($targetBuffer$, $targetByteIndex$, $targetType$, $value$, true, Unordered).
iii. Set $srcByteIndex$ to $srcByteIndex + srcElementSize$.
iv. Set $targetByteIndex$ to $targetByteIndex + targetElementSize$.


23.2.3.24.2 SetTypedArrayFromArrayLike (target, targetOffset, source)

The abstract operation SetTypedArrayFromArrayLike takes arguments $target$ (a TypedArray), $targetOffset$ (a non-negative integer or +∞), and $source$ (an ECMAScript language value, but not a TypedArray) and returns either a normal completion containing unused or an abrupt completion. It sets multiple values in $target$, starting at index $targetOffset$, reading the values from $source$. It performs the following steps when called:

1. Let $targetBuffer$ be $target$.[[ViewedArrayBuffer]].
2. If IsDetachedBuffer($targetBuffer$) is true, throw a TypeError exception.
3. Let $targetLength$ be $target$.[[ArrayLength]].
4. Let $targetElementSize$ be TypedArrayElementSize($target$).
5. Let $targetType$ be TypedArrayElementType($target$).
6. Let $targetByteOffset$ be $target$.[[ByteOffset]].
7. Let $src$ be ?ToObject($source$).
8. Let $srcLength$ be ?LengthOfArrayLike($src$).
9. If $targetOffset$ is +∞, throw a RangeError exception.
10. If $srcLength + targetOffset > targetLength$, throw a RangeError exception.
11. Let $targetByteIndex$ be $targetOffset \times targetElementSize + targetByteOffset$.
12. Let $k$ be 0.
13. Let $limit$ be $targetByteIndex + targetElementSize \times srcLength$.
14. Repeat, while $targetByteIndex < limit$,
a. Let $Pk$ be !ToString($f(k)$).
b. Let $value$ be ?Get($src$, $Pk$).
c. If $target$.[[ContentType]] is BigInt, set $value$ to ?ToBigInt($value$).
d. Otherwise, set $value$ to ?ToNumber($value$).
e. If IsDetachedBuffer($targetBuffer$) is true, throw a TypeError exception.
f. Perform SetValueInBuffer($targetBuffer$, $targetByteIndex$, $targetType$, $value$, true, Unordered).
g. Set $k$ to $k + 1$.
h. Set $targetByteIndex$ to $targetByteIndex + targetElementSize$.
15. Return unused.

23.2.3.25 %TypedArray%.prototype.slice (start, end)

The interpretation and use of the arguments of %TypedArray%.prototype.slice are the same as for Array.prototype.slice as defined in 23.1.3.26. The following steps are taken:

When the slice method is called, the following steps are taken:

1. Let $O$ be the this value.
2. Perform ? ValidateTypedArray(O).
3. Let len be O.[[ArrayLength]].
4. Let relativeStart be ? ToIntegerOrInfinity(start).
5. If relativeStart is -∞, let k be 0.
6. Else if relativeStart < 0, let k be max(len + relativeStart, 0).
7. Else, let k be min(relativeStart, len).
8. If end is undefined, let relativeEnd be len; else let relativeEnd be ? ToIntegerOrInfinity(end).
9. If relativeEnd is -∞, let final be 0.
10. Else if relativeEnd < 0, let final be max(len + relativeEnd, 0).
11. Else, let final be min(relativeEnd, len).
12. Let count be max(final - k, 0).
13. Let A be ? TypedArraySpeciesCreate(O, «𝔽(count)»).
14. If count > 0, then
   a. If IsDetachedBuffer(O.[[ViewedArrayBuffer]]) is true, throw a TypeError exception.
   b. Let srcType be TypedArrayElementType(O).
   c. Let targetType be TypedArrayElementType(A).
   d. If srcType is different from targetType, then
      i. Let n be 0.
      ii. Repeat, while k < final,
          1. Let Pk be ! ToString(i(k)).
          2. Let kValue be ! Get(O, Pk).
          3. Perform ! Set(A, ! ToString(n), kValue, true).
          4. Set k to k + 1.
          5. Set n to n + 1.
   e. Else,
      i. Let srcBuffer be O.[[ViewedArrayBuffer]].
      ii. Let targetBuffer be A.[[ViewedArrayBuffer]].
      iii. Let elementSize be TypedArrayElementSize(O).
      iv. NOTE: If srcType and targetType are the same, the transfer must be performed in a
          manner that preserves the bit-level encoding of the source data.
      v. Let srcByteOffset be O.[[ByteOffset]].
      vi. Let targetByteIndex be A.[[ByteOffset]].
      vii. Let srcByteIndex be (k × elementSize) + srcByteOffset.
      viii. Let limit be targetByteIndex + count × elementSize.
      ix. Repeat, while targetByteIndex < limit,
          1. Let value be GetValueFromBuffer(srcBuffer, srcByteIndex, Uint8, true,
             Unordered).
          2. Perform SetValueInBuffer(targetBuffer, targetByteIndex, Uint8, value, true,
             Unordered).
          3. Set srcByteIndex to srcByteIndex + 1.
          4. Set targetByteIndex to targetByteIndex + 1.
15. Return A.

This function is not generic. The this value must be an object with a [[TypedArrayName]] internal slot.

23.2.3.26 %TypedArray%.prototype.some ( callbackfn [, thisArg ] )

The interpretation and use of the arguments of %TypedArray%.prototype.some are the same as for
Array.prototype.some as defined in 23.1.3.27.
When the `some` method is called, the following steps are taken:

1. Let \( O \) be the `this` value.
2. Perform `? ValidateTypedArray(O)`.
3. Let \( len \) be \( O.[[ArrayLength]] \).
4. If `IsCallable(callbackfn)` is `false`, throw a `TypeError` exception.
5. Let \( k \) be 0.
6. Repeat, while \( k < len \),
   a. Let \( Pk \) be `! ToString(𝔽(k))`.
   b. Let \( kValue \) be `! Get(O, Pk)`.
   c. Let \( testResult \) be `ToBoolean(? Call(callbackfn, thisArg, « kValue, 𝔽(k), O »))`.
   d. If \( testResult \) is `true`, return `true`.
   e. Set \( k \) to \( k + 1 \).
7. Return `false`.

This function is not generic. The `this` value must be an object with a `[[TypedArrayName]]` internal slot.

23.2.3.27 %TypedArray%.prototype.sort ( `comparefn` )

%TypedArray%.prototype.sort is a distinct function that, except as described below, implements the same requirements as those of `Array.prototype.sort` as defined in 23.1.3.28. The implementation of the %TypedArray%.prototype.sort specification may be optimized with the knowledge that the `this` value is an object that has a fixed length and whose `integer-indexed` properties are not sparse.

This function is not generic. The `this` value must be an object with a `[[TypedArrayName]]` internal slot.

The following steps are performed:

1. If `comparefn` is not `undefined` and `IsCallable(comparefn)` is `false`, throw a `TypeError` exception.
2. Let \( obj \) be the `this` value.
3. Perform `? ValidateTypedArray(obj)`.
4. Let \( buffer \) be `obj.[[ViewedArrayBuffer]]`.
5. Let \( len \) be `obj.[[ArrayLength]]`.
6. NOTE: The following closure performs a numeric comparison rather than the string comparison used in 23.1.3.28.
7. Let `SortCompare` be a new Abstract Closure with parameters \( (x, y) \) that captures `comparefn` and `buffer` and performs the following steps when called:
   a. Assert: Both `Type(x)` and `Type(y)` are Number or both are BigInt.
   b. If `comparefn` is not `undefined`, then
      i. Let \( v \) be `? ToNumber(? Call(comparefn, undefined, « x, y »))`.
      ii. If `IsDetachedBuffer(buffer)` is `true`, throw a `TypeError` exception.
      iii. If \( v \) is `NaN`, return `+0_\mathbb{F}`.
      iv. Return \( v \).
   c. If \( x \) and \( y \) are both `NaN`, return `+0_\mathbb{F}`.
   d. If \( x \) is `NaN`, return `1_\mathbb{F}`.
   e. If \( y \) is `NaN`, return `-1_\mathbb{F}`.
   f. If \( x < y \), return `-1_\mathbb{F}`.
   g. If \( x > y \), return `1_\mathbb{F}`.
   h. If \( x \) is `-0_\mathbb{F}` and \( y \) is `+0_\mathbb{F}`, return `-1_\mathbb{F}`.
   i. If \( x \) is `+0_\mathbb{F}` and \( y \) is `-0_\mathbb{F}`, return `1_\mathbb{F}`.
j. Return $+0_F$.


NOTE Because NaN always compares greater than any other value, NaN property values always sort to the end of the result when comparefn is not provided.

23.2.3.28 %TypedArray%.prototype.subarray ($begin$, $end$)

Returns a new TypedArray whose element type is the same as this TypedArray and whose ArrayBuffer is the same as the ArrayBuffer of this TypedArray, referencing the elements at $begin$, inclusive, up to $end$, exclusive. If either $begin$ or $end$ is negative, it refers to an index from the end of the array, as opposed to from the beginning.

When the subarray method is called, the following steps are taken:

1. Let $O$ be the this value.
2. Perform ? RequireInternalSlot($O$, [[TypedArrayName]]).
3. Assert: $O$ has a [[ViewedArrayBuffer]] internal slot.
4. Let $buffer$ be $O$.[[ViewedArrayBuffer]].
5. Let $srcLength$ be $O$.[[ArrayLength]].
6. Let $relativeBegin$ be ? ToIntegerOrInfinity($begin$).
7. If $relativeBegin$ is $-\infty$, let $beginIndex$ be 0.
8. Else if $relativeBegin < 0$, let $beginIndex$ be max($srcLength + relativeBegin$, 0).
9. Else, let $beginIndex$ be min($relativeBegin$, $srcLength$).
10. If $end$ is undefined, let $relativeEnd$ be $srcLength$; else let $relativeEnd$ be ? ToIntegerOrInfinity($end$).
11. If $relativeEnd$ is $-\infty$, let $endIndex$ be 0.
12. Else if $relativeEnd < 0$, let $endIndex$ be max($srcLength + relativeEnd$, 0).
13. Else, let $endIndex$ be min($relativeEnd$, $srcLength$).
14. Let $newLength$ be max($endIndex - beginIndex$, 0).
15. Let $elementSize$ be TypedArrayElementSize($O$).
16. Let $srcByteOffset$ be $O$.[[ByteOffset]].
17. Let $beginByteOffset$ be $srcByteOffset + beginIndex \times elementSize$.
18. Let $argumentsList$ be « $buffer$, $𝔽($beginByteOffset$), $𝔽($newLength$) ».

This function is not generic. The this value must be an object with a [[TypedArrayName]] internal slot.

23.2.3.29 %TypedArray%.prototype.toLocaleString ($[$reserved1$ [ , $reserved2$ ] ]$)

%TypedArray%.prototype.toLocaleString is a distinct function that implements the same algorithm as Array.prototype.toLocaleString as defined in 23.1.3.30 except that the this value's [[ArrayLength]] internal slot is accessed in place of performing a [[Get]] of "length". The implementation of the algorithm may be optimized with the knowledge that the this value is an object that has a fixed length and whose integer-indexed properties are not sparse. However, such optimization must not introduce any observable changes in the specified behaviour of the algorithm.

This function is not generic. ValidateTypedArray is applied to the this value prior to evaluating the algorithm. If its result is an abrupt completion that exception is thrown instead of evaluating the algorithm.
NOTE If the ECMAScript implementation includes the ECMA-402 Internationalization API this function is based upon the algorithm for `Array.prototype.toLocaleString` that is in the ECMA-402 specification.

23.2.3.30 `%TypedArray%.prototype.toString()`

The initial value of the "toString" property is `%Array.prototype.toString%`, defined in 23.1.3.31.

23.2.3.31 `%TypedArray%.prototype.values()`

When the `values` method is called, the following steps are taken:

1. Let `O` be the `this` value.
2. Perform `ValidateTypedArray(O)`.
3. Return `CreateArrayIterator(O, value)`.

23.2.3.32 `%TypedArray%.prototype[@@iterator]()`

The initial value of the `@@iterator` property is `%TypedArray.prototype.values%`, defined in 23.2.3.31.

23.2.3.33 `get %TypedArray%.prototype[@@toStringTag]`  

 `%TypedArray%.prototype[@@toStringTag]` is an accessor property whose set accessor function is `undefined`. Its get accessor function performs the following steps when called:

1. Let `O` be the `this` value.
2. If `Type(O)` is not `Object`, return `undefined`.
3. If `O` does not have a `[[TypedArrayName]]` internal slot, return `undefined`.
4. Let `name` be `O.[[TypedArrayName]]`.
5. Assert: `Type(name)` is `String`.
6. Return `name`.

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

The initial value of the "name" property of this function is "get [Symbol.toStringTag]".

23.2.4 Abstract Operations for TypedArray Objects

23.2.4.1 `TypedArraySpeciesCreate ( exemplar, argumentList )`

The abstract operation `TypedArraySpeciesCreate` takes arguments `exemplar` (a `TypedArray`) and `argumentList` and returns either a normal completion containing a `TypedArray` or an abrupt completion. It is used to specify the creation of a new `TypedArray` using a `constructor` function that is derived from `exemplar`. Unlike `ArraySpeciesCreate`, which can create non-Array objects through the use of `@@species`, this operation enforces that the `constructor` function creates an actual `TypedArray`. It performs the following steps when called:

1. Let `defaultConstructor` be the intrinsic object listed in column one of Table 71 for `exemplar`.  
   `[[TypedArrayName]]`.
2. Let `constructor` be `SpeciesConstructor(exemplar, defaultConstructor)`.
3. Let `result` be ? `TypedArrayCreate(constructor, argumentList)`.
4. Assert: `result` has `[[TypedArrayName]]` and `[[ContentType]]` internal slots.
5. If `result.[[ContentType]] ≠ exemplar.[[ContentType]]`, throw a `TypeError` exception.
6. Return `result`.

### 23.2.4.2 `TypedArrayCreate (constructor, argumentList)`

The abstract operation `TypedArrayCreate` takes arguments `constructor` and `argumentList` and returns either a normal completion containing a TypedArray or an abrupt completion. It is used to specify the creation of a new TypedArray using a `constructor` function. It performs the following steps when called:

1. Let `newTypedArray` be ? `Construct(constructor, argumentList)`.
2. Perform ? `ValidateTypedArray(newTypedArray)`.
3. If `argumentList` is a List of a single Number, then
   a. If `newTypedArray.[[ArrayLength]] < ℝ(argumentList[0])`, throw a `TypeError` exception.
4. Return `newTypedArray`.

### 23.2.4.3 `ValidateTypedArray (O)`

The abstract operation `ValidateTypedArray` takes argument `O` and returns either a normal completion containing unused or an abrupt completion. It performs the following steps when called:

1. Perform ? `RequireInternalSlot(O, [[TypedArrayName]])`.
2. Assert: `O` has a `[[ViewedArrayBuffer]]` internal slot.
3. Let `buffer` be `O.[[ViewedArrayBuffer]]`.
4. If `IsDetachedBuffer(buffer)` is `true`, throw a `TypeError` exception.
5. Return unused.

### 23.2.4.4 `TypedArrayElementSize (O)`

The abstract operation `TypedArrayElementSize` takes argument `O` (a TypedArray) and returns a non-negative integer. It performs the following steps when called:

1. Return the Element Size value specified in Table 71 for `O.[[TypedArrayName]]`.

### 23.2.4.5 `TypedArrayElementType (O)`

The abstract operation `TypedArrayElementType` takes argument `O` (a TypedArray) and returns a TypedArray element type. It performs the following steps when called:

1. Return the Element Type value specified in Table 71 for `O.[[TypedArrayName]]`.

### 23.2.5 The `TypedArray` Constructors

Each `TypedArray` constructor:

- is an intrinsic object that has the structure described below, differing only in the name used as the `constructor` name instead of `TypedArray`, in Table 71.
- is a function whose behaviour differs based upon the number and types of its arguments. The actual behaviour of a call of `TypedArray` depends upon the number and kind of arguments that are passed to it.
- is not intended to be called as a function and will throw an exception when called in that manner.
may be used as the value of an `extends` clause of a class definition. Subclass constructors that intend to inherit the specified `TypedArray` behaviour must include a `super` call to the `TypedArray` constructor to create and initialize the subclass instance with the internal state necessary to support the `%TypedArray%` built-in methods.

- has a "length" property whose value is 3.

### 23.2.5.1 `TypedArray ( ...args )`

Each `TypedArray` constructor performs the following steps when called:

1. If `NewTarget` is `undefined`, throw a `TypeError` exception.
2. Let `constructorName` be the String value of the `Constructor` Name value specified in Table 71 for this `TypedArray` constructor.
3. Let `proto` be "`%TypedArray%.prototype%"."
4. Let `numberOfArgs` be the number of elements in `args`.
5. If `numberOfArgs = 0`, then
   a. Return ? `AllocateTypedArray(constructorName, NewTarget, proto, 0)`.
6. Else,
   a. Let `firstArgument` be `args[0]`.
   b. If `Type(firstArgument)` is Object, then
      i. Let `O` be ? `AllocateTypedArray(constructorName, NewTarget, proto)`.
      ii. If `firstArgument` has a `[[TypedArrayName]]` internal slot, then
          1. Perform ? `InitializeTypedArrayFromTypedArray(O, firstArgument)`.
      iii. Else if `firstArgument` has an `[[ArrayBufferData]]` internal slot, then
          1. If `numberOfArgs > 1`, let `byteOffset` be `args[1]`; else let `byteOffset` be `undefined`.
          2. If `numberOfArgs > 2`, let `length` be `args[2]`; else let `length` be `undefined`.
          3. Perform ? `InitializeTypedArrayFromArrayBuffer(O, firstArgument, byteOffset, length)`.
      iv. Else, Assert: Type(`firstArgument`) is Object and `firstArgument` does not have either a `[[TypedArrayName]]` or an `[[ArrayBufferData]]` internal slot.
   c. Else, Return `O`.
   d. If `usingIterator` is not `undefined`, then
      a. Let `values` be ? `IterableToList(firstArgument, usingIterator)`.
      b. Perform ? `InitializeTypedArrayFromList(O, values)`.
   e. Else,
      a. NOTE: `firstArgument` is not an iterable so assume it is already an array-like object.
      b. Perform ? `InitializeTypedArrayFromArrayLike(O, firstArgument)`.
   f. Return `O`.

### 23.2.5.1.1 `AllocateTypedArray ( constructorName, newTarget, defaultProto [ , length ] )`

The abstract operation `AllocateTypedArray` takes arguments `constructorName` (a String which is the name of a `TypedArray` constructor in Table 71), `newTarget`, and `defaultProto` and optional argument `length` (a non-negative integer) and returns either a normal completion containing a `TypedArray` or an abrupt completion. It is used to validate and create an instance of a `TypedArray` constructor. If the `length` argument is passed, an
AllocateTypedArray provides common semantics that is used by `TypedArray`. It performs the following steps when called:

1. Let `proto` be `? GetPrototypeFromConstructor(newTarget, defaultProto)`.  
2. Let `obj` be `IntegerIndexedObjectCreate(proto)`.  
3. Assert: `obj. [[ViewedArrayBuffer]]` is `undefined`.  
4. Set `obj. [[TypedArrayName]]` to `constructorName`.  
5. If `constructorName` is "BigInt64Array" or "BigUint64Array", set `obj. [[ContentType]]` to BigInt.  
6. Otherwise, set `obj. [[ContentType]]` to Number.  
7. If `length` is not present, then
   a. Set `obj. [[ByteLength]]` to 0.  
   b. Set `obj. [[ByteOffset]]` to 0.  
   c. Set `obj. [[ArrayLength]]` to 0.  
8. Else,
   a. Perform `? AllocateTypedArrayBuffer(obj, length)`.  

#### 23.2.5.1.2 InitializeTypedArrayFromTypedArray ( O, srcArray )

The abstract operation `InitializeTypedArrayFromTypedArray` takes arguments `O` (a `TypedArray`) and `srcArray` (a `TypedArray`) and returns either a normal completion containing unused or an abrupt completion. It performs the following steps when called:

1. Let `srcData` be `srcArray. [[ViewedArrayBuffer]]`.  
2. If `IsDetachedBuffer(srcData)` is `true`, throw a `TypeError` exception.  
3. Let `elementType` be `TypedArrayElementType(O)`.  
4. Let `elementSize` be `TypedArrayElementSize(O)`.  
5. Let `srcType` be `TypedArrayElementType(srcArray)`.  
6. Let `srcElementSize` be `TypedArrayElementSize(srcArray)`.  
7. Let `srcByteOffset` be `srcArray. [[ByteOffset]]`.  
8. Let `elementLength` be `srcArray. [[ArrayLength]]`.  
10. If `IsSharedArrayBuffer(srcData)` is `false`, then
    a. Let `bufferConstructor` be `? SpeciesConstructor(srcData, %ArrayBuffer%)`.  
11. Else,
    a. Let `bufferConstructor` be `%ArrayBuffer%`.  
12. If `elementType` is the same as `srcType`, then
    a. Let `data` be `? CloneArrayBuffer(srcData, srcByteOffset, byteLength, bufferConstructor)`.  
13. Else,
    a. Let `data` be `AllocateArrayBuffer(bufferConstructor, byteLength)`.  
    b. If `IsDetachedBuffer(srcData)` is `true`, throw a `TypeError` exception.  
    c. If `srcArray. [[ContentType]] ≠ O. [[ContentType]]`, throw a `TypeError` exception.  
    d. Let `srcByteIndex` be `srcByteOffset`.  
    e. Let `targetByteIndex` be `0`.  
    f. Let `count` be `elementLength`.  
    g. Repeat, while `count > 0`,
       i. Let `value` be `GetValueFromBuffer(srcData, srcByteIndex, srcType, true, Unordered)`.  
       ii. Perform `SetValueInBuffer(data, targetByteIndex, elementType, value, true, Unordered)`.  

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iii. Set `srcByteIndex` to `srcByteIndex + srcElementSize`.
iv. Set `targetByteIndex` to `targetByteIndex + elementSize`.
v. Set `count` to `count - 1`.

14. Set `O. [[ViewedArrayBuffer]]` to `data`.
15. Set `O. [[ByteLength]]` to `byteLength`.
16. Set `O. [[ByteOffset]]` to `0`.
17. Set `O. [[ArrayLength]]` to `elementLength`.
18. Return unused.

23.2.5.1.3 InitializeTypedArrayFromArrayBuffer ( `O`, `buffer`, `byteOffset`, `length` )

The abstract operation `InitializeTypedArrayFromArrayBuffer` takes arguments `O` (a TypedArray), `buffer` (an ArrayBuffer or a SharedArrayBuffer), `byteOffset` (an ECMAScript language value), and `length` (an ECMAScript language value) and returns either a normal completion containing unused or an abrupt completion. It performs the following steps when called:

1. Let `elementSize` be `TypedArrayElementSize(O)`.
2. Let `offset` be `? ToIndex(byteOffset)`.
3. If `offset` modulo `elementSize` ≠ 0, throw a `RangeError` exception.
4. If `length` is not `undefined`, then
   a. Let `newLength` be `? ToIndex(length)`.
5. If `IsDetachedBuffer(buffer)` is `true`, throw a `TypeError` exception.
6. Let `bufferByteLength` be `buffer. [[ArrayBufferByteLength]]`.
7. If `length` is `undefined`, then
   a. If `bufferByteLength` modulo `elementSize` ≠ 0, throw a `RangeError` exception.
   b. Let `newByteLength` be `bufferByteLength - offset`.
   c. If `newByteLength` < 0, throw a `RangeError` exception.
8. Else,
   a. Let `newByteLength` be `newLength × elementSize`.
   b. If `offset + newByteLength > bufferByteLength`, throw a `RangeError` exception.
9. Set `O. [[ViewedArrayBuffer]]` to `buffer`.
10. Set `O. [[ByteLength]]` to `newByteLength`.
11. Set `O. [[ByteOffset]]` to `offset`.
13. Return unused.

23.2.5.1.4 InitializeTypedArrayFromList ( `O`, `values` )

The abstract operation `InitializeTypedArrayFromList` takes arguments `O` (a TypedArray) and `values` (a List of ECMAScript language values) and returns either a normal completion containing unused or an abrupt completion. It performs the following steps when called:

1. Let `len` be the number of elements in `values`.
2. Perform `? AllocateTypedArrayBuffer(O, len)`.
3. Let `k` be `0`.
4. Repeat, while `k < len`,
   a. Let `Pk` be `ToString(𝔽(k))`.
   b. Let `kValue` be the first element of `values` and remove that element from `values`.
   c. Perform `? Set(O, Pk, kValue, true)`. 
d. Set \( k \) to \( k + 1 \).
5. \textbf{Assert:} values is now an empty List.
6. Return unused.

23.2.5.1.5 \texttt{InitializeTypedArrayFromArrayLike (O, arrayLike)}

The abstract operation InitializeTypedArrayFromArrayLike takes arguments \( O \) (a TypedArray) and \( arrayLike \) (an Object, but not a TypedArray or an ArrayBuffer) and returns either a \texttt{normal completion} containing unused or an \texttt{abrupt completion}. It performs the following steps when called:

1. Let \( len \) be \( ? \text{LengthOfArrayLike}(arrayLike) \).
2. Perform ? \texttt{AllocateTypedArrayBuffer(O, len)}.
3. Let \( k \) be 0.
4. Repeat, while \( k < len \),
   a. Let \( P_k \) be \( ! \text{ToString}(\_\_k) \).
   b. Let \( kValue \) be \( ? \text{Get(arrayLike, P_k)} \).
   c. Perform ? \texttt{Set(O, P_k, kValue, true)}.
   d. Set \( k \) to \( k + 1 \).
5. Return unused.

23.2.5.1.6 \texttt{AllocateTypedArrayBuffer (O, length)}

The abstract operation AllocateTypedArrayBuffer takes arguments \( O \) (a TypedArray) and \( length \) (a non-negative integer) and returns either a \texttt{normal completion} containing unused or an \texttt{abrupt completion}. It allocates and associates an ArrayBuffer with \( O \). It performs the following steps when called:

1. \textbf{Assert:} \( O.\text{[[ViewedArrayBuffer]]} \) is undefined.
2. Let \( elementSize \) be \( \text{TypedArrayElementSize}(O) \).
3. Let \( byteLength \) be \( elementSize \times length \).
4. Let \( data \) be \( ? \text{AllocateArrayBuffer}(%ArrayBuffer%, byteLength) \).
5. Set \( O.\text{[[ViewedArrayBuffer]]} \) to \( data \).
6. Set \( O.\text{[[ByteLength]]} \) to \( byteLength \).
7. Set \( O.\text{[[ByteOffset]]} \) to 0.
8. Set \( O.\text{[[ArrayLength]]} \) to \( length \).
9. Return unused.

23.2.6 Properties of the \texttt{TypedArray} Constructors

Each \texttt{TypedArray} constructor:

- has a \text{[[Prototype]} internal slot whose value is \%TypedArray\%.
- has a "name" property whose value is the String value of the \texttt{constructor} name specified for it in Table 71.
- has the following properties:

23.2.6.1 \texttt{TypedArray.BYTES_PER_ELEMENT}

The value of \texttt{TypedArray.BYTES_PER_ELEMENT} is the Element Size value specified in Table 71 for \texttt{TypedArray}.

This property has the attributes \{ \text{[[Writable]]: false, \text{[[Enumerable]]: false, \text{[[Configurable]]: false } \}.
23.2.6.2 `TypedArray.prototype`

The initial value of `TypedArray.prototype` is the corresponding `TypedArray` prototype intrinsic object (23.2.7).

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

23.2.7 Properties of the `TypedArray` Prototype Objects

Each `TypedArray` prototype object:

- has a [[Prototype]] internal slot whose value is `%TypedArray.prototype%`.
- is an ordinary object.
- does not have a [[ViewedArrayBuffer]] or any other of the internal slots that are specific to `TypedArray` instance objects.

23.2.7.1 `TypedArray.prototype.BYTES_PER_ELEMENT`

The value of `TypedArray.prototype.BYTES_PER_ELEMENT` is the Element Size value specified in Table 71 for `TypedArray`.

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

23.2.7.2 `TypedArray.prototype.constructor`

The initial value of a `TypedArray.prototype.constructor` is the corresponding `%TypedArray%` intrinsic object.

23.2.8 Properties of `TypedArray` Instances

`TypedArray` instances are Integer-Indexed exotic objects. Each `TypedArray` instance inherits properties from the corresponding `TypedArray` prototype object. Each `TypedArray` instance has the following internal slots: [[TypedArrayName]], [[ViewedArrayBuffer]], [[ByteLength]], [[ByteOffset]], and [[ArrayLength]].

24 Keyed Collections

24.1 Map Objects

Maps are collections of key/value pairs where both the keys and values may be arbitrary ECMAScript language values. A distinct key value may only occur in one key/value pair within the Map's collection. Distinct key values are discriminated using the SameValueZero comparison algorithm.

Maps must be implemented using either hash tables or other mechanisms that, on average, provide access times that are sublinear on the number of elements in the collection. The data structure used in this specification is only intended to describe the required observable semantics of Maps. It is not intended to be a viable implementation model.
24.1.1 The Map Constructor

The Map constructor:

- is %Map%.
- is the initial value of the "Map" property of the global object.
- creates and initializes a new Map when called as a constructor.
- is not intended to be called as a function and will throw an exception when called in that manner.
- may be used as the value in an extends clause of a class definition. Subclass constructors that intend to inherit the specified Map behaviour must include a super call to the Map constructor to create and initialize the subclass instance with the internal state necessary to support the Map.prototype built-in methods.

24.1.1.1 Map ([ iterable ])

When the Map function is called with optional argument iterable, the following steps are taken:

1. If NewTarget is undefined, throw a TypeError exception.
2. Let map be ? OrdinaryCreateFromConstructor(NewTarget, "%Map.prototype%", « [[MapData]] »).
3. Set map.[[MapData]] to a new empty List.
4. If iterable is either undefined or null, return map.
5. Let adder be ? Get(map, "set").

NOTE If the parameter iterable is present, it is expected to be an object that implements an @@iterator method that returns an iterator object that produces a two element array-like object whose first element is a value that will be used as a Map key and whose second element is the value to associate with that key.

24.1.1.2 AddEntriesFromIterable ( target, iterable, adder )

The abstract operation AddEntriesFromIterable takes arguments target, iterable (an ECMAScript language value, but not undefined or null), and adder (a function object) and returns either a normal completion containing an ECMAScript language value or an abrupt completion. adder will be invoked, with target as the receiver. It performs the following steps when called:

1. If IsCallable(adder) is false, throw a TypeError exception.
2. Let iteratorRecord be ? GetIterator(iterable).
3. Repeat,
   a. Let next be ? IteratorStep(iteratorRecord).
   b. If next is false, return target.
   c. Let nextItem be ? IteratorValue(next).
   d. If Type(nextItem) is not Object, then
      i. Let error be ThrowCompletion(a newly created TypeError object).
      ii. Return ? IteratorClose(iteratorRecord, error).
   e. Let k be Completion(Get(nextItem, "0")).
   f. IfAbruptCloseIterator(k, iteratorRecord).
   g. Let v be Completion(Get(nextItem, "1"))
   h. IfAbruptCloseIterator(v, iteratorRecord).
   i. Let status be Completion(Call(adder, target, « k, v »)).
   j. IfAbruptCloseIterator(status, iteratorRecord).
24.1.2 Properties of the Map Constructor

The Map constructor:

- has a [[Prototype]] internal slot whose value is %Function.prototype%.
- has the following properties:

### 24.1.2.1 Map.prototype

The initial value of Map.prototype is the Map prototype object.

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

### 24.1.2.2 get Map [ @@species ]

Map[@@species] is an accessor property whose set accessor function is undefined. Its get accessor function performs the following steps:

1. Return the this value.

The value of the "name" property of this function is "get [Symbol.species]".

#### NOTE

Methods that create derived collection objects should call @@species to determine the constructor to use to create the derived objects. Subclass constructor may over-ride @@species to change the default constructor assignment.

24.1.3 Properties of the Map Prototype Object

The Map prototype object:

- is %Map.prototype%.
- has a [[Prototype]] internal slot whose value is %Object.prototype%.
- is an ordinary object.
- does not have a [[MapData]] internal slot.

### 24.1.3.1 Map.prototype.clear ()

The following steps are taken:

1. Let $M$ be the this value.
2. Perform ? RequireInternalSlot($M$, [[MapData]]).
3. Let entries be the List that is $M$.[[MapData]].
4. For each Record { [[Key]], [[Value]] } $p$ of entries, do
   a. Set $p$.[[Key]] to empty.
   b. Set $p$.[[Value]] to empty.
5. Return `undefined`.

**NOTE**

The existing `[[MapData]]` List is preserved because there may be existing Map Iterator objects that are suspended midway through iterating over that List.

### 24.1.3.2 Map.prototype.constructor

The initial value of `Map.prototype.constructor` is `%Map%`.

### 24.1.3.3 Map.prototype.delete (key)

The following steps are taken:

1. Let `M` be the `this` value.
2. Perform ? `RequireInternalSlot(M, [[MapData]])`.
3. Let `entries` be the List that is `M. [[MapData]]`.
4. For each `Record { [[Key]], [[Value]] } p of entries`, do
   a. If `p. [[Key]]` is not empty and `SameValueZero(p. [[Key]], key)` is `true`, then
      i. Set `p. [[Key]]` to empty.
      ii. Set `p. [[Value]]` to empty.
      iii. Return `true`.
5. Return `false`.

**NOTE**

The value `empty` is used as a specification device to indicate that an entry has been deleted. Actual implementations may take other actions such as physically removing the entry from internal data structures.

### 24.1.3.4 Map.prototype.entries ()

The following steps are taken:

1. Let `M` be the `this` value.
2. Return ? `CreateMapIterator(M, key+value)`.

### 24.1.3.5 Map.prototype.forEach (callbackfn [ , thisArg ])

When the `forEach` method is called with one or two arguments, the following steps are taken:

1. Let `M` be the `this` value.
2. Perform ? `RequireInternalSlot(M, [[MapData]])`.
3. If `IsCallable(callbackfn)` is `false`, throw a `TypeError` exception.
4. Let `entries` be the List that is `M. [[MapData]]`.
5. For each `Record { [[Key]], [[Value]] } e of entries`, do
   a. If `e. [[Key]]` is not empty, then
      i. Perform ? `Call(callbackfn, thisArg, « e. [[Value]], e. [[Key]], M »)`.
6. Return `undefined`.

**NOTE**

`callbackfn` should be a function that accepts three arguments. `forEach` calls `callbackfn` once for each key/value pair present in the Map, in key insertion order. `callbackfn` is called only for
keys of the Map which actually exist; it is not called for keys that have been deleted from the Map.

If a `thisArg` parameter is provided, it will be used as the `this` value for each invocation of `callbackfn`. If it is not provided, `undefined` is used instead.

`callbackfn` is called with three arguments: the value of the item, the key of the item, and the Map being traversed.

`forEach` does not directly mutate the object on which it is called but the object may be mutated by the calls to `callbackfn`. Each entry of a map's `[[MapData]]` is only visited once. New keys added after the call to `forEach` begins are visited. A key will be revisited if it is deleted after it has been visited and then re-added before the `forEach` call completes. Keys that are deleted after the call to `forEach` begins and before being visited are not visited unless the key is added again before the `forEach` call completes.

24.1.3.6 Map.prototype.get (key)

The following steps are taken:

1. Let `M` be the `this` value.
2. Perform `? RequireInternalSlot(M, [[MapData]])`.
3. Let `entries` be the `List` that is `M. [[MapData]]`.
4. For each `Record { [[Key]], [[Value]] } p` of `entries`, do
   a. If `p. [[Key]]` is not empty and `SameValueZero(p. [[Key]], key)` is `true`, return `p. [[Value]]`.
5. Return `undefined`.

24.1.3.7 Map.prototype.has (key)

The following steps are taken:

1. Let `M` be the `this` value.
2. Perform `? RequireInternalSlot(M, [[MapData]])`.
3. Let `entries` be the `List` that is `M. [[MapData]]`.
4. For each `Record { [[Key]], [[Value]] } p` of `entries`, do
   a. If `p. [[Key]]` is not empty and `SameValueZero(p. [[Key]], key)` is `true`, return `true`.
5. Return `false`.

24.1.3.8 Map.prototype.keys ()

The following steps are taken:

1. Let `M` be the `this` value.
2. Return `? CreateMapIterator(M, key)`.

24.1.3.9 Map.prototype.set (key, value)

The following steps are taken:

1. Let `M` be the `this` value.
2. Perform `? RequireInternalSlot(M, [[MapData]])`.
3. Let `entries` be the `List` that is `M. [[MapData]]`.
4. For each `Record { [[Key]], [[Value]] } p` of `entries`, do
i. Set $p.[[Value]]$ to value.
ii. Return $M$.

5. If $key$ is $-0_F$, set $key$ to $+0_F$.
6. Let $p$ be the Record { $[[Key]]$: $key$, $[[Value]]$: value }.
7. Append $p$ as the last element of entries.
8. Return $M$.

### 24.1.3.10 get Map.prototype.size

Map.prototype.size is an accessor property whose set accessor function is undefined. Its get accessor function performs the following steps:

1. Let $M$ be the this value.
3. Let entries be the List that is $M.[[MapData]]$.
4. Let $count$ be 0.
5. For each Record { $[[Key]]$, $[[Value]]$ } $p$ of entries, do
   a. If $p.[[Key]]$ is not empty, set $count$ to $count + 1$.
6. Return $𝔽(count)$.

### 24.1.3.11 Map.prototype.values ( )

The following steps are taken:

1. Let $M$ be the this value.
2. Return ? CreateMapIterator($M$, value).

### 24.1.3.12 Map.prototype [ @@iterator ] ( )

The initial value of the @@iterator property is %Map.prototype.entries%, defined in 24.1.3.4.

### 24.1.3.13 Map.prototype [ @@toStringTag ]

The initial value of the @@toStringTag property is the String value "Map".

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

### 24.1.4 Properties of Map Instances

Map instances are ordinary objects that inherit properties from the Map prototype. Map instances also have a $[[MapData]]$ internal slot.

### 24.1.5 Map Iterator Objects

A Map Iterator is an object, that represents a specific iteration over some specific Map instance object. There is not a named constructor for Map Iterator objects. Instead, map iterator objects are created by calling certain methods of Map instance objects.
24.1.5.1 CreateMapIterator (map, kind)

The abstract operation CreateMapIterator takes arguments map (an ECMAScript language value) and kind (key+value, key, or value) and returns either a normal completion containing a Generator or an abrupt completion. It is used to create iterator objects for Map methods that return such iterators. It performs the following steps when called:

1. Perform ? RequireInternalSlot(map, [[MapData]]).
2. Let closure be a new Abstract Closure with no parameters that captures map and kind and performs the following steps when called:
   a. Let entries be the List that is map.[[MapData]].
   b. Let index be 0.
   c. Let numEntries be the number of elements of entries.
   d. Repeat, while index < numEntries,
      i. Let e be the Record { [[Key]], [[Value]] } that is the value of entries[index].
      ii. Set index to index + 1.
      iii. If e. [[Key]] is not empty, then
          1. If kind is key, let result be e.[[Key]].
          2. Else if kind is value, let result be e.[[Value]].
          3. Else,
              a. Assert: kind is key+value.
              b. Let result be CreateArrayFromList(e. [[Key]], e. [[Value]]).
          4. Perform ? GeneratorYield(CreateIterResultObject(result, false)).
          5. NOTE: The number of elements in entries may have changed while execution of this abstract operation was paused by Yield.
          6. Set numEntries to the number of elements of entries.
   e. Return undefined.
3. Return CreateIteratorFromClosure(closure, "%MapIteratorPrototype%", %MapIteratorPrototype%).

24.1.5.2 The %MapIteratorPrototype% Object

The %MapIteratorPrototype% object:

- has properties that are inherited by all Map Iterator Objects.
- is an ordinary object.
- has a [[Prototype]] internal slot whose value is %IteratorPrototype%.
- has the following properties:

24.1.5.2.1 %MapIteratorPrototype%.next ()

1. Return ? GeneratorResume(this value, empty, "%MapIteratorPrototype%").

24.1.5.2.2 %MapIteratorPrototype% [ @@toStringTag ]

The initial value of the @@toStringTag property is the String value "Map Iterator".

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

Set objects are collections of ECMAScript language values. A distinct value may only occur once as an element of a Set's collection. Distinct values are discriminated using the SameValueZero comparison algorithm.

Set objects must be implemented using either hash tables or other mechanisms that, on average, provide access times that are sublinear on the number of elements in the collection. The data structure used in this specification is only intended to describe the required observable semantics of Set objects. It is not intended to be a viable implementation model.

24.2.1 The Set Constructor

The Set constructor:

- is %Set%.
- is the initial value of the "Set" property of the global object.
- creates and initializes a new Set object when called as a constructor.
- is not intended to be called as a function and will throw an exception when called in that manner.
- may be used as the value in an extends clause of a class definition. Subclass constructors that intend to inherit the specified Set behaviour must include a super call to the Set constructor to create and initialize the subclass instance with the internal state necessary to support the Set.prototype built-in methods.

24.2.1.1 Set ([ iterable ])

When the Set function is called with optional argument iterable, the following steps are taken:

1. If NewTarget is undefined, throw a TypeError exception.
2. Let set be ? OrdinaryCreateFromConstructor(NewTarget, "%Set.prototype", « [[setData]] »).
3. Set set.[[setData]] to a new empty List.
4. If iterable is either undefined or null, return set.
5. Let adder be ? Get(set, "add").
6. If IsCallable(adder) is false, throw a TypeError exception.
7. Let iteratorRecord be ? GetIterator(iterable).
8. Repeat,
   a. Let next be ? IteratorStep(iteratorRecord).
   b. If next is false, return set.
   c. Let nextValue be ? IteratorValue(next).
   d. Let status be Completion(Call(adder, set, « nextValue »)).
   e. IfAbruptCloseIterator(status, iteratorRecord).

24.2.2 Properties of the Set Constructor

The Set constructor:

- has a [[Prototype]] internal slot whose value is %Function.prototype%.
- has the following properties:

24.2.2.1 Set.prototype

The initial value of Set.prototype is the Set prototype object.
This property has the attributes { [[Writable]]: false, [[Enumerable]]: false, [[Configurable]]: false }.

### 24.2.2.2 get Set [ @@species ]

Set[@@species] is an accessor property whose set accessor function is undefined. Its get accessor function performs the following steps:

1. Return the this value.

The value of the "name" property of this function is "get [Symbol.species]".

**NOTE** Methods that create derived collection objects should call @@species to determine the constructor to use to create the derived objects. Subclass constructor may over-ride @@species to change the default constructor assignment.

### 24.2.3 Properties of the Set Prototype Object

The Set prototype object:

- is %Set.prototype%.
- has a [[Prototype]] internal slot whose value is %Object.prototype%.
- is an ordinary object.
- does not have a [[SetData]] internal slot.

#### 24.2.3.1 Set.prototype.add ( value )

The following steps are taken:

1. Let \( S \) be the this value.
2. Perform ? RequireInternalSlot(\( S \), [[SetData]])
3. Let \( entries \) be the List that is \( S.[[SetData]] \).
4. For each element \( e \) of \( entries \), do
   a. If \( e \) is not empty and SameValueZero(\( e \), value) is true, then
      i. Return \( S \).
5. If value is \(-0\)\( _F \), set value to \(+0\)\( _F \).
6. Append value as the last element of \( entries \).
7. Return \( S \).

#### 24.2.3.2 Set.prototype.clear ( )

The following steps are taken:

1. Let \( S \) be the this value.
2. Perform ? RequireInternalSlot(\( S \), [[SetData]])
3. Let \( entries \) be the List that is \( S.[[SetData]] \).
4. For each element \( e \) of \( entries \), do
   a. Replace the element of \( entries \) whose value is \( e \) with an element whose value is empty.
5. Return undefined.
The existing [[SetData]] List is preserved because there may be existing Set Iterator objects that are suspended midway through iterating over that List.

24.2.3.3 Set.prototype.constructor

The initial value of `Set.prototype.constructor` is `%Set%`.

24.2.3.4 Set.prototype.delete (value)

The following steps are taken:

1. Let `S` be the this value.
2. Perform ? `RequireInternalSlot(S, [[SetData]])`.
3. Let `entries` be the List that is `S.[[SetData]]`.
4. For each element `e` of `entries`, do
   a. If `e` is not empty and `SameValueZero(e, value)` is true, then
      i. Replace the element of `entries` whose value is `e` with an element whose value is empty.
      ii. Return true.
5. Return false.

The value empty is used as a specification device to indicate that an entry has been deleted. Actual implementations may take other actions such as physically removing the entry from internal data structures.

24.2.3.5 Set.prototype.entries ()

The following steps are taken:

1. Let `S` be the this value.
2. Return ? `CreateSetIterator(S, key+value)`.

For iteration purposes, a Set appears similar to a Map where each entry has the same value for its key and value.

24.2.3.6 Set.prototype.forEach (callbackfn [, thisArg])

When the `forEach` method is called with one or two arguments, the following steps are taken:

1. Let `S` be the this value.
2. Perform ? `RequireInternalSlot(S, [[SetData]])`.
3. If `IsCallable(callbackfn)` is false, throw a `TypeError` exception.
4. Let `entries` be the List that is `S.[[SetData]]`.
5. For each element `e` of `entries`, do
   a. If `e` is not empty, then
      i. Perform ? `Call(callbackfn, thisArg, « e, e, S »)`.
6. Return undefined.
NOTE

callbackfn should be a function that accepts three arguments. forEach calls callbackfn once for each value present in the Set object, in value insertion order. callbackfn is called only for values of the Set which actually exist; it is not called for keys that have been deleted from the set.

If a thisArg parameter is provided, it will be used as the this value for each invocation of callbackfn. If it is not provided, undefined is used instead.

callbackfn is called with three arguments: the first two arguments are a value contained in the Set. The same value is passed for both arguments. The Set object being traversed is passed as the third argument.

The callbackfn is called with three arguments to be consistent with the call back functions used by forEach methods for Map and Array. For Sets, each item value is considered to be both the key and the value.

forEach does not directly mutate the object on which it is called but the object may be mutated by the calls to callbackfn.

Each value is normally visited only once. However, a value will be revisited if it is deleted after it has been visited and then re-added before the forEach call completes. Values that are deleted after the call to forEach begins and before being visited are not visited unless the value is added again before the forEach call completes. New values added after the call to forEach begins are visited.

The following steps are taken:

1. Let S be the this value.
2. Perform ? RequireInternalSlot(S, [[SetData]]).
3. Let entries be the List that is S.[[SetData]].
4. For each element e of entries, do
   a. If e is not empty and SameValueZero(e, value) is true, return true.
5. Return false.

24.2.3.7 Set.prototype.has ( value )

The following steps are taken:

1. Let S be the this value.
2. Perform ? RequireInternalSlot(S, [[SetData]]).
3. Let entries be the List that is S.[[SetData]].
4. For each element e of entries, do
   a. If e is not empty and SameValueZero(e, value) is true, return true.
5. Return false.

24.2.3.8 Set.prototype.keys ( )

The initial value of the "keys" property is %Set.prototype.values%, defined in 24.2.3.10.

NOTE

For iteration purposes, a Set appears similar to a Map where each entry has the same value for its key and value.

24.2.3.9 get Set.prototype.size

Set.prototype.size is an accessor property whose set accessor function is undefined. Its get accessor function performs the following steps:

1. Let S be the this value.
2. Perform ? RequireInternalSlot(S, [[SetData]]).
3. Let entries be the List that is S.[[SetData]].
4. Let count be 0.
a. If \( e \) is not empty, set \( count \) to \( count + 1 \).

6. Return \( \{ count \} \).

### 24.2.3.10 Set.prototype.values ()

The following steps are taken:

1. Let \( S \) be the this value.
2. Return \( \text{CreateSetIterator}(S, \text{value}) \).

### 24.2.3.11 Set.prototype [ @@iterator ] ()

The initial value of the \[ @@iterator \] property is \%Set.prototype.values\%, defined in 24.2.3.10.

### 24.2.3.12 Set.prototype [ @@toStringTag ]

The initial value of the \[ @@toStringTag \] property is the String value "Set".

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

### 24.2.4 Properties of Set Instances

Set instances are ordinary objects that inherit properties from the Set prototype. Set instances also have a [[SetData]] internal slot.

### 24.2.5 Set Iterator Objects

A Set Iterator is an ordinary object, with the structure defined below, that represents a specific iteration over some specific Set instance object. There is not a named constructor for Set Iterator objects. Instead, set iterator objects are created by calling certain methods of Set instance objects.

#### 24.2.5.1 CreateSetIterator ( set, kind )

The abstract operation CreateSetIterator takes arguments \( set \) (an ECMAScript language value) and \( kind \) (key+value or value) and returns either a normal completion containing a Generator or an abrupt completion. It is used to create iterator objects for Set methods that return such iterators. It performs the following steps when called:

1. Perform \( \text{RequireInternalSlot}(set, \text{[[SetData]]}) \).
2. Let \( closure \) be a new Abstract Closure with no parameters that captures \( set \) and \( kind \) and performs the following steps when called:
   a. Let \( index \) be 0.
   b. Let \( entries \) be the List that is \( set.\text{[[SetData]]} \).
   c. Let \( numEntries \) be the number of elements of \( entries \).
   d. Repeat, while \( index < numEntries \),
      i. Let \( e \) be \( entries[index] \).
      ii. Set \( index \) to \( index + 1 \).
      iii. If \( e \) is not empty, then
        1. If \( kind \) is key+value, then
           a. Let \( \text{result} \) be \( \text{CreateArrayFromList}(\{ e, e \}) \).
b. Perform ? GeneratorYield(CreateIterResultObject(result, false)).

2. Else,
   a. Assert: kind is value.
   b. Perform ? GeneratorYield(CreateIterResultObject(e, false)).

3. NOTE: The number of elements in entries may have changed while execution of this abstract operation was paused by Yield.
4. Set numEntries to the number of elements of entries.

   e. Return undefined.
3. Return CreateIteratorFromClosure(closure, "%SetIteratorPrototype", %SetIteratorPrototype%).

24.2.5.2 The %SetIteratorPrototype% Object

The %SetIteratorPrototype% object:

- has properties that are inherited by all Set Iterator Objects.
- is an ordinary object.
- has a [[Prototype]] internal slot whose value is %IteratorPrototype%.
- has the following properties:

24.2.5.2.1 %SetIteratorPrototype%.next ( )

1. Return ? GeneratorResume(this value, empty, "%SetIteratorPrototype%").

24.2.5.2.2 %SetIteratorPrototype% [ @@toStringTag ]

The initial value of the @@toStringTag property is the String value "Set Iterator".

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

24.3 WeakMap Objects

WeakMaps are collections of key/value pairs where the keys are objects and values may be arbitrary ECMAScript language values. A WeakMap may be queried to see if it contains a key/value pair with a specific key, but no mechanism is provided for enumerating the objects it holds as keys. In certain conditions, objects which are not live are removed as WeakMap keys, as described in 9.10.3.

An implementation may impose an arbitrarily determined latency between the time a key/value pair of a WeakMap becomes inaccessible and the time when the key/value pair is removed from the WeakMap. If this latency was observable to ECMAScript program, it would be a source of indeterminacy that could impact program execution. For that reason, an ECMAScript implementation must not provide any means to observe a key of a WeakMap that does not require the observer to present the observed key.

WeakMaps must be implemented using either hash tables or other mechanisms that, on average, provide access times that are sublinear on the number of key/value pairs in the collection. The data structure used in this specification is only intended to describe the required observable semantics of WeakMaps. It is not intended to be a viable implementation model.

NOTE WeakMap and WeakSets are intended to provide mechanisms for dynamically associating state with an object in a manner that does not “leak” memory resources if, in the absence of the WeakMap or WeakSet, the object otherwise became inaccessible and subject to resource reclamation by the implementation's garbage collection mechanisms. This characteristic can be achieved by using an inverted per-object mapping of weak map instances to keys. Alternatively each weak map may internally store its key to value mappings but this approach requires coordination between the WeakMap or WeakSet implementation and the garbage collector. The following references describe mechanism that may be useful to
Implementations of WeakMap and WeakSets:


24.3.1 The WeakMap Constructor

The WeakMap constructor:

- is %WeakMap%.
- is the initial value of the "WeakMap" property of the global object.
- creates and initializes a new WeakMap when called as a constructor.
- is not intended to be called as a function and will throw an exception when called in that manner.
- may be used as the value in an extends clause of a class definition. Subclass constructors that intend to inherit the specified WeakMap behaviour must include a super call to the WeakMap constructor to create and initialize the subclass instance with the internal state necessary to support the WeakMap.prototype built-in methods.

24.3.1.1 WeakMap ([ iterable ])

When the WeakMap function is called with optional argument iterable, the following steps are taken:

1. If NewTarget is undefined, throw a TypeError exception.
2. Let map be ? OrdinaryCreateFromConstructor(NewTarget, "%WeakMap.prototype%", « [[WeakMapData]] »).
3. Set map.[[WeakMapData]] to a new empty List.
4. If iterable is either undefined or null, return map.
5. Let adder be ? Get(map, "set").

NOTE If the parameter iterable is present, it is expected to be an object that implements an @@iterator method that returns an iterator object that produces a two element array-like object whose first element is a value that will be used as a WeakMap key and whose second element is the value to associate with that key.

24.3.2 Properties of the WeakMap Constructor

The WeakMap constructor:

- has a [[Prototype]] internal slot whose value is %Function.prototype%.
- has the following properties:

24.3.2.1 WeakMap.prototype

The initial value of WeakMap.prototype is the WeakMap prototype object.

This property has the attributes { [[Writable]]: false, [[Enumerable]]: false, [[Configurable]]: false }. 
24.3.3 Properties of the WeakMap Prototype Object

The WeakMap prototype object:

- is %WeakMap.prototype%.
- has a [[Prototype]] internal slot whose value is %Object.prototype%.
- is an ordinary object.
- does not have a [[WeakMapData]] internal slot.

24.3.3.1 WeakMap.prototype.constructor

The initial value of WeakMap.prototype.constructor is %WeakMap%.

24.3.3.2 WeakMap.prototype.delete (key)

The following steps are taken:

1. Let M be the this value.
2. Perform ? RequireInternalSlot(M, [[WeakMapData]]).
3. Let entries be the List that is M.[[WeakMapData]].
4. If Type(key) is not Object, return false.
5. For each Record { [[Key]], [[Value]] } p of entries, do
   a. If p.([[Key]]) is not empty and SameValue(p.([[Key]]), key) is true, then
      i. Set p.([[Key]]) to empty.
      ii. Set p.([[Value]]) to empty.
      iii. Return true.
6. Return false.

NOTE The value empty is used as a specification device to indicate that an entry has been deleted. Actual implementations may take other actions such as physically removing the entry from internal data structures.

24.3.3.3 WeakMap.prototype.get (key)

The following steps are taken:

1. Let M be the this value.
2. Perform ? RequireInternalSlot(M, [[WeakMapData]]).
3. Let entries be the List that is M.[[WeakMapData]].
4. If Type(key) is not Object, return undefined.
5. For each Record { [[Key]], [[Value]] } p of entries, do
   a. If p.([[Key]]) is not empty and SameValue(p.([[Key]]), key) is true, return p.([[Value]]).
6. Return undefined.

24.3.3.4 WeakMap.prototype.has (key)

The following steps are taken:

1. Let M be the this value.
2. Perform `RequireInternalSlot(M, [[WeakMapData]])`.
3. Let `entries` be the `List` that is `M.[[WeakMapData]]`.
4. If `Type(key)` is not Object, return `false`.
5. For each `Record { [[Key]], [[Value]] } p of entries`, do
   a. If `p.[[Key]]` is not empty and `SameValue(p.[[Key]], key)` is `true`, return `true`.
6. Return `false`.

### 24.3.3.5 WeakMap.prototype.set (key, value)

The following steps are taken:

1. Let `M` be the `this` value.
2. Perform `RequireInternalSlot(M, [[WeakMapData]])`.
3. Let `entries` be the `List` that is `M.[[WeakMapData]]`.
4. If `Type(key)` is not Object, throw a `TypeError` exception.
5. For each `Record { [[Key]], [[Value]] } p of entries`, do
   a. If `p.[[Key]]` is not empty and `SameValue(p.[[Key]], key)` is `true`, then
      i. Set `p.[[Value]]` to `value`.
      ii. Return `M`.
6. Let `p` be the `Record { [[Key]]: key, [[Value]]: value }`.
7. Append `p` as the last element of `entries`.
8. Return `M`.

### 24.3.3.6 WeakMap.prototype[ @@toStringTag ]

The initial value of the `@@toStringTag` property is the String value "WeakMap".

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

### 24.3.4 Properties of WeakMap Instances

WeakMap instances are ordinary objects that inherit properties from the WeakMap prototype. WeakMap instances also have a `[[WeakMapData]]` internal slot.

### 24.4 WeakSet Objects

WeakSets are collections of objects. A distinct object may only occur once as an element of a WeakSet's collection. A WeakSet may be queried to see if it contains a specific object, but no mechanism is provided for enumerating the objects it holds. In certain conditions, objects which are not live are removed as WeakSet elements, as described in 9.10.3.

An implementation may impose an arbitrarily determined latency between the time an object contained in a WeakSet becomes inaccessible and the time when the object is removed from the WeakSet. If this latency was observable to ECMAScript program, it would be a source of indeterminacy that could impact program execution. For that reason, an ECMAScript implementation must not provide any means to determine if a WeakSet contains a particular object that does not require the observer to present the observed object.

WeakSets must be implemented using either hash tables or other mechanisms that, on average, provide access times that are sublinear on the number of elements in the collection. The data structure used in this specification is only intended to describe the required observable semantics of WeakSets. It is not intended to be a viable implementation model.
The WeakSet constructor:

- is `%WeakSet%`.
- is the initial value of the "WeakSet" property of the global object.
- creates and initializes a new WeakSet when called as a constructor.
- is not intended to be called as a function and will throw an exception when called in that manner.
- may be used as the value in an extends clause of a class definition. Subclass constructors that intend to inherit the specified WeakSet behaviour must include a super call to the WeakSet constructor to create and initialize the subclass instance with the internal state necessary to support the WeakSet.prototype built-in methods.

### 24.4.1 The WeakSet Constructor

The WeakSet constructor:

1. If NewTarget is `undefined`, throw a `TypeError` exception.
2. Let `set` be `? OrdinaryCreateFromConstructor(NewTarget, "%WeakSet.prototype%", « [[WeakSetData]] »)`.
3. Set `set.([[WeakSetData]])` to a new empty List.
4. If `iterable` is either `undefined` or `null`, return `set`.
5. Let `adder` be `? Get(set, "add")`.
6. If `IsCallable(adder)` is `false`, throw a `TypeError` exception.
7. Let `iteratorRecord` be `? GetIterator(iterable)`.
8. Repeat,
   a. Let `next` be `? IteratorStep(iteratorRecord)`.
   b. If `next` is `false`, return `set`.
   c. Let `nextValue` be `? IteratorValue(next)`.
   d. Let `status` be `Completion(Call(adder, set, « nextValue »))`.
   e. IfAbruptCloseIterator(`status`, `iteratorRecord`).

### 24.4.2 Properties of the WeakSet Constructor

The WeakSet constructor:

- has a [[Prototype]] internal slot whose value is `%Function.prototype%`.
- has the following properties:

#### 24.4.2.1 WeakSet.prototype

The initial value of `WeakSet.prototype` is the WeakSet prototype object.

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

### 24.4.3 Properties of the WeakSet Prototype Object

The WeakSet prototype object:
is `%WeakSet.prototype%`, has a `[[Prototype]]` internal slot whose value is `%Object.prototype%`, is an ordinary object, does not have a `[[WeakSetData]]` internal slot.

### 24.4.3.1 WeakSet.prototype.add ( value )

The following steps are taken:

1. Let `S` be the `this` value.
2. Perform `? RequireInternalSlot(S, [[WeakSetData]])`.
3. If `Type(value)` is not Object, throw a `TypeError` exception.
4. Let `entries` be the `List` that is `S.([[WeakSetData]])`.
5. For each element `e` of `entries`, do
   a. If `e` is not empty and `SameValue(e, value)` is `true`, then
      i. Return `S`.
6. Append `value` as the last element of `entries`.
7. Return `S`.

### 24.4.3.2 WeakSet.prototype.constructor

The initial value of `WeakSet.prototype.constructor` is `%WeakSet%`.

### 24.4.3.3 WeakSet.prototype.delete ( value )

The following steps are taken:

1. Let `S` be the `this` value.
2. Perform `? RequireInternalSlot(S, [[WeakSetData]])`.
3. If `Type(value)` is not Object, return `false`.
4. Let `entries` be the `List` that is `S.([[WeakSetData]])`.
5. For each element `e` of `entries`, do
   a. If `e` is not empty and `SameValue(e, value)` is `true`, then
      i. Replace the element of `entries` whose value is `e` with an element whose value is empty.
      ii. Return `true`.
6. Return `false`.

**NOTE**
The value `empty` is used as a specification device to indicate that an entry has been deleted. Actual implementations may take other actions such as physically removing the entry from internal data structures.

### 24.4.3.4 WeakSet.prototype.has ( value )

The following steps are taken:

1. Let `S` be the `this` value.
2. Perform `? RequireInternalSlot(S, [[WeakSetData]])`.
3. Let `entries` be the `List` that is `S.([[WeakSetData]])`.
4. If `Type(value)` is not Object, return `false`. 

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For each element \( e \) of \( \text{entries} \), do

a. If \( e \) is not empty and \( \text{SameValue}(e, \text{value}) \) is \text{true}, return \text{true}.

6. Return \text{false}.

### 24.4.3.5 WeakSet.prototype [ @@toStringTag ]

The initial value of the \( @@\text{toStringTag} \) property is the String value "WeakSet".

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

### 24.4.4 Properties of WeakSet Instances

WeakSet instances are \text{ordinary objects} that inherit properties from the WeakSet prototype. WeakSet instances also have a [[WeakSetData]] internal slot.

### 25 Structured Data

#### 25.1 ArrayBuffer Objects

##### 25.1.1 Notation

The descriptions below in this section, 25.4, and 29 use the read-modify-write modification function internal data structure.

A \text{read-modify-write modification function} is a mathematical function that is notationally represented as an abstract closure that takes two Lists of byte values as arguments and returns a List of byte values. These abstract closures satisfy all of the following properties:

- They perform all their algorithm steps atomically.
- Their individual algorithm steps are not observable.

**NOTE**

To aid verifying that a read-modify-write modification function's algorithm steps constitute a pure, mathematical function, the following editorial conventions are recommended:

- They do not access, directly or transitively via invoked abstract operations and abstract closures, any language or specification values except their parameters and captured values.
- They do not return Completion Records.

##### 25.1.2 Abstract Operations For ArrayBuffer Objects

#### 25.1.2.1 AllocateArrayBuffer ( \text{constructor}, \text{byteLength} )

The abstract operation \text{AllocateArrayBuffer} takes arguments \text{constructor} and \text{byteLength} (a non-negative integer) and returns either a normal completion containing an ArrayBuffer or an abrupt completion. It is used to create an ArrayBuffer. It performs the following steps when called:

1. Let \text{obj} be ? \text{ OrdinaryCreateFromConstructor(constructor, "%ArrayBuffer.prototype%", »}
   \[[[ArrayBufferData]], [[ArrayBufferByteLength]], [[ArrayBufferDetachKey]] »).
2. Let \( \text{block} \) be \( \text{CreateByteDataBlock}(\text{byteLength}) \).
3. Set \( \text{obj}[[\text{ArrayBufferData}]] \) to \( \text{block} \).
4. Set \( \text{obj}[[\text{ArrayBufferByteLength}]] \) to \( \text{byteLength} \).
5. Return \( \text{obj} \).

### 25.1.2.2 \text{IsDetachedBuffer ( } \text{arrayBuffer} \text{ )}

The abstract operation \text{IsDetachedBuffer} takes argument \text{arrayBuffer} (an ArrayBuffer or a SharedArrayBuffer) and returns a Boolean. It performs the following steps when called:

1. If \( \text{arrayBuffer}[[\text{ArrayBufferData}]] \) is \text{null}, return \text{true}.
2. Return \text{false}.

### 25.1.2.3 \text{DetachArrayBuffer ( } \text{arrayBuffer [ , key ] )}

The abstract operation \text{DetachArrayBuffer} takes argument \text{arrayBuffer} (an ArrayBuffer) and optional argument \text{key} and returns either a normal completion containing unused or an abrupt completion. It performs the following steps when called:

1. Assert: \text{IsSharedArrayBuffer} (\text{arrayBuffer}) is \text{false}.
2. If \text{key} is not present, set \text{key} to \text{undefined}.
3. If \text{SameValue(arrayBuffer}[[\text{ArrayBufferDetachKey}]], \text{key}) is \text{false}, throw a \text{TypeError} exception.
4. Set \text{arrayBuffer}[[\text{ArrayBufferData}]] to \text{null}.
5. Set \text{arrayBuffer}[[\text{ArrayBufferByteLength}]] to 0.
6. Return unused.

### NOTE

Detaching an ArrayBuffer instance disassociates the Data Block used as its backing store from the instance and sets the byte length of the buffer to 0. No operations defined by this specification use the \text{DetachArrayBuffer} abstract operation. However, an ECMAScript host or implementation may define such operations.

### 25.1.2.4 \text{CloneArrayBuffer ( } \text{srcBuffer, srcByteOffset, srcLength, cloneConstructor } \text{ )}

The abstract operation \text{CloneArrayBuffer} takes arguments \text{srcBuffer} (an ArrayBuffer or a SharedArrayBuffer), \text{srcByteOffset} (a non-negative integer), \text{srcLength} (a non-negative integer), and \text{cloneConstructor} (a constructor) and returns either a normal completion containing an ArrayBuffer or an abrupt completion. It creates a new ArrayBuffer whose data is a copy of \text{srcBuffer}’s data over the range starting at \text{srcByteOffset} and continuing for \text{srcLength} bytes. It performs the following steps when called:

1. Let \text{targetBuffer} be \( ? \text{AllocateArrayBuffer}(\text{cloneConstructor}, \text{srcLength}) \).
2. If \text{IsDetachedBuffer(srcBuffer)} is \text{true}, throw a \text{TypeError} exception.
3. Let \text{srcBlock} be \text{srcBuffer}[[\text{ArrayBufferData}]].
4. Let \text{targetBlock} be \text{targetBuffer}[[\text{ArrayBufferData}]].
5. Perform \text{CopyDataBlockBytes(targetBlock, 0, srcBlock, srcByteOffset, srcLength)}.
6. Return \text{targetBuffer}.

### 25.1.2.5 \text{IsUnsignedElementType ( } \text{type } \text{ )}

The abstract operation \text{IsUnsignedElementType} takes argument \text{type} and returns a Boolean. It verifies if the argument \text{type} is an unsigned TypedArray element type. It performs the following steps when called:
1. If `type` is Uint8, Uint8C, Uint16, Uint32, or BigUint64, return true.
2. Return false.

25.1.2.6 IsUnclampedIntegerElementType ( `type` )

The abstract operation IsUnclampedIntegerElementType takes argument `type` and returns a Boolean. It verifies if the argument `type` is an Integer TypedArray element type not including Uint8C. It performs the following steps when called:

1. If `type` is Int8, Uint8, Int16, Uint16, Int32, or Uint32, return true.
2. Return false.

25.1.2.7 IsBigIntElementType ( `type` )

The abstract operation IsBigIntElementType takes argument `type` and returns a Boolean. It verifies if the argument `type` is a BigInt TypedArray element type. It performs the following steps when called:

1. If `type` is BigUint64 or BigInt64, return true.
2. Return false.

25.1.2.8 IsNoTearConfiguration ( `type`, `order` )

The abstract operation IsNoTearConfiguration takes arguments `type` and `order` and returns a Boolean. It performs the following steps when called:

1. If IsUnclampedIntegerElementType(`type`) is true, return true.
2. If IsBigIntElementType(`type`) is true and `order` is not Init or Unordered, return true.
3. Return false.

25.1.2.9 RawBytesToNumeric ( `type`, `rawBytes`, `isLittleEndian` )

The abstract operation RawBytesToNumeric takes arguments `type` (a TypedArray element type), `rawBytes` (a List), and `isLittleEndian` (a Boolean) and returns a Number or a BigInt. It performs the following steps when called:

1. Let `elementSize` be the Element Size value specified in Table 71 for Element Type `type`.
2. If `isLittleEndian` is false, reverse the order of the elements of `rawBytes`.
3. If `type` is Float32, then
   a. Let `value` be the byte elements of `rawBytes` concatenated and interpreted as a little-endian bit string encoding of an IEEE 754-2019 binary32 value.
   b. If `value` is an IEEE 754-2019 binary32 NaN value, return the NaN Number value.
   c. Return the Number value that corresponds to `value`.
4. If `type` is Float64, then
   a. Let `value` be the byte elements of `rawBytes` concatenated and interpreted as a little-endian bit string encoding of an IEEE 754-2019 binary64 value.
   b. If `value` is an IEEE 754-2019 binary64 NaN value, return the NaN Number value.
   c. Return the Number value that corresponds to `value`.
5. If IsUnsignedElementType(`type`) is true, then
   a. Let `intValue` be the byte elements of `rawBytes` concatenated and interpreted as a bit string encoding of an unsigned little-endian binary number.
a. Let \( \text{intValue} \) be the byte elements of \( \text{rawBytes} \) concatenated and interpreted as a bit string
encoding of a binary little-endian two's complement number of bit length \( \text{elementSize} \times 8 \).
7. If \( \text{IsBigIntElementType}(\text{type}) \) is true, return the BigInt value that corresponds to \( \text{intValue} \).
8. Otherwise, return the Number value that corresponds to \( \text{intValue} \).

25.1.2.10 GetValueFromBuffer ( \( \text{arrayBuffer} \), \( \text{byteIndex} \), \( \text{type} \), \( \text{isTypedArray} \), \( \text{order} \) [ , \( \text{isLittleEndian} \) ] )

The abstract operation GetValueFromBuffer takes arguments \( \text{arrayBuffer} \) (an ArrayBuffer or SharedArrayBuffer), \( \text{byteIndex} \) (a non-negative integer), \( \text{type} \) (a TypedArray element type), \( \text{isTypedArray} \) (a Boolean), and \( \text{order} \) (SeqCst or Unordered) and optional argument \( \text{isLittleEndian} \) (a Boolean) and returns a Number or a BigInt. It performs the following steps when called:

1. Assert: \( \text{IsDetachedBuffer}(\text{arrayBuffer}) \) is false.
2. Assert: There are sufficient bytes in \( \text{arrayBuffer} \) starting at \( \text{byteIndex} \) to represent a value of \( \text{type} \).
3. Let \( \text{block} \) be \( \text{arrayBuffer}[[\text{ArrayBufferData}]] \).
4. Let \( \text{elementSize} \) be the Element Size value specified in Table 71 for Element Type \( \text{type} \).
5. If \( \text{IsSharedArrayBuffer}(\text{arrayBuffer}) \) is true, then
   a. Let \( \text{execution} \) be the [[CandidateExecution]] field of the surrounding agent's Agent Record.
   b. Let \( \text{eventList} \) be the [[EventList]] field of the element in \( \text{execution}[[\text{EventsRecords}]] \) whose
      [[AgentSignifier]] is \( \text{AgentSignifier}() \). 
   c. If \( \text{isTypedArray} \) is true and \( \text{IsNoTearConfiguration}(\text{type}, \text{order}) \) is true, let \( \text{noTear} \) be true;
      otherwise let \( \text{noTear} \) be false.
   d. Let \( \text{rawValue} \) be a List of length \( \text{elementSize} \) whose elements are nondeterministically chosen
      byte values.
   e. NOTE: In implementations, \( \text{rawValue} \) is the result of a non-atomic or atomic read instruction on
      the underlying hardware. The nondeterminism is a semantic prescription of the memory model
      to describe observable behaviour of hardware with weak consistency.
   f. Let \( \text{readEvent} \) be \( \text{ReadSharedMemory} \{ [[\text{Order}]]: \text{order}, [[\text{NoTear}]]: \text{noTear}, [[\text{Block}]]: \text{block},
      [[\text{ByteIndex}]]: \text{byteIndex}, [[\text{ElementSize}]]: \text{elementSize} \} \).
   g. Append \( \text{readEvent} \) to \( \text{eventList} \).
   h. Append Chosen Value Record \{ [[\text{Event}]]: \text{readEvent}, [[\text{ChosenValue}]]: \text{rawValue} \} to \( \text{execution}[[\text{ChosenValues}]] \).
6. Else, let \( \text{rawValue} \) be a List whose elements are bytes from \( \text{block} \) at indices \( \text{byteIndex} \) (inclusive)
   through \( \text{byteIndex} + \text{elementSize} \) (exclusive).
7. Assert: The number of elements in \( \text{rawValue} \) is \( \text{elementSize} \).
8. If \( \text{isLittleEndian} \) is not present, set \( \text{isLittleEndian} \) to the value of the [[LittleEndian]] field of the
   surrounding agent's Agent Record.
9. Return RawBytesToNumeric(\( \text{type} \), \( \text{rawValue} \), \( \text{isLittleEndian} \)).

25.1.2.11 NumericToRawBytes ( \( \text{type} \), \( \text{value} \), \( \text{isLittleEndian} \) )

The abstract operation NumericToRawBytes takes arguments \( \text{type} \) (a TypedArray element type), \( \text{value} \) (a
BigInt or a Number), and \( \text{isLittleEndian} \) (a Boolean) and returns a List of byte values. It performs the
following steps when called:

1. If \( \text{type} \) is Float32, then
   a. Let \( \text{rawBytes} \) be a List whose elements are the 4 bytes that are the result of converting \( \text{value} \) to
      IEEE 754-2019 binary32 format using roundTiesToEven mode. If \( \text{isLittleEndian} \) is false, the
      bytes are arranged in big endian order. Otherwise, the bytes are arranged in little endian order.
      If \( \text{value} \) is NaN, \( \text{rawBytes} \) may be set to any implementation chosen IEEE 754-2019 binary32
      format Not-a-Number encoding. An implementation must always choose the same encoding for
      each implementation distinguishable \( \text{NaN} \) value.
Else if `type` is Float64, then

a. Let `rawBytes` be a List whose elements are the 8 bytes that are the IEEE 754-2019 binary64 format encoding of `value`. If `isLittleEndian` is `false`, the bytes are arranged in big endian order. Otherwise, the bytes are arranged in little endian order. If `value` is `NaN`, `rawBytes` may be set to any implementation chosen IEEE 754-2019 binary64 format Not-a-Number encoding. An implementation must always choose the same encoding for each implementation distinguishable `NaN` value.

3. Else,

a. Let `n` be the Element Size value specified in Table 71 for Element Type `type`.

b. Let `convOp` be the abstract operation named in the Conversion Operation column in Table 71 for Element Type `type`.

c. Let `intValue` be ℝ(`convOp(value)`).

d. If `intValue` ≥ 0, then

i. Let `rawBytes` be a List whose elements are the `n`-byte binary encoding of `intValue`. If `isLittleEndian` is `false`, the bytes are ordered in big endian order. Otherwise, the bytes are ordered in little endian order.

e. Else,

i. Let `rawBytes` be a List whose elements are the `n`-byte binary two's complement encoding of `intValue`. If `isLittleEndian` is `false`, the bytes are ordered in big endian order. Otherwise, the bytes are ordered in little endian order.

4. Return `rawBytes`.

25.1.2.12 `SetValueInBuffer (arrayBuffer, byteIndex, type, value, isTypedArray, order [, isLittleEndian ])`

The abstract operation `SetValueInBuffer` takes arguments `arrayBuffer` (an ArrayBuffer or SharedArrayBuffer), `byteIndex` (a non-negative integer), `type` (a TypedArray element type), `value` (a Number or a BigInt), `isTypedArray` (a Boolean), and `order` (SeqCst, Unordered, or Init) and optional argument `isLittleEndian` (a Boolean) and returns unused. It performs the following steps when called:

1. Assert: IsDetachedBuffer(`arrayBuffer`) is `false`.

2. Assert: There are sufficient bytes in `arrayBuffer` starting at `byteIndex` to represent a value of `type`.

3. Assert: Type(`value`) is BigInt if IsBigIntElementType(`type`) is `true`; otherwise, Type(`value`) is Number.

4. Let `block` be `arrayBuffer`[[ArrayBufferData]].

5. Let `elementSize` be the Element Size value specified in Table 71 for Element Type `type`.

6. If `isLittleEndian` is not present, set `isLittleEndian` to the value of the [[LittleEndian]] field of the surrounding agent's Agent Record.

7. Let `rawBytes` be `NumericToRawBytes(type, value, isLittleEndian)`.

8. If IsSharedArrayBuffer(`arrayBuffer`) is `true`, then

a. Let `execution` be the [[CandidateExecution]] field of the surrounding agent's Agent Record.

b. Let `eventList` be the [[EventList]] field of the element in `execution`[[EventsRecords]] whose [[AgentSignifier]] is `AgentSignifier()`.

c. If `isTypedArray` is `true` and IsNoTearConfiguration(`type`, `order`) is `true`, let `noTear` be `true`; otherwise let `noTear` be `false`.

d. Append WriteSharedMemory { [[Order]]: `order`, [[NoTear]]: `noTear`, [[Block]]: `block`, [[ByteIndex]]: `byteIndex`, [[ElementSize]]: `elementSize`, [[Payload]]: `rawBytes` } to `eventList`.

9. Else, store the individual bytes of `rawBytes` into `block`, starting at `block[byteIndex]`.

10. Return unused.
The abstract operation GetModifySetValueInBuffer takes arguments \( \text{arrayBuffer} \) (an ArrayBuffer or a SharedArrayBuffer), \( \text{byteIndex} \) (a non-negative integer), \( \text{type} \) (a TypedArray element type), \( \text{value} \) (a Number or a BigInt), and \( \text{op} \) (a read-modify-write modification function) and optional argument \( \text{isLittleEndian} \) (a Boolean) and returns a Number or a BigInt. It performs the following steps when called:

1. Assert: \( \text{IsDetachedBuffer(arrayBuffer)} \) is false.
2. Assert: There are sufficient bytes in \( \text{arrayBuffer} \) starting at \( \text{byteIndex} \) to represent a value of \( \text{type} \).
3. Assert: Type(\( \text{value} \)) is BigInt if IsBigIntElementType(\( \text{type} \)) is true; otherwise, Type(\( \text{value} \)) is Number.
4. Let \( \text{block} \) be \( \text{arrayBuffer}[[\text{ArrayBufferData}]] \).
5. Let \( \text{elementSize} \) be the Element Size value specified in Table 71 for Element Type \( \text{type} \).
6. If \( \text{isLittleEndian} \) is not present, set \( \text{isLittleEndian} \) to the value of the \([[[\text{LittleEndian}]]\) field of the surrounding agent's Agent Record.
7. Let \( \text{rawBytes} \) be NumericToRawBytes(\( \text{type} \), \( \text{value} \), \( \text{isLittleEndian} \)).
8. If \( \text{IsSharedArrayBuffer(arrayBuffer)} \) is true, then
   a. Let \( \text{execution} \) be the \([[[\text{CandidateExecution}]]\) field of the surrounding agent's Agent Record.
   b. Let \( \text{eventList} \) be the \([[[\text{EventList}]]\) field of the element in \( \text{execution}[[[\text{EventsRecords}]]]\) whose \([[[\text{AgentSignifier}]]\) is \( \text{AgentSignifier()} \).
   c. Let \( \text{rawBytesRead} \) be a List of length \( \text{elementSize} \) whose elements are nondeterministically chosen byte values.
   d. NOTE: In implementations, \( \text{rawBytesRead} \) is the result of a load-link, of a load-exclusive, or of an operand of a read-modify-write instruction on the underlying hardware. The nondeterminism is a semantic prescription of the memory model to describe observable behaviour of hardware with weak consistency.
   e. Let \( \text{rmwEvent} \) be ReadModifyWriteSharedMemory \( \{ [[\text{Order}]]: \text{SeqCst}, [[\text{NoTear}]]: \text{true}, [[\text{Block}]]: \text{block}, [[\text{ByteIndex}]]: \text{byteIndex}, [[\text{ElementSize}]]: \text{elementSize}, [[\text{Payload}]]: \text{rawBytes}, [[\text{ModifyOp}]]: \text{op} \} \).
   f. Append \( \text{rmwEvent} \) to \( \text{eventList} \).
   g. Append Chosen Value Record \( \{ [[\text{Event}]]: \text{rmwEvent}, [[\text{ChosenValue}]]: \text{rawBytesRead} \} \) to \( \text{execution}[[[\text{ChosenValues}]]] \).
9. Else,
   a. Let \( \text{rawBytesRead} \) be a List of length \( \text{elementSize} \) whose elements are the sequence of \( \text{elementSize} \) bytes starting with \( \text{block}[\text{byteIndex}] \).
   b. Let \( \text{rawBytesModified} \) be \( \text{op}(\text{rawBytesRead}, \text{rawBytes}) \).
   c. Store the individual bytes of \( \text{rawBytesModified} \) into \( \text{block} \), starting at \( \text{block}[\text{byteIndex}] \).
10. Return \( \text{RawBytesToNumeric(\( \text{type} \), \( \text{rawBytesRead} \), \( \text{isLittleEndian} \))} \).

25.1.3 The ArrayBuffer Constructor

The ArrayBuffer constructor:

- is %ArrayBuffer%.
- is the initial value of the "ArrayBuffer" property of the global object.
- creates and initializes a new ArrayBuffer when called as a constructor.
- is not intended to be called as a function and will throw an exception when called in that manner.
- may be used as the value of an extends clause of a class definition. Subclass constructors that intend to inherit the specified ArrayBuffer behaviour must include a super call to the ArrayBuffer constructor to create and initialize subclass instances with the internal state necessary to support the ArrayBuffer.prototype built-in methods.
25.1.3.1 ArrayBuffer ( \textit{length} )

When the \texttt{ArrayBuffer} function is called with argument \textit{length}, the following steps are taken:

1. If \texttt{NewTarget} is \texttt{undefined}, throw a \texttt{TypeError} exception.
2. Let \texttt{byteLength} be ? \texttt{ToIndex(length)}.
3. Return ? \texttt{AllocateArrayBuffer(NewTarget, byteLength)}.

25.1.4 Properties of the ArrayBuffer Constructor

The ArrayBuffer constructor:

- has a \texttt{[[Prototype]} internal slot whose value is \texttt{%Function.prototype%}.
- has the following properties:

25.1.4.1 ArrayBuffer.isView ( \textit{arg} )

The \texttt{isView} function takes one argument \textit{arg}, and performs the following steps:

1. If \texttt{Type(arg)} is not Object, return \texttt{false}.
2. If \textit{arg} has a \texttt{[ViewedArrayBuffer]} internal slot, return \texttt{true}.
3. Return \texttt{false}.

25.1.4.2 ArrayBuffer.prototype

The initial value of \texttt{ArrayBuffer.prototype} is the ArrayBuffer prototype object.

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

25.1.4.3 get ArrayBuffer [ @@species ]

\texttt{ArrayBuffer[@@species]} is an accessor property whose set accessor function is \texttt{undefined}. Its get accessor function performs the following steps:

1. Return the this value.

The value of the "name" property of this function is "get [Symbol.species]".

\textbf{NOTE} ArrayBuffer prototype methods normally use their this value's constructor to create a derived object. However, a subclass constructor may over-ride that default behaviour by redefining its @@species property.

25.1.5 Properties of the ArrayBuffer Prototype Object

The ArrayBuffer prototype object:

- is \texttt{%ArrayBuffer.prototype%}.
- has a \texttt{[[Prototype]} internal slot whose value is \texttt{%Object.prototype%}.
- is an ordinary object.
- does not have an \texttt{[ArrayBufferData]} or \texttt{[ArrayBufferByteLength]} internal slot.
25.1.5.1 get ArrayBuffer.prototype.byteLength

ArrayBuffer.prototype.byteLength is an accessor property whose set accessor function is undefined. Its get accessor function performs the following steps:

1. Let O be the this value.
2. Perform ? RequireInternalSlot(O, [[ArrayBufferData]]).
3. If IsSharedArrayBuffer(O) is true, throw a TypeError exception.
4. If IsDetachedBuffer(O) is true, return +0𝔽.
5. Let length be O.[[ArrayBufferByteLength]].
6. Return ℱ(length).

25.1.5.2 ArrayBuffer.prototype.constructor

The initial value of ArrayBuffer.prototype.constructor is %ArrayBuffer%.

25.1.5.3 ArrayBuffer.prototype.slice ( start, end )

The following steps are taken:

1. Let O be the this value.
2. Perform ? RequireInternalSlot(O, [[ArrayBufferData]]).
3. If IsSharedArrayBuffer(O) is true, throw a TypeError exception.
4. If IsDetachedBuffer(O) is true, throw a TypeError exception.
5. Let len be O.[[ArrayBufferByteLength]].
6. Let relativeStart be ? ToIntegerOrInfinity(start).
7. If relativeStart is -∞, let first be 0.
8. Else if relativeStart < 0, let first be max(len + relativeStart, 0).
9. Else, let first be min(relativeStart, len).
10. If end is undefined, let relativeEnd be len; else let relativeEnd be ? ToIntegerOrInfinity(end).
11. If relativeEnd is -∞, let final be 0.
12. Else if relativeEnd < 0, let final be max(len + relativeEnd, 0).
13. Else, let final be min(relativeEnd, len).
14. Let newLen be max(final - first, 0).
15. Let ctor be ? SpeciesConstructor(O, %ArrayBuffer%).
16. Let new be ? Construct(ctor, « ℱ(newLen) »).
17. Perform ? RequireInternalSlot(new, [[ArrayBufferData]]).
18. If IsSharedArrayBuffer(new) is true, throw a TypeError exception.
19. If IsDetachedBuffer(new) is true, throw a TypeError exception.
20. If SameValue(new, O) is true, throw a TypeError exception.
21. If new.[[ArrayBufferByteLength]] < newLen, throw a TypeError exception.
22. NOTE: Side-effects of the above steps may have detached O.
23. If IsDetachedBuffer(O) is true, throw a TypeError exception.
24. Let fromBuf be O.[[ArrayBufferData]].
25. Let toBuf be new.[[ArrayBufferData]].
26. Perform CopyDataBlockBytes(toBuf, 0, fromBuf, first, newLen).
27. Return new.
25.1.5.4 ArrayBuffer.prototype [@@toStringTag ]

The initial value of the @@toStringTag property is the String value "ArrayBuffer".

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

25.1.6 Properties of ArrayBuffer Instances

ArrayBuffer instances inherit properties from the ArrayBuffer prototype object. ArrayBuffer instances each have an [[ArrayBufferData]] internal slot, an [[ArrayBufferByteLength]] internal slot, and an [[ArrayBufferDetachKey]] internal slot.

ArrayBuffer instances whose [[ArrayBufferData]] is null are considered to be detached and all operators to access or modify data contained in the ArrayBuffer instance will fail.

ArrayBuffer instances whose [[ArrayBufferDetachKey]] is set to a value other than undefined need to have all DetachArrayBuffer calls passing that same "detach key" as an argument, otherwise a TypeError will result. This internal slot is only ever set by certain embedding environments, not by algorithms in this specification.

25.2 SharedArrayBuffer Objects

25.2.1 Abstract Operations for SharedArrayBuffer Objects

25.2.1.1 AllocateSharedArrayBuffer ( constructor, byteLength )

The abstract operation AllocateSharedArrayBuffer takes arguments constructor and byteLength (a non-negative integer) and returns either a normal completion containing a SharedArrayBuffer or an abrupt completion. It is used to create a SharedArrayBuffer. It performs the following steps when called:

1. Let obj be ? OrdinaryCreateFromConstructor(constructor, "%SharedArrayBuffer.prototype", "[[ArrayBufferData]], [[ArrayBufferByteLength]]").
2. Let block be ? CreateSharedByteDataBlock(byteLength).
3. Set obj.[[ArrayBufferData]] to block.
4. Set obj.[[ArrayBufferByteLength]] to byteLength.
5. Return obj.

25.2.1.2 IsSharedArrayBuffer ( obj )

The abstract operation IsSharedArrayBuffer takes argument obj (an ArrayBuffer or a SharedArrayBuffer) and returns a Boolean. It tests whether an object is an ArrayBuffer, a SharedArrayBuffer, or a subtype of either. It performs the following steps when called:

1. Let bufferData be obj.[[ArrayBufferData]].
2. If bufferData is null, return false.
3. If bufferData is a Data Block, return false.
4. Assert: bufferData is a Shared Data Block.
5. Return true.
25.2.2 The SharedArrayBuffer Constructor

The SharedArrayBuffer constructor:

- is %SharedArrayBuffer%.
- is the initial value of the "SharedArrayBuffer" property of the global object, if that property is present (see below).
- creates and initializes a new SharedArrayBuffer when called as a constructor.
- is not intended to be called as a function and will throw an exception when called in that manner.
- may be used as the value of an extends clause of a class definition. Subclass constructors that intend to inherit the specified SharedArrayBuffer behaviour must include a super call to the SharedArrayBuffer constructor to create and initialize subclass instances with the internal state necessary to support the SharedArrayBuffer.prototype built-in methods.

Whenever a host does not provide concurrent access to SharedArrayBuffers it may omit the "SharedArrayBuffer" property of the global object.

NOTE Unlike an ArrayBuffer, a SharedArrayBuffer cannot become detached, and its internal [[ArrayBufferData]] slot is never null.

25.2.2.1 SharedArrayBuffer ( length )

When the SharedArrayBuffer function is called with argument length, the following steps are taken:

1. If NewTarget is undefined, throw a TypeError exception.
2. Let byteLength be ? ToIndex(length).

25.2.3 Properties of the SharedArrayBuffer Constructor

The SharedArrayBuffer constructor:

- has a [[Prototype]] internal slot whose value is %Function.prototype%.
- has the following properties:

25.2.3.1 SharedArrayBuffer.prototype

The initial value of SharedArrayBuffer.prototype is the SharedArrayBuffer prototype object.

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

25.2.3.2 get SharedArrayBuffer [ @@species ]

SharedArrayBuffer[@@species] is an accessor property whose set accessor function is undefined. Its get accessor function performs the following steps:

1. Return the this value.

The value of the "name" property of this function is "get [Symbol.species]".
25.2.4 Properties of the SharedArrayBuffer Prototype Object

The `SharedArrayBuffer.prototype` object:

- is `%SharedArrayBuffer.prototype`.
- has a `[[Prototype]]` internal slot whose value is `%Object.prototype`.
- is an ordinary object.
- does not have an `[[ArrayBufferData]]` or `[[ArrayBufferByteLength]]` internal slot.

25.2.4.1 `get SharedArrayBuffer.prototype.byteLength`

`SharedArrayBuffer.prototype.byteLength` is an accessor property whose set accessor function is `undefined`. Its get accessor function performs the following steps:

1. Let `O` be the this value.
2. Perform `? RequireInternalSlot(O, [[ArrayBufferData]])`.
3. If `IsSharedArrayBuffer(O)` is `false`, throw a `TypeError` exception.
4. Let `length` be `O.[[ArrayBufferByteLength]]`.
5. Return `𝔽(length)`.

25.2.4.2 `SharedArrayBuffer.prototype.constructor`

The initial value of `SharedArrayBuffer.prototype.constructor` is `%SharedArrayBuffer%`.

25.2.4.3 `SharedArrayBuffer.prototype.slice (start, end)`

The following steps are taken:

1. Let `O` be the this value.
2. Perform `? RequireInternalSlot(O, [[ArrayBufferData]])`.
3. If `IsSharedArrayBuffer(O)` is `false`, throw a `TypeError` exception.
4. Let `len` be `O.[[ArrayBufferByteLength]]`.
5. Let `relativeStart` be `? ToIntegerOrInfinity(start)`.
6. If `relativeStart` is `~∞`, let `first` be `0`.
7. Else if `relativeStart < 0`, let `first` be `max(len + relativeStart, 0)`.
8. Else, let `first` be `min(relativeStart, len)`.
9. If `end` is `undefined`, let `relativeEnd` be `len`; else let `relativeEnd` be `? ToIntegerOrInfinity(end)`.
10. If `relativeEnd` is `~∞`, let `final` be `0`.
11. Else if `relativeEnd < 0`, let `final` be `max(len + relativeEnd, 0)`.
12. Else, let `final` be `min(relativeEnd, len)`.
13. Let `newLen` be `max(final - first, 0)`.
14. Let `ctor` be `? SpeciesConstructor(O, %SharedArrayBuffer%)`.
17. If `IsSharedArrayBuffer(new)` is `false`, throw a `TypeError` exception.
18. If `new.[[ArrayBufferData]]` and `O.[[ArrayBufferData]]` are the same Shared Data Block values, throw a `TypeError` exception.
19. If `new.[[ArrayBufferByteLength]] < newLen`, throw a `TypeError` exception.
20. Let `fromBuf` be `O.[[ArrayBufferData]]`. 
21. Let `toBuf` be new.[[ArrayBufferData]].
22. Perform `CopyDataBlockBytes(toBuf, 0, fromBuf, first, newLen)`.
23. Return new.

### 25.2.4.4 `SharedArrayBuffer.prototype [@@toStringTag]`

The initial value of the `@@toStringTag` property is the String value "`SharedArrayBuffer`". This property has the attributes { `[[Writable]]`: false, `[[Enumerable]]`: false, `[[Configurable]]`: true }.

### 25.2.5 Properties of SharedArrayBuffer Instances

SharedArrayBuffer instances inherit properties from the `SharedArrayBuffer prototype object`. SharedArrayBuffer instances each have an `[[ArrayBufferData]]` internal slot and an `[[ArrayBufferByteLength]]` internal slot.

**NOTE** SharedArrayBuffer instances, unlike ArrayBuffer instances, are never detached.

### 25.3 DataView Objects

### 25.3.1 Abstract Operations For DataView Objects

#### 25.3.1.1 `GetViewValue (view, requestIndex, isLittleEndian, type)`

The abstract operation `GetViewValue` takes arguments `view`, `requestIndex`, `isLittleEndian`, and `type` and returns either a normal completion containing either a Number or a BigInt, or an abrupt completion. It is used by functions on DataView instances to retrieve values from the view's buffer. It performs the following steps when called:

1. Perform `? RequireInternalSlot(view, [[DataView]])`.
2. **Assert**: `view` has a `[[ViewedArrayBuffer]]` internal slot.
3. Let `getIndex` be `? ToIndex(requestIndex)`.
4. Set `isLittleEndian` to `ToBoolean(isLittleEndian)`.
5. Let `buffer` be `view.[[ViewedArrayBuffer]]`.
6. If `IsDetachedBuffer(buffer)` is `true`, throw a `TypeError` exception.
7. Let `viewOffset` be `view.[[ByteOffset]]`.
8. Let `viewSize` be `view.[[ByteLength]]`.
9. Let `elementSize` be the Element Size value specified in Table 71 for Element Type `type`.
10. If `getIndex + elementSize > viewSize`, throw a `RangeError` exception.
11. Let `bufferIndex` be `getIndex + viewOffset`.
12. Return `GetValueFromBuffer(buffer, bufferIndex, type, false, Unordered, isLittleEndian)`.

#### 25.3.1.2 `SetViewValue (view, requestIndex, isLittleEndian, type, value)`

The abstract operation `SetViewValue` takes arguments `view`, `requestIndex`, `isLittleEndian`, `type`, and `value` and returns either a normal completion containing `undefined` or an abrupt completion. It is used by functions on DataView instances to store values into the view's buffer. It performs the following steps when called:
1. Perform ? RequireInternalSlot(view, [[DataView]]).
2. Assert: view has a [[ViewedArrayBuffer]] internal slot.
3. Let getIndex be ? ToIndex(requestIndex).
4. If IsBigIntElementType(type) is true, let numberValue be ? ToBigInt(value).
5. Otherwise, let numberValue be ? ToNumber(value).
6. Set isLittleEndian to ToBoolean(isLittleEndian).
7. Let buffer be view.[[ViewedArrayBuffer]].
8. If IsDetachedBuffer(buffer) is true, throw a TypeError exception.
9. Let viewOffset be view.[[ByteOffset]].
10. Let viewSize be view.[[ByteLength]].
11. Let elementSize be the Element Size value specified in Table 71 for Element Type type.
12. If getIndex + elementSize > viewSize, throw a RangeError exception.
13. Let bufferIndex be getIndex + viewOffset.
14. Perform SetValueInBuffer(buffer, bufferIndex, type, numberValue, false, Unordered, isLittleEndian).
15. Return undefined.

25.3.2 The DataView Constructor

The DataView constructor:

- is %DataView%.
- is the initial value of the "DataView" property of the global object.
- creates and initializes a new DataView when called as a constructor.
- is not intended to be called as a function and will throw an exception when called in that manner.
- may be used as the value of an extends clause of a class definition. Subclass constructors that intend to inherit the specified DataView behaviour must include a super call to the DataView constructor to create and initialize subclass instances with the internal state necessary to support the DataView.prototype built-in methods.

25.3.2.1 DataView ( buffer [, byteOffset [, byteLength ] ] )

When the DataView function is called with at least one argument buffer, the following steps are taken:

1. If NewTarget is undefined, throw a TypeError exception.
2. Perform ? RequireInternalSlot(buffer, [[ArrayBufferData]]).
3. Let offset be ? ToIndex(byteOffset).
4. If IsDetachedBuffer(buffer) is true, throw a TypeError exception.
5. Let bufferByteLength be buffer.[[ArrayBufferByteLength]].
6. If offset > bufferByteLength, throw a RangeError exception.
7. If byteLength is undefined, then
   a. Let viewByteLength be bufferByteLength - offset.
8. Else,
   a. Let viewByteLength be ? ToIndex(byteLength).
   b. If offset + viewByteLength > bufferByteLength, throw a RangeError exception.
9. Let O be ? OrdinaryCreateFromConstructor(NewTarget, "%DataView.prototype%", « [[DataView]], [[ViewedArrayBuffer]], [[ByteLength]], [[ByteOffset]] »).  
10. If IsDetachedBuffer(buffer) is true, throw a TypeError exception.
11. Set O.[[ViewedArrayBuffer]] to buffer.
12. Set O.[[ByteLength]] to viewByteLength.
13. Set $O.([[[ByteOffset]]] )$ to $offset$.

### 25.3.3 Properties of the DataView Constructor

The DataView constructor:

- has a [[Prototype]] internal slot whose value is `%Function.prototype%`.
- has the following properties:

#### 25.3.3.1 DataView.prototype

The initial value of DataView.prototype is the DataView prototype object.

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

### 25.3.4 Properties of the DataView Prototype Object

The DataView prototype object:

- is `%DataView.prototype%`.
- has a [[Prototype]] internal slot whose value is `%Object.prototype%`.
- is an ordinary object.
- does not have a [[DataView]], [[ViewedArrayBuffer]], [[ByteLength]], or [[ByteOffset]] internal slot.

#### 25.3.4.1 get DataView.prototype.buffer

DataView.prototype.buffer is an accessor property whose set accessor function is undefined. Its get accessor function performs the following steps:

1. Let $O$ be the this value.
2. Perform `? RequireInternalSlot($O$, [[DataView]])`.
3. Assert: $O$ has a [[ViewedArrayBuffer]] internal slot.
4. Let $buffer$ be $O.([[[ViewedArrayBuffer]]] )$.
5. Return $buffer$.

#### 25.3.4.2 get DataView.prototype.byteLength

DataView.prototype.byteLength is an accessor property whose set accessor function is undefined. Its get accessor function performs the following steps:

1. Let $O$ be the this value.
2. Perform `? RequireInternalSlot($O$, [[DataView]])`.
3. Assert: $O$ has a [[ViewedArrayBuffer]] internal slot.
4. Let $buffer$ be $O.([[[ViewedArrayBuffer]]] )$.
5. If IsDetachedBuffer($buffer$) is true, throw a TypeError exception.
6. Let $size$ be $O.([[[ByteLength]]] )$.
7. Return $𝔽(size)$.
25.3.4.3  get DataView.prototype.byteOffset

DataView.prototype.byteOffset is an accessor property whose set accessor function is undefined. Its get accessor function performs the following steps:

1. Let O be the this value.
2. Perform ? RequireInternalSlot(O, [[ DataView]]).
3. Assert: O has a [[ViewedArrayBuffer]] internal slot.
4. Let buffer be O.[[ViewedArrayBuffer]].
5. If IsDetachedBuffer(buffer) is true, throw a TypeError exception.
6. Let offset be O.[[ByteOffset]].
7. Return \( \mathbb{F}(\text{offset}) \).

25.3.4.4  DataView.prototype.constructor

The initial value of DataView.prototype.constructor is %DataView%.

25.3.4.5  DataView.prototype.getBigInt64 ( byteOffset [ , littleEndian ] )

When the getBigInt64 method is called with argument byteOffset and optional argument littleEndian, the following steps are taken:

1. Let v be the this value.
2. Return ? GetViewValue(v, byteOffset, littleEndian, BigInt64).

25.3.4.6  DataView.prototype.getBigUint64 ( byteOffset [ , littleEndian ] )

When the getBigUint64 method is called with argument byteOffset and optional argument littleEndian, the following steps are taken:

1. Let v be the this value.
2. Return ? GetViewValue(v, byteOffset, littleEndian, BigUint64).

25.3.4.7  DataView.prototype.getFloat32 ( byteOffset [ , littleEndian ] )

When the getFloat32 method is called with argument byteOffset and optional argument littleEndian, the following steps are taken:

1. Let v be the this value.
2. If littleEndian is not present, set littleEndian to false.

25.3.4.8  DataView.prototype.getFloat64 ( byteOffset [ , littleEndian ] )

When the getFloat64 method is called with argument byteOffset and optional argument littleEndian, the following steps are taken:

1. Let v be the this value.
2. If littleEndian is not present, set littleEndian to false.
3. Return ? GetViewValue(v, byteOffset, littleEndian, Float64).
25.3.4.9  DataView.prototype.getInt8 (byteOffset)

When the getInt8 method is called with argument byteOffset, the following steps are taken:

1. Let v be the this value.
2. Return ? GetViewValue(v, byteOffset, true, Int8).

25.3.4.10  DataView.prototype.getInt16 (byteOffset[, littleEndian])

When the getInt16 method is called with argument byteOffset and optional argument littleEndian, the following steps are taken:

1. Let v be the this value.
2. If littleEndian is not present, set littleEndian to false.

25.3.4.11  DataView.prototype.getInt32 (byteOffset[, littleEndian])

When the getInt32 method is called with argument byteOffset and optional argument littleEndian, the following steps are taken:

1. Let v be the this value.
2. If littleEndian is not present, set littleEndian to false.

25.3.4.12  DataView.prototype.getUint8 (byteOffset)

When the getUint8 method is called with argument byteOffset, the following steps are taken:

1. Let v be the this value.
2. Return ? GetViewValue(v, byteOffset, true, Uint8).

25.3.4.13  DataView.prototype.getUint16 (byteOffset[, littleEndian])

When the getUint16 method is called with argument byteOffset and optional argument littleEndian, the following steps are taken:

1. Let v be the this value.
2. If littleEndian is not present, set littleEndian to false.

25.3.4.14  DataView.prototype.getUint32 (byteOffset[, littleEndian])

When the getUint32 method is called with argument byteOffset and optional argument littleEndian, the following steps are taken:

1. Let v be the this value.
2. If littleEndian is not present, set littleEndian to false.
25.3.4.15 DataView.prototype.setBigInt64 ( byteOffset, value [, littleEndian ] )

When the `setBigInt64` method is called with arguments `byteOffset` and `value` and optional argument `littleEndian`, the following steps are taken:

1. Let `v` be the `this` value.
2. Return ? `SetViewValue(v, byteOffset, littleEndian, BigInt64, value)`. 

25.3.4.16 DataView.prototype.setBigUint64 ( byteOffset, value [, littleEndian ] )

When the `setBigUint64` method is called with arguments `byteOffset` and `value` and optional argument `littleEndian`, the following steps are taken:

1. Let `v` be the `this` value.
2. Return ? `SetViewValue(v, byteOffset, littleEndian, BigUint64, value)`. 

25.3.4.17 DataView.prototype.setFloat32 ( byteOffset, value [, littleEndian ] )

When the `setFloat32` method is called with arguments `byteOffset` and `value` and optional argument `littleEndian`, the following steps are taken:

1. Let `v` be the `this` value.
2. If `littleEndian` is not present, set `littleEndian` to false.
3. Return ? `SetViewValue(v, byteOffset, littleEndian, Float32, value)`. 

25.3.4.18 DataView.prototype.setFloat64 ( byteOffset, value [, littleEndian ] )

When the `setFloat64` method is called with arguments `byteOffset` and `value` and optional argument `littleEndian`, the following steps are taken:

1. Let `v` be the `this` value.
2. If `littleEndian` is not present, set `littleEndian` to false.
3. Return ? `SetViewValue(v, byteOffset, littleEndian, Float64, value)`. 

25.3.4.19 DataView.prototype.setInt8 ( byteOffset, value )

When the `setInt8` method is called with arguments `byteOffset` and `value`, the following steps are taken:

1. Let `v` be the `this` value.
2. Return ? `SetViewValue(v, byteOffset, true, Int8, value)`. 

25.3.4.20 DataView.prototype.setInt16 ( byteOffset, value [, littleEndian ] )

When the `setInt16` method is called with arguments `byteOffset` and `value` and optional argument `littleEndian`, the following steps are taken:

1. Let `v` be the `this` value.
2. If `littleEndian` is not present, set `littleEndian` to false.

25.3.4.21 DataView.prototype.setInt32 ( `byteOffset`, `value` [ , `littleEndian` ] )

When the `setInt32` method is called with arguments `byteOffset` and `value` and optional argument `littleEndian`, the following steps are taken:

1. Let \( v \) be the this value.
2. If `littleEndian` is not present, set `littleEndian` to false.

25.3.4.22 DataView.prototype.setUint8 ( `byteOffset`, `value` )

When the `setUint8` method is called with arguments `byteOffset` and `value`, the following steps are taken:

1. Let \( v \) be the this value.
2. Return `? SetViewValue(v, byteOffset, true, Uint8, value)`.

25.3.4.23 DataView.prototype.setUint16 ( `byteOffset`, `value` [ , `littleEndian` ] )

When the `setUint16` method is called with arguments `byteOffset` and `value` and optional argument `littleEndian`, the following steps are taken:

1. Let \( v \) be the this value.
2. If `littleEndian` is not present, set `littleEndian` to false.
3. Return `? SetViewValue(v, byteOffset, littleEndian, Uint16, value)`.

25.3.4.24 DataView.prototype.setUint32 ( `byteOffset`, `value` [ , `littleEndian` ] )

When the `setUint32` method is called with arguments `byteOffset` and `value` and optional argument `littleEndian`, the following steps are taken:

1. Let \( v \) be the this value.
2. If `littleEndian` is not present, set `littleEndian` to false.
3. Return `? SetViewValue(v, byteOffset, littleEndian, Uint32, value)`.

25.3.4.25 DataView.prototype [ @@toStringTag ]

The initial value of the `@@toStringTag` property is the String value "DataView".

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

25.3.5 Properties of DataView Instances

DataView instances are ordinary objects that inherit properties from the DataView prototype object. DataView instances each have `[[DataView]]`, `[[ViewedArrayBuffer]]`, `[[ByteLength]]`, and `[[ByteOffset]]` internal slots.

**NOTE** The value of the `[[DataView]]` internal slot is not used within this specification. The simple presence of that internal slot is used within the specification to identify objects created using the DataView constructor.

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25.4 The Atomics Object

The Atomics object:

- is \%Atomics\%.
- is the initial value of the "Atomics" property of the global object.
- is an ordinary object.
- has a [[Prototype]] internal slot whose value is \%Object.prototype\%.
- does not have a [[Construct]] internal method; it cannot be used as a constructor with the `new` operator.
- does not have a [[Call]] internal method; it cannot be invoked as a function.

The Atomics object provides functions that operate indivisibly (atomically) on shared memory array cells as well as functions that let agents wait for and dispatch primitive events. When used with discipline, the Atomics functions allow multi-agent programs that communicate through shared memory to execute in a well-understood order even on parallel CPUs. The rules that govern shared-memory communication are provided by the memory model, defined below.

NOTE For informative guidelines for programming and implementing shared memory in ECMAScript, please see the notes at the end of the memory model section.

25.4.1 WaiterList Objects

A WaiterList is a semantic object that contains an ordered list of agent signifiers for those agents that are waiting on a location \((block, i)\) in shared memory; \(block\) is a Shared Data Block and \(i\) a byte offset into the memory of \(block\). A WaiterList object also optionally contains a Synchronize event denoting the previous leaving of its critical section.

Initially a WaiterList object has an empty list and no Synchronize event.

The agent cluster has a store of WaiterList objects; the store is indexed by \((block, i)\). WaiterLists are agent-independent: a lookup in the store of WaiterLists by \((block, i)\) will result in the same WaiterList object in any agent in the agent cluster.

Each WaiterList has a critical section that controls exclusive access to that WaiterList during evaluation. Only a single agent may enter a WaiterList's critical section at one time. Entering and leaving a WaiterList's critical section is controlled by the abstract operations `EnterCriticalSection` and `LeaveCriticalSection`. Operations on a WaiterList—adding and removing waiting agents, traversing the list of agents, suspending and notifying agents on the list, setting and retrieving the Synchronize event—may only be performed by agents that have entered the WaiterList's critical section.

25.4.2 Abstract Operations for Atomics

25.4.2.1 ValidateIntegerTypedArray ( `typedArray [ , waitable ]` )

The abstract operation `ValidateIntegerTypedArray` takes argument `typedArray` and optional argument `waitable` (a Boolean) and returns either a normal completion containing either an ArrayBuffer or a SharedArrayBuffer, or an abrupt completion. It performs the following steps when called:

1. If `waitable` is not present, set `waitable` to `false`.
2. Perform ? `ValidateTypedArray(typedArray)`.
3. Let `buffer` be `typedArray`.[[ViewedArrayBuffer]].
4. If `waitable` is `true`, then
a. If `typedArray.[[TypedArrayName]]` is not "Int32Array" or "BigInt64Array", throw a `TypeError` exception.

5. Else,
   a. Let `type` be `TypedArrayElementType(typedArray)`.
   b. If `IsUnclampedIntegerElementType(type)` is `false` and `IsBigIntElementType(type)` is `false`, throw a `TypeError` exception.

6. Return `buffer`.

25.4.2.2 `ValidateAtomicAccess (typedArray, requestIndex)`

The abstract operation `ValidateAtomicAccess` takes arguments `typedArray` (a TypedArray) and `requestIndex` and returns either a normal completion containing an integer or an abrupt completion. It performs the following steps when called:

1. Let `length` be `typedArray.[[ArrayLength]]`.
2. Let `accessIndex` be `? ToIndex(requestIndex)`.
3. Assert: `accessIndex` ≥ 0.
4. If `accessIndex ≥ length`, throw a `RangeError` exception.
5. Let `elementSize` be `TypedArrayElementSize(typedArray)`.
6. Let `offset` be `typedArray.[[ByteOffset]]`.
7. Return `((accessIndex × elementSize) + offset)`.

25.4.2.3 `GetWaiterList (block, i)`

The abstract operation `GetWaiterList` takes arguments `block` (a Shared Data Block) and `i` (a non-negative integer that is evenly divisible by 4) and returns a WaiterList. It performs the following steps when called:

1. Assert: `i` and `i + 3` are valid byte offsets within the memory of `block`.
2. Return the WaiterList that is referenced by the pair `(block, i)`.

25.4.2.4 `EnterCriticalSection (WL)`

The abstract operation `EnterCriticalSection` takes argument `WL` (a WaiterList) and returns unused. It performs the following steps when called:

1. Assert: The calling agent is not in the critical section for any WaiterList.
2. Wait until no agent is in the critical section for `WL`, then enter the critical section for `WL` (without allowing any other agent to enter).
3. If `WL` has a Synchronize event, then
   a. NOTE: A `WL` whose critical section has been entered at least once has a Synchronize event set by `LeaveCriticalSection`.
   b. Let `execution` be the `[[CandidateExecution]]` field of the surrounding agent's Agent Record.
   c. Let `eventsRecord` be the Agent Events Record in `execution.[[EventsRecords]]` whose `[[AgentSignifier]]` is `AgentSignifier()`.
   d. Let `entererEventList` be `eventsRecord.[[EventList]]`.
   e. Let `enterEvent` be a new Synchronize event.
   f. Append `enterEvent` to `entererEventList`.
   g. Let `leaveEvent` be the Synchronize event in `WL`.
   h. Append `(leaveEvent, enterEvent)` to `eventsRecord.[[AgentSynchronizesWith]]`.
4. Return unused.
EnterCriticalSection has contention when an agent attempting to enter the critical section must wait for another agent to leave it. When there is no contention, FIFO order of EnterCriticalSection calls is observable. When there is contention, an implementation may choose an arbitrary order but may not cause an agent to wait indefinitely.

### 25.4.2.5 LeaveCriticalSection ( \( WL \) )

The abstract operation LeaveCriticalSection takes argument \( WL \) (a WaiterList) and returns unused. It performs the following steps when called:

1. **Assert**: The calling agent is in the critical section for \( WL \).
2. Let \( execution \) be the [[CandidateExecution]] field of the calling surrounding's Agent Record.
3. Let \( eventsRecord \) be the Agent Events Record in \( execution \).[\[EventsRecords\]] whose [[AgentSignifier]] is AgentSignifier().
4. Let \( leaverEventList \) be \( eventsRecord \).[\[EventList\]].
5. Let \( leaveEvent \) be a new Synchronize event.
6. Append \( leaveEvent \) to \( leaverEventList \).
7. Set the Synchronize event in \( WL \) to \( leaveEvent \).
8. Leave the critical section for \( WL \).
9. Return unused.

### 25.4.2.6 AddWaiter ( \( WL, W \) )

The abstract operation AddWaiter takes arguments \( WL \) (a WaiterList) and \( W \) (an agent signifier) and returns unused. It performs the following steps when called:

1. **Assert**: The calling agent is in the critical section for \( WL \).
2. **Assert**: \( W \) is not on the list of waiters in any WaiterList.
3. Add \( W \) to the end of the list of waiters in \( WL \).
4. Return unused.

### 25.4.2.7 RemoveWaiter ( \( WL, W \) )

The abstract operation RemoveWaiter takes arguments \( WL \) (a WaiterList) and \( W \) (an agent signifier) and returns unused. It performs the following steps when called:

1. **Assert**: The calling agent is in the critical section for \( WL \).
2. **Assert**: \( W \) is on the list of waiters in \( WL \).
3. Remove \( W \) from the list of waiters in \( WL \).
4. Return unused.

### 25.4.2.8 RemoveWaiters ( \( WL, c \) )

The abstract operation RemoveWaiters takes arguments \( WL \) (a WaiterList) and \( c \) (a non-negative integer or +\( \infty \)) and returns a List of agent signifiers. It performs the following steps when called:

1. **Assert**: The calling agent is in the critical section for \( WL \).
2. Let \( L \) be a new empty List.
3. Let \( S \) be a reference to the list of waiters in \( WL \).
4. Repeat, while \( c > 0 \) and \( S \) is not an empty List,
Let \( W \) be the first waiter in \( S \).

b. Add \( W \) to the end of \( L \).
c. Remove \( W \) from \( S \).
d. If \( c \) is finite, set \( c \) to \( c - 1 \).

5. Return \( L \).

### 25.4.2.9 SuspendAgent ( \( WL, W, \text{timeout} \) )

The abstract operation SuspendAgent takes arguments \( WL \) (a WaiterList), \( W \) (an agent signifier), and \( \text{timeout} \) (a non-negative integer) and returns a Boolean. It performs the following steps when called:

1. **Assert:** The calling agent is in the critical section for \( WL \).
2. **Assert:** \( W \) is equivalent to \( \text{AgentSignifier()} \).
3. **Assert:** \( W \) is on the list of waiters in \( WL \).
4. **Assert:** \( \text{AgentCanSuspend()} \) is true.
5. Perform \( \text{LeaveCriticalSection}(WL) \) and suspend \( W \) for up to \( \text{timeout} \) milliseconds, performing the combined operation in such a way that a notification that arrives after the critical section is exited but before the suspension takes effect is not lost. \( W \) can notify either because the timeout expired or because it was notified explicitly by another agent calling NotifyWaiter with arguments \( WL \) and \( W \), and not for any other reasons at all.
6. Perform \( \text{EnterCriticalSection}(WL) \).
7. If \( W \) was notified explicitly by another agent calling NotifyWaiter with arguments \( WL \) and \( W \), return true.
8. Return false.

### 25.4.2.10 NotifyWaiter ( \( WL, W \) )

The abstract operation NotifyWaiter takes arguments \( WL \) (a WaiterList) and \( W \) (an agent signifier) and returns unused. It performs the following steps when called:

1. **Assert:** The calling agent is in the critical section for \( WL \).
2. Notify the agent \( W \).
3. Return unused.

**NOTE** The embedding may delay notifying \( W \), e.g. for resource management reasons, but \( W \) must eventually be notified in order to guarantee forward progress.

### 25.4.2.11 AtomicreadOnlyModifyWrite ( \( \text{typedArray}, \text{index}, \text{value}, \text{op} \) )

The abstract operation AtomicreadOnlyModifyWrite takes arguments \( \text{typedArray}, \text{index}, \text{value}, \text{op} \) (a read-modify-write modification function) and returns either a normal completion containing either a Number or a BigInt, or an abrupt completion. \( \text{op} \) takes two List of byte values arguments and returns a List of byte values. This operation atomically loads a value, combines it with another value, and stores the result of the combination. It returns the loaded value. It performs the following steps when called:

1. Let \( \text{buffer} \) be ? \( \text{ValidateIntegerTypedArray}(\text{typedArray}) \).
2. Let \( \text{indexedPosition} \) be ? \( \text{ValidateAtomicAccess}(\text{typedArray}, \text{index}) \).
3. If \( \text{typedArray}.[[\text{ContentType}]] \) is BigInt, let \( v \) be ? \( \text{ToBigInt}(\text{value}) \).
4. Otherwise, let \( v \) be \( (\text{ToIntegerOrInfinity}(\text{value})) \).
5. If \( \text{IsDetachedBuffer}(\text{buffer}) \) is true, throw a TypeError exception.
6. NOTE: The above check is not redundant with the check in ValidateIntegerTypedArray because the call to ToBigInt or ToIntegerOrInfinity on the preceding lines can have arbitrary side effects, which could cause the buffer to become detached.

7. Let elementType be TypedArrayElementType(typedArray).
8. Return GetModifySetValueInBuffer(buffer, indexedPosition, elementType, v, op).

25.4.2.12 ByteListBitwiseOp (op, xBytes, yBytes)

The abstract operation ByteListBitwiseOp takes arguments op ( &, ^, or | ), xBytes (a List of byte values), and yBytes (a List of byte values) and returns a List of byte values. The operation atomically performs a bitwise operation on all byte values of the arguments and returns a List of byte values. It performs the following steps when called:

1. Assert: xBytes and yBytes have the same number of elements.
2. Let result be a new empty List.
3. Let i be 0.
4. For each element xByte of xBytes, do
   a. Let yByte be yBytes[i].
   b. If op is & , let resultByte be the result of applying the bitwise AND operation to xByte and yByte.
   c. Else if op is ^ , let resultByte be the result of applying the bitwise exclusive OR (XOR) operation to xByte and yByte.
   d. Else, op is | . Let resultByte be the result of applying the bitwise inclusive OR operation to xByte and yByte.
   e. Set i to i + 1.
   f. Append resultByte to the end of result.
5. Return result.

25.4.2.13 ByteListEqual (xBytes, yBytes)

The abstract operation ByteListEqual takes arguments xBytes (a List of byte values) and yBytes (a List of byte values) and returns a Boolean. It performs the following steps when called:

1. If xBytes and yBytes do not have the same number of elements, return false.
2. Let i be 0.
3. For each element xByte of xBytes, do
   a. Let yByte be yBytes[i].
   b. If xByte ≠ yByte, return false.
   c. Set i to i + 1.
4. Return true.

25.4.3 Atomics.add (typedArray, index, value)

The following steps are taken:

1. Let type be TypedArrayElementType(typedArray).
2. Let isLittleEndian be the value of the [[LittleEndian]] field of the surrounding agent’s Agent Record.
3. Let add be a new read-modify-write modification function with parameters (xBytes, yBytes) that captures type and isLittleEndian and performs the following steps atomically when called:
   a. Let x be RawBytesToNumeric(type, xBytes, isLittleEndian).
   b. Let y be RawBytesToNumeric(type, yBytes, isLittleEndian).
i. Let `sum` be `Number::add(x, y)`.

d. Else,
   i. Assert: Type(x) is BigInt.
   ii. Let `sum` be `BigInt::add(x, y)`.

e. Let `sumBytes` be `NumericToRawBytes(type, sum, isLittleEndian)`.

f. Assert: `sumBytes`, `xBytes`, and `yBytes` have the same number of elements.

g. Return `sumBytes`.

4. Return `AtomicReadModifyWrite(typedArray, index, value, add)`.

25.4.4 Atomics.and ( `typedArray, index, value` )

The following steps are taken:

1. Let `and` be a new read-modify-write modification function with parameters (`xBytes`, `yBytes`) that captures nothing and performs the following steps atomically when called:
   a. Return `ByteListBitwiseOp(&, xBytes, yBytes)`.

2. Return `AtomicReadModifyWrite(typedArray, index, value, and)`.

25.4.5 Atomics.compareExchange ( `typedArray, index, expectedValue, replacementValue` )

The following steps are taken:

1. Let `buffer` be `ValidateIntegerTypedArray(typedArray)`.
2. Let `block` be `buffer.[[ArrayBufferData]]`.
3. Let `indexedPosition` be `ValidateAtomicAccess(typedArray, index)`.
4. If `typedArray.[[ContentType]]` is `BigInt`, then
   a. Let `expected` be `BigInt(expectedValue)`.
   b. Let `replacement` be `BigInt(replacementValue)`.

5. Else,
   a. Let `expected` be `𝔽(? ToIntegerOrInfinity(expectedValue))`.
   b. Let `replacement` be `𝔽(? ToIntegerOrInfinity(replacementValue))`.

6. If `IsDetachedBuffer(buffer)` is `true`, throw a `TypeError` exception.

7. NOTE: The above check is not redundant with the check in `ValidateIntegerTypedArray` because the call to `BigInt` or `ToIntegerOrInfinity` on the preceding lines can have arbitrary side effects, which could cause the buffer to become detached.

8. Let `elementType` be `TypedArrayElementType(typedArray)`.
9. Let `elementSize` be `TypedArrayElementSize(typedArray)`.
10. Let `isLittleEndian` be the value of the `[[LittleEndian]]` field of the surrounding agent's `Agent Record`.
11. Let `expectedBytes` be `NumericToRawBytes(elementType, expected, isLittleEndian)`.
12. Let `replacementBytes` be `NumericToRawBytes(elementType, replacement, isLittleEndian)`.
13. If `IsSharedArrayBuffer(buffer)` is `true`, then
   a. Let `execution` be the `[[CandidateExecution]]` field of the surrounding agent's `Agent Record`.
   b. Let `eventList` be the `[[EventList]]` field of the element in `execution.[[EventsRecords]]` whose `[[AgentSignifier]]` is `AgentSignifier()`.
   c. Let `rawBytesRead` be a `List` of length `elementSize` whose elements are nondeterministically chosen byte values.
   d. NOTE: In implementations, `rawBytesRead` is the result of a load-link, of a load-exclusive, or of an operand of a read-modify-write instruction on the underlying hardware. The nondeterminism
is a semantic prescription of the memory model to describe observable behaviour of hardware
with weak consistency.
e. NOTE: The comparison of the expected value and the read value is performed outside of the
read-modify-write modification function to avoid needlessly strong synchronization when the
expected value is not equal to the read value.
f. If ByteListEqual(rawBytesRead, expectedBytes) is true, then
   i. Let second be a new read-modify-write modification function with parameters (oldBytes,
      newBytes) that captures nothing and performs the following steps atomically when called:
      1. Return newBytes.
   ii. Let event be ReadModifyWriteSharedMemory { [[Order]]: SeqCst, [[NoTear]]: true,
       [[Block]]: block, [[ByteIndex]]: indexedPosition, [[ElementSize]]: elementSize, [[Payload]]:
       replacementBytes, [[ModifyOp]]: second }.
g. Else,
   i. Let event be ReadSharedMemory { [[Order]]: SeqCst, [[NoTear]]: true, [[Block]]: block,
      [[ByteIndex]]: indexedPosition, [[ElementSize]]: elementSize }.
h. Append event to eventList.
i. Append Chosen Value Record { [[Event]]: event, [[ChosenValue]]: rawBytesRead } to
   execution.[[ChosenValues]].
14. Else,
a. Let rawBytesRead be a List of length elementSize whose elements are the sequence of
   elementSize bytes starting with block[indexedPosition].
b. If ByteListEqual(rawBytesRead, expectedBytes) is true, then
   i. Store the individual bytes of replacementBytes into block, starting at
      block[indexedPosition].
15. Return RawBytesToNumeric(elementType, rawBytesRead, isLittleEndian).

25.4.6 Atomics.exchange ( typedArray, index, value )

The following steps are taken:

1. Let second be a new read-modify-write modification function with parameters (oldBytes, newBytes)
   that captures nothing and performs the following steps atomically when called:
   a. Return newBytes.
2. Return ? AtomicReadModifyWrite(typedArray, index, value, second).

25.4.7 Atomics.isLockFree ( size )

The following steps are taken:

1. Let n be ? ToIntegerOrInfinity(size).
2. Let AR be the Agent Record of the surrounding agent.
3. If n = 1, return AR.[[IsLockFree1]].
4. If n = 2, return AR.[[IsLockFree2]].
5. If n = 4, return true.
6. If n = 8, return AR.[[IsLockFree8]].
7. Return false.

NOTE Atomics.isLockFree() is an optimization primitive. The intuition is that if the atomic step of
an atomic primitive (compareExchange, load, store, add, sub, and, or, xor, or
exchange) on a datum of size n bytes will be performed without the calling agent acquiring a
lock outside the n bytes comprising the datum, then Atomics.isLockFree(n) will return
true. High-performance algorithms will use `Atomics.isLockFree` to determine whether to use locks or atomic operations in critical sections. If an atomic primitive is not lock-free then it is often more efficient for an algorithm to provide its own locking.

`Atomics.isLockFree(4)` always returns `true` as that can be supported on all known relevant hardware. Being able to assume this will generally simplify programs.

Regardless of the value of `Atomics.isLockFree`, all atomic operations are guaranteed to be atomic. For example, they will never have a visible operation take place in the middle of the operation (e.g., "tearing").

### 25.4.8 Atomics.load ( `typedArray`, `index` )

The following steps are taken:

1. Let `buffer` be ? `ValidateIntegerTypedArray(typedArray)`.
2. Let `indexedPosition` be ? `ValidateAtomicAccess(typedArray, index)`.
3. If `IsDetachedBuffer(buffer)` is `true`, throw a `TypeError` exception.
4. NOTE: The above check is not redundant with the check in `ValidateIntegerTypedArray` because the call to `ValidateAtomicAccess` on the preceding line can have arbitrary side effects, which could cause the buffer to become detached.
5. Let `elementType` be `TypedArrayElementType(typedArray)`.
6. Return `GetValueFromBuffer(buffer, indexedPosition, elementType, true, SeqCst)`.

### 25.4.9 Atomics.or ( `typedArray`, `index`, `value` )

The following steps are taken:

1. Let `or` be a new read-modify-write modification function with parameters `(xBytes, yBytes)` that captures nothing and performs the following steps atomically when called:
   a. Return `ByteListBitwiseOp(l, xBytes, yBytes)`.
2. Return '?' `AtomicReadModifyWrite(typedArray, index, value, or)`.

### 25.4.10 Atomics.store ( `typedArray`, `index`, `value` )

The following steps are taken:

1. Let `buffer` be ? `ValidateIntegerTypedArray(typedArray)`.
2. Let `indexedPosition` be ? `ValidateAtomicAccess(typedArray, index)`.
3. If `typedArray.[[ContentType]]` is `BigInt`, let `v` be ? `ToBigInt(value)`.
4. Otherwise, let `v` be `𝔽(? ToIntegerOrInfinity(value))`.
5. If `IsDetachedBuffer(buffer)` is `true`, throw a `TypeError` exception.
6. NOTE: The above check is not redundant with the check in `ValidateIntegerTypedArray` because the call to `ToBigInt` or `ToIntegerOrInfinity` on the preceding lines can have arbitrary side effects, which could cause the buffer to become detached.
7. Let `elementType` be `TypedArrayElementType(typedArray)`.
8. Perform `SetValueInBuffer(buffer, indexedPosition, elementType, v, true, SeqCst)`.
25.4.11 Atomics.sub (typedArray, index, value)

The following steps are taken:

1. Let type be TypedArrayElementType(typedArray).
2. Let isLittleEndian be the value of the [[LittleEndian]] field of the surrounding agent's Agent Record.
3. Let subtract be a new read-modify-write modification function with parameters \((x\text{Bytes}, y\text{Bytes})\) that captures type and isLittleEndian and performs the following steps atomically when called:
   a. Let \(x\) be RawBytesToNumeric(type, x\text{Bytes}, isLittleEndian).
   b. Let \(y\) be RawBytesToNumeric(type, y\text{Bytes}, isLittleEndian).
   c. If Type(x) is Number, then
      i. Let difference be Number::subtract(x, y).
   d. Else,
      i. Assert: Type(x) is BigInt.
      ii. Let difference be BigInt::subtract(x, y).
   e. Let differenceBytes be NumericToRawBytes(type, difference, isLittleEndian).
   f. Assert: differenceBytes, x\text{Bytes}, and y\text{Bytes} have the same number of elements.
   g. Return differenceBytes.
4. Return ? AtomicReadModifyWrite(typedArray, index, value, subtract).

25.4.12 Atomics.wait (typedArray, index, value, timeout)

Atomics.wait puts the calling agent in a wait queue and puts it to sleep until it is notified or the sleep times out. The following steps are taken:

1. Let buffer be ? ValidateIntegerTypedArray(typedArray, true).
2. If IsSharedArrayBuffer(buffer) is false, throw a TypeError exception.
4. If typedArray.[[TypedArrayName]] is "BigInt64Array", let v be ? ToBigInt64(value).
5. Otherwise, let v be ? ToInt32(value).
6. Let q be ? ToNumber(timeout).
7. If q is NaN or +\(\infty\), let \(t = +\infty\); else if q is -\(\infty\), let \(t = 0\); else let \(t = \text{max}(\mathbb{R}(q), 0)\).
8. Let B be AgentCanSuspend().
9. If B is false, throw a TypeError exception.
10. Let block be buffer.[[ArrayBufferData]].
11. Let WL be GetWaiterList(block, indexedPosition).
12. Perform EnterCriticalSection(WL).
13. Let elementType be TypedArrayElementType(typedArray).
14. Let w be GetValueFromBuffer(buffer, indexedPosition, elementType, true, SeqCst).
15. If v \(\neq\) w, then
    a. Perform LeaveCriticalSection(WL).
    b. Return the String "not-equal".
16. Let W be AgentSignifier().
17. Perform AddWaiter(WL, W).
18. Let notified be SuspendAgent(WL, W, t).
19. If notified is true, then
    a. Assert: W is not on the list of waiters in WL.
20. Else,
22. If $notified$ is true, return the String "ok".
23. Return the String "timed-out".

25.4.13 Atomics.notify ( $typedArray, index, count$ )

Atomics.notify notifies some agents that are sleeping in the wait queue. The following steps are taken:

1. Let $buffer$ be ? ValidateIntegerTypedArray($typedArray$, true).
3. If $count$ is undefined, let $c$ be $+\infty$.
4. Else,
   a. Let $intCount$ be ? ToIntegerOrInfinity($count$).
   b. Let $c$ be max($intCount$, 0).
5. Let $block$ be $buffer$.[[ArrayBufferData]].
6. If IsSharedArrayBuffer($buffer$) is false, return +0𝔽.
7. Let $WL$ be GetWaiterList($block$, $indexedPosition$).
8. Let $n$ be 0.
10. Let $S$ be RemoveWaiters($WL$, $c$).
11. Repeat, while $S$ is not an empty List,
   a. Let $W$ be the first agent in $S$.
   b. Remove $W$ from the front of $S$.
   d. Set $n$ to $n + 1$.
13. Return $𝔽(n)$.

25.4.14 Atomics.xor ( $typedArray, index, value$ )

The following steps are taken:

1. Let $xor$ be a new read-modify-write modification function with parameters ($xBytes$, $yBytes$) that captures nothing and performs the following steps atomically when called:
   a. Return $ByteListBitwiseOp(^{^}\wedge$, $xBytes$, $yBytes$).
2. Return ? AtomicReadModifyWrite($typedArray$, index, value, $xor$).

25.4.15 Atomics [ @@toStringTag ]

The initial value of the @@toStringTag property is the String value "Atoms".

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

25.5 The JSON Object

The JSON object:
• is `%JSON%`.
• is the initial value of the "JSON" property of the global object.
• is an ordinary object.
• contains two functions, `parse` and `stringify`, that are used to parse and construct JSON texts.
• has a [[Prototype]] internal slot whose value is `%Object.prototype%`.
• does not have a [[Construct]] internal method; it cannot be used as a constructor with the `new` operator.
• does not have a [[Call]] internal method; it cannot be invoked as a function.

The JSON Data Interchange Format is defined in ECMA-404. The JSON interchange format used in this specification is exactly that described by ECMA-404. Conforming implementations of `JSON.parse` and `JSON.stringify` must support the exact interchange format described in the ECMA-404 specification without any deletions or extensions to the format.

25.5.1 `JSON.parse ([text [, reviver ]] )`

The `parse` function parses a JSON text (a JSON-formatted String) and produces an ECMAScript language value. The JSON format represents literals, arrays, and objects with a syntax similar to the syntax for ECMAScript literals, Array Initializers, and Object Initializers. After parsing, JSON objects are realized as ECMAScript objects. JSON arrays are realized as ECMAScript Array instances. JSON strings, numbers, booleans, and null are realized as ECMAScript Strings, Numbers, Booleans, and `null`.

The optional `reviver` parameter is a function that takes two parameters, `key` and `value`. It can filter and transform the results. It is called with each of the `key/value` pairs produced by the parse, and its return value is used instead of the original value. If it returns what it received, the structure is not modified. If it returns `undefined` then the property is deleted from the result.

1. Let `jsonString` be ?`ToString(text)`.`
2. Parse `StringToCodePoints(jsonString)` as a JSON text as specified in ECMA-404. Throw a `SyntaxError` exception if it is not a valid JSON text as defined in that specification.
3. Let `scriptString` be the string-concatenation of "(" , `jsonString`, and ")";".
4. Let `script` be ParseText(StringToCodePoints(scriptString), Script).
5. NOTE: The early error rules defined in 13.2.5.1 have special handling for the above invocation of ParseText.
6. Assert: `script` is a Parse Node.
7. Let `completion` be the result of evaluating `script`.
8. NOTE: The PropertyDefinitionEvaluation semantics defined in 13.2.5.5 have special handling for the above evaluation.
9. Let `unfiltered` be `completion` .[[Value]].
10. Assert: `unfiltered` is either a String, Number, Boolean, Null, or an Object that is defined by either an `ArrayLiteral` or an `ObjectLiteral`.
11. If `IsCallable(reviver)` is `true`, then
    a. Let `root` be OrdinaryObjectCreate( `%Object.prototype%` ).
    b. Let `rootName` be the empty String.
    c. Perform ! CreateDataPropertyOrThrow( `root`, `rootName`, `unfiltered` ).
    d. Return ? `InternalizeJSONProperty( `root`, `rootName`, `reviver` )`.
12. Else,
    a. Return `unfiltered`.

The "length" property of the `parse` function is \(2^{\frac{3}{4}}\).
NOTE
Valid JSON text is a subset of the ECMAScript PrimaryExpression syntax. Step 2 verifies that jsonString conforms to that subset, and step 10 asserts that that parsing and evaluation returns a value of an appropriate type.

However, because 13.2.5.5 behaves differently during JSON.parse, the same source text can produce different results when evaluated as a PrimaryExpression rather than as JSON. Furthermore, the Early Error for duplicate "__proto__" properties in object literals, which likewise does not apply during JSON.parse, means that not all texts accepted by JSON.parse are valid as a PrimaryExpression, despite matching the grammar.

25.5.1.1 InternalizeJSONProperty (holder, name, reviver)
The abstract operation InternalizeJSONProperty takes arguments holder (an Object), name (a String), and reviver (a function object) and returns either a normal completion containing an ECMAScript language value or an abrupt completion.

NOTE 1 This algorithm intentionally does not throw an exception if either [[Delete]] or CreateDataProperty return false.

It performs the following steps when called:

1. Let val be ? Get(holder, name).
2. If Type(val) is Object, then
   a. Let isArray be ? isArray(val).
   b. If isArray is true, then
      i. Let I be 0.
      ii. Let len be ? LengthOfArrayLike(val).
      iii. Repeat, while I < len,
          1. Let prop be ! ToString(f(I)).
          2. Let newElement be ? InternalizeJSONProperty(val, prop, reviver).
          3. If newElement is undefined, then
          4. Else,
             a. Perform ? CreateDataProperty(val, prop, newElement).
          5. Set I to I + 1.
   c. Else,
      i. Let keys be ? EnumerableOwnPropertyNames(val, key).
      ii. For each String P of keys, do
          1. Let newElement be ? InternalizeJSONProperty(val, P, reviver).
          2. If newElement is undefined, then
          3. Else,
3. Return ? Call(reviver, holder, « name, val »).

It is not permitted for a conforming implementation of JSON.parse to extend the JSON grammars. If an implementation wishes to support a modified or extended JSON interchange format it must do so by defining a different parse function.
NOTE 2 In the case where there are duplicate name Strings within an object, lexically preceding values for the same key shall be overwritten.

25.5.2 JSON.stringify (value [, replacer [, space]])

The `stringify` function returns a String in UTF-16 encoded JSON format representing an ECMAScript language value, or `undefined`. It can take three parameters. The `value` parameter is an ECMAScript language value, which is usually an object or array, although it can also be a String, Boolean, Number or `null`. The optional `replacer` parameter is either a function that alters the way objects and arrays are stringified, or an array of Strings and Numbers that acts as an inclusion list for selecting the object properties that will be stringified. The optional `space` parameter is a String or Number that allows the result to have white space injected into it to improve human readability.

These are the steps in stringifying an object:

1. Let `stack` be a new empty List.
2. Let `indent` be the empty String.
3. Let `PropertyList` and `ReplacerFunction` be `undefined`.
4. If `Type(replacer)` is Object, then
   a. If `IsCallable(replacer)` is `true`, then
      i. Set `ReplacerFunction` to `replacer`.
   b. Else,
      i. Let `isArray` be `?IsArray(replacer)`.
      ii. If `isArray` is `true`, then
         1. Set `PropertyList` to a new empty List.
         2. Let `len` be `?LengthOfArrayLike(replacer)`.
         3. Let `k` be 0.
         4. Repeat, while `k < len`,
            a. Let `prop` be `?ToString(𝔽(k))`.
            b. Let `v` be `?Get(replacer, prop)`.
            c. Let `item` be `undefined`.
            d. If `Type(v)` is String, set `item` to `?ToString(v)`.
            e. Else if `Type(v)` is Number, set `item` to `?ToString(v)`.
            f. Else if `Type(v)` is Object, then
               i. If `v` has a `[[StringData]]` or `[[NumberData]]` internal slot, set `item` to `?ToString(v)`.
            g. If `item` is not `undefined` and `item` is not currently an element of `PropertyList`, then
               i. Append `item` to the end of `PropertyList`.
      h. Set `k` to `k + 1`.
4. Repeat, while `k < len`,
   a. Let `prop` be `!ToNumber(𝔽(k))`.
   b. Let `v` be `?Get(replacer, prop)`.
   c. Let `item` be `undefined`.
   d. If `Type(v)` is String, set `item` to `?ToString(v)`.
   e. Else if `Type(v)` is Number, set `item` to `?ToString(v)`.
   f. Else if `Type(v)` is Object, then
      i. If `v` has a `[[StringData]]` or `[[NumberData]]` internal slot, set `item` to `?ToString(v)`.
   g. If `item` is not `undefined` and `item` is not currently an element of `PropertyList`, then
      i. Append `item` to the end of `PropertyList`.
   h. Set `k` to `k + 1`.
5. If `Type(space)` is Object, then
   a. If `space` has a `[[NumberData]]` internal slot, then
      i. Set `space` to `?ToNumber(space)`.
   b. Else if `space` has a `[[StringData]]` internal slot, then
      i. Set `space` to `?ToString(space)`.
6. If `Type(space)` is Number, then
   a. Let `spaceMV` be `?ToIntegerOrInfinity(space)`.
   b. Set `spaceMV` to `min(10, spaceMV)`.
c. If `spaceMV < 1`, let `gap` be the empty String; otherwise let `gap` be the String value containing `spaceMV` occurrences of the code unit 0x0020 (SPACE).

7. Else if `Type(space)` is String, then
   a. If the length of `space` is 10 or less, let `gap` be `space`; otherwise let `gap` be the substring of `space` from 0 to 10.

8. Else,
   a. Let `gap` be the empty String.

9. Let `wrapper` be ` OrdinaryObjectCreate(%Object.prototype%).`

10. Perform `!CreateDataPropertyOrThrow(wrapper, the empty String, value)`.

11. Let `state` be the `Record { [[ReplacerFunction]]: ReplacerFunction, [[Stack]]: stack, [[Indent]]: indent, [[Gap]]: gap, [[PropertyList]]: PropertyList }`.

12. Return `? SerializeJSONProperty(state, the empty String, wrapper)`.

The "length" property of the `stringify` function is 3.

**NOTE 1** JSON structures are allowed to be nested to any depth, but they must be acyclic. If `value` is or contains a cyclic structure, then the `stringify` function must throw a `TypeError` exception. This is an example of a value that cannot be stringified:

```
a = [];  
a[0] = a;  
my_text = JSON.stringify(a); // This must throw a TypeError.
```  

**NOTE 2** Symbolic primitive values are rendered as follows:

- The null value is rendered in JSON text as the String "null".
- The undefined value is not rendered.
- The true value is rendered in JSON text as the String "true".
- The false value is rendered in JSON text as the String "false".

**NOTE 3** String values are wrapped in QUOTATION MARK (" code units. The code units " and \ are escaped with \ prefixes. Control characters code units are replaced with escape sequences \uHHHH, or with the shorter forms, \b (BACKSPACE), \f (FORM FEED), \n (LINE FEED), \r (CARRIAGE RETURN), \t (CHARACTER TABULATION).

**NOTE 4** Finite numbers are stringified as if by calling `ToString(number)`. NaN and Infinity regardless of sign are represented as the String "null".

**NOTE 5** Values that do not have a JSON representation (such as `undefined` and functions) do not produce a String. Instead they produce the `undefined` value. In arrays these values are represented as the String "null". In objects an unrepresentable value causes the property to be excluded from stringification.

**NOTE 6** An object is rendered as U+007B (LEFT CURLY BRACKET) followed by zero or more properties, separated with a U+002C (COMMA), closed with a U+007D (RIGHT CURLY BRACKET). A property is a quoted String representing the key or property name, a U+003A (COLON), and then the stringified property value. An array is rendered as an opening U+005B (LEFT SQUARE BRACKET followed by zero or more values, separated with a U+002C (COMMA), closed with a U+005D (RIGHT SQUARE BRACKET).
25.5.2.1 SerializeJSONProperty (state, key, holder)

The abstract operation SerializeJSONProperty takes arguments state, key, and holder and returns either a normal completion containing either undefined or a String, or an abrupt completion. It performs the following steps when called:

1. Let value be ? Get(holder, key).
2. If Type(value) is Object or BigInt, then
   a. Let toJSON be ? GetV(value, "toJSON").
   b. If IsCallable(toJSON) is true, then
      i. Set value to ? Call(toJSON, value, « key »).
3. If state.[[ReplacerFunction]] is not undefined, then
   a. Set value to ? Call(state.[[ReplacerFunction]], holder, « key, value »).
4. If Type(value) is Object, then
   a. If value has a [[NumberData]] internal slot, then
      i. Set value to ? ToNumber(value).
   b. Else if value has a [[StringData]] internal slot, then
      i. Set value to ? ToString(value).
   c. Else if value has a [[BooleanData]] internal slot, then
      i. Set value to value.[[BooleanData]].
   d. Else if value has a [[BigIntData]] internal slot, then
      i. Set value to value.[[BigIntData]].
5. If value is null, return "null".
6. If value is true, return "true".
7. If value is false, return "false".
8. If Type(value) is String, return QuoteJSONString(value).
9. If Type(value) is Number, then
   a. If value is finite, return ! ToString(value).
   b. Return "null".
10. If Type(value) is BigInt, throw a TypeError exception.
11. If Type(value) is Object and IsCallable(value) is false, then
    a. Let isArray be ? IsArray(value).
    b. If isArray is true, return ? SerializeJSONArray(state, value).
    c. Return ? SerializeJSONObject(state, value).
12. Return undefined.

25.5.2.2 QuoteJSONString (value)

The abstract operation QuoteJSONString takes argument value (a String) and returns a String. It wraps value in 0x0022 (QUOTATION MARK) code units and escapes certain other code units within it. This operation interprets value as a sequence of UTF-16 encoded code points, as described in 6.1.4. It performs the following steps when called:

1. Let product be the String value consisting solely of the code unit 0x0022 (QUOTATION MARK).
2. For each code point C of StringToCodePoints(value), do
   a. If C is listed in the “Code Point” column of Table 72, then
      i. Set product to the string-concatenation of product and the escape sequence for C as specified in the “Escape Sequence” column of the corresponding row.
b. Else if \( C \) has a numeric value less than 0x0020 (SPACE), or if \( C \) has the same numeric value as a leading surrogate or trailing surrogate, then
i. Let \( \text{unit} \) be the code unit whose numeric value is that of \( C \).
ii. Set \( \text{product} \) to the string-concatenation of \( \text{product} \) and UnicodeEscape(\( \text{unit} \)).
c. Else,
   i. Set \( \text{product} \) to the string-concatenation of \( \text{product} \) and UTF16EncodeCodePoint(\( C \)).
3. Set \( \text{product} \) to the string-concatenation of \( \text{product} \) and the code unit 0x0022 (QUOTATION MARK).
4. Return \( \text{product} \).

<table>
<thead>
<tr>
<th>Code Point</th>
<th>Unicode Character Name</th>
<th>Escape Sequence</th>
</tr>
</thead>
<tbody>
<tr>
<td>U+0008</td>
<td>BACKSPACE</td>
<td>\b</td>
</tr>
<tr>
<td>U+0009</td>
<td>CHARACTER TABULATION</td>
<td>\t</td>
</tr>
<tr>
<td>U+000A</td>
<td>LINE FEED (LF)</td>
<td>\n</td>
</tr>
<tr>
<td>U+000C</td>
<td>FORM FEED (FF)</td>
<td>\f</td>
</tr>
<tr>
<td>U+000D</td>
<td>CARRIAGE RETURN (CR)</td>
<td>\r</td>
</tr>
<tr>
<td>U+0022</td>
<td>QUOTATION MARK</td>
<td>&quot;</td>
</tr>
<tr>
<td>U+005C</td>
<td>REVERSE SOLIDUS</td>
<td>\</td>
</tr>
</tbody>
</table>

25.5.2.3 UnicodeEscape (\( C \))

The abstract operation UnicodeEscape takes argument \( C \) (a code unit) and returns a String. It represents \( C \) as a Unicode escape sequence. It performs the following steps when called:

1. Let \( n \) be the numeric value of \( C \).
2. Assert: \( n \leq 0xFFFF \).
3. Return the string-concatenation of:
   - the code unit 0x005C (REVERSE SOLIDUS)
   - "u"
   - the String representation of \( n \), formatted as a four-digit lowercase hexadecimal number, padded to the left with zeroes if necessary

25.5.2.4 SerializeJSONObject (\( state, value \))

The abstract operation SerializeJSONObject takes arguments \( state \) and \( value \) (an Object) and returns either a normal completion containing a String or an abrupt completion. It serializes an object. It performs the following steps when called:

1. If \( state.[[\text{Stack}]] \) contains \( value \), throw a TypeError exception because the structure is cyclical.
2. Append \( value \) to \( state.[[\text{Stack}]] \).
3. Let \( \text{stepback} \) be \( state.[[\text{Indent}]] \).
4. Set \( state.[[\text{Indent}]] \) to the string-concatenation of \( state.[[\text{Indent}]] \) and \( state.[[\text{Gap}]] \).
5. If \( state.[[\text{PropertyList}]] \) is not undefined, then
   a. Let \( K \) be \( state.[[\text{PropertyList}]] \).
6. Else,
   a. Let \( K \) be ? EnumerableOwnPropertyNames(\( value \), key).
7. Let \( \text{partial} \) be a new empty List.
8. For each element $P$ of $K$, do
   a. Let $strP$ be ? SerializeJSONProperty($state, P, value$).
   b. If $strP$ is not undefined, then
      i. Let member be QuoteJSONString($P$).
      ii. Set member to the string-concatenation of member and ":".
      iii. If $state$.[[Gap]] is not the empty String, then
         1. Set member to the string-concatenation of member and the code unit 0x0020
            (SPACE).
         iv. Set member to the string-concatenation of member and $strP$.
         v. Append member to partial.
9. If partial is empty, then
   a. Let final be "{}".
10. Else,
   a. If $state$.[[Gap]] is the empty String, then
      i. Let properties be the String value formed by concatenating all the element Strings of
         partial with each adjacent pair of Strings separated with the code unit 0x002C
         (COMMA). A comma is not inserted either before the first String or after the last String.
      ii. Let final be the string-concatenation of "{", properties, and "}".
   b. Else,
      i. Let separator be the string-concatenation of the code unit 0x002C (COMMA), the code
         unit 0x000A (LINE FEED), and $state$.[[Indent]].
      ii. Let properties be the String value formed by concatenating all the element Strings of
         partial with each adjacent pair of Strings separated with separator. The separator String
         is not inserted either before the first String or after the last String.
      iii. Let final be the string-concatenation of "{", the code unit 0x000A (LINE FEED), $state$.
         [[Indent]], properties, the code unit 0x000A (LINE FEED), stepback, and "}".
11. Remove the last element of $state$.[[Stack]].
12. Set $state$.[[Indent]] to stepback.

25.5.2.5 SerializeJSONArray ( state, value )

The abstract operation SerializeJSONArray takes arguments $state$ and $value$ (an ECMAScript language
value) and returns either a normal completion containing a String or an abrupt completion. It serializes an
array. It performs the following steps when called:

1. If $state$.[[Stack]] contains $value$, throw a TypeError exception because the structure is cyclical.
2. Append $value$ to $state$.[[Stack]].
3. Let stepback be $state$.[[Indent]].
4. Set $state$.[[Indent]] to the string-concatenation of $state$.[[Indent]] and $state$.[[Gap]].
5. Let partial be a new empty List.
6. Let len be ? LengthOfArrayLike($value$).
7. Let index be 0.
8. Repeat, while index < len,
   a. Let $strP$ be ? SerializeJSONProperty($state, ! ToString(f(index)), value$).
   b. If $strP$ is undefined, then
      i. Append "null" to partial.
   c. Else,
      i. Append $strP$ to partial.
   d. Set index to index + 1.
If `partial` is empty, then
  a. Let `final` be "[]".
10. Else,
  a. If `state.[[Gap]]` is the empty String, then
    i. Let `properties` be the String value formed by concatenating all the element Strings of `partial` with each adjacent pair of Strings separated with the code unit 0x002C (COMMA). A comma is not inserted either before the first String or after the last String.
    ii. Let `final` be the string-concatenation of "[", `properties`, and "]".
  b. Else,
    i. Let `separator` be the string-concatenation of the code unit 0x002C (COMMA), the code unit 0x000A (LINE FEED), and `state.[[Indent]]`.
    ii. Let `properties` be the String value formed by concatenating all the element Strings of `partial` with each adjacent pair of Strings separated with `separator`. The `separator` String is not inserted either before the first String or after the last String.
    iii. Let `final` be the string-concatenation of "[", the code unit 0x000A (LINE FEED), `state.[[Indent]]`, `properties`, the code unit 0x000A (LINE FEED), `stepback`, and "]".
11. Remove the last element of `state.[[Stack]]`.
12. Set `state.[[Indent]]` to `stepback`.

NOTE
The representation of arrays includes only the elements between zero and `array.length` - 1 inclusive. Properties whose keys are not `array indices` are excluded from the stringification. An array is stringified as an opening LEFT SQUARE BRACKET, elements separated by COMMA, and a closing RIGHT SQUARE BRACKET.

25.5.3 JSON [ @@toStringTag ]

The initial value of the `@@toStringTag` property is the String value “JSON”.

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

26 Managing Memory

26.1 WeakRef Objects

A `WeakRef` is an object that is used to refer to a target object without preserving it from garbage collection. `WeakRefs` can be dereferenced to allow access to the target object, if the target object hasn't been reclaimed by garbage collection.

26.1.1 The WeakRef Constructor

The `WeakRef` constructor:

- is `%WeakRef%`.
- is the initial value of the "WeakRef" property of the global object.
- creates and initializes a new WeakRef when called as a constructor.
- is not intended to be called as a function and will throw an exception when called in that manner.
- may be used as the value in an extends clause of a class definition. Subclass constructors that intend to inherit the specified `WeakRef` behaviour must include a super call to the `WeakRef` constructor to create
and initialize the subclass instance with the internal state necessary to support the WeakRef.prototype built-in methods.

26.1.1.1 WeakRef (target)

When the WeakRef function is called with argument target, the following steps are taken:

1. If NewTarget is undefined, throw a TypeError exception.
2. If Type(target) is not Object, throw a TypeError exception.
3. Let weakRef be ? OrdinaryCreateFromConstructor(NewTarget, "%WeakRef.prototype%", «[[WeakRefTarget]] »).
4. Perform AddToKeptObjects(target).
5. Set weakRef.[[WeakRefTarget]] to target.
6. Return weakRef.

26.1.2 Properties of the WeakRef Constructor

The WeakRef constructor:

- has a [[Prototype]] internal slot whose value is %Function.prototype%.
- has the following properties:

26.1.2.1 WeakRef.prototype

The initial value of WeakRef.prototype is the WeakRef prototype object.

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

26.1.3 Properties of the WeakRef Prototype Object

The WeakRef prototype object:

- is %WeakRef.prototype%.
- has a [[Prototype]] internal slot whose value is %Object.prototype%.
- is an ordinary object.
- does not have a [[WeakRefTarget]] internal slot.

NORMATIVE OPTIONAL

26.1.3.1 WeakRef.prototype.constructor

The initial value of WeakRef.prototype.constructor is %WeakRef%.

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

26.1.3.2 WeakRef.prototype.deref ( )

The following steps are taken:

1. Let weakRef be the this value.
2. Perform ? RequireInternalSlot(weakRef, [[WeakRefTarget]]).
3. Return `WeakRefDeref(weakRef)`.

**NOTE**

If the `WeakRef` returns a `target` Object that is not `undefined`, then this `target` object should not be garbage collected until the current execution of ECMAScript code has completed. The `AddToKeptObjects` operation makes sure read consistency is maintained.

```javascript
let target = { foo: function() {} };
let weakRef = new WeakRef(target);

... later ...

if (weakRef.deref()) {
    weakRef.deref().foo();
}
```

In the above example, if the first deref does not evaluate to `undefined` then the second deref cannot either.

**26.1.3.3 WeakRef.prototype [ @@toStringTag ]**

The initial value of the `@@toStringTag` property is the String value "WeakRef".

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

**26.1.4 WeakRef Abstract Operations**

**26.1.4.1 WeakRefDeref ( weakRef )**

The abstract operation `WeakRefDeref` takes argument `weakRef` (a `WeakRef`) and returns an ECMAScript language value. It performs the following steps when called:

1. Let `target` be `weakRef`.[[WeakRefTarget]].
2. If `target` is not empty, then
   a. Perform `AddToKeptObjects(target)`.
   b. Return `target`.
3. Return `undefined`.

**NOTE**

This abstract operation is defined separately from WeakRef.prototype.deref strictly to make it possible to succinctly define liveness.

**26.1.5 Properties of WeakRef Instances**

`WeakRef` instances are ordinary objects that inherit properties from the `WeakRef` prototype. `WeakRef` instances also have a `[[WeakRefTarget]]` internal slot.

**26.2 FinalizationRegistry Objects**

A `FinalizationRegistry` is an object that manages registration and unregistration of cleanup operations that are performed when target objects are garbage collected.
### 26.2.1 The FinalizationRegistry Constructor

The `FinalizationRegistry` constructor:

- is `%FinalizationRegistry%`.
- is the initial value of the "FinalizationRegistry" property of the global object.
- creates and initializes a new FinalizationRegistry when called as a constructor.
- is not intended to be called as a function and will throw an exception when called in that manner.
- may be used as the value in an `extends` clause of a class definition. Subclass `constructors` that intend to inherit the specified `FinalizationRegistry` behaviour must include a `super` call to the `FinalizationRegistry` constructor to create and initialize the subclass instance with the internal state necessary to support the `FinalizationRegistry.prototype` built-in methods.

#### 26.2.1.1 FinalizationRegistry ( `cleanupCallback` )

When the `FinalizationRegistry` function is called with argument `cleanupCallback`, the following steps are taken:

1. If `NewTarget` is `undefined`, throw a `TypeError` exception.
2. If `IsCallable(cleanupCallback)` is `false`, throw a `TypeError` exception.
3. Let `finalizationRegistry` be `? OrdinaryCreateFromConstructor(NewTarget, "%FinalizationRegistry.prototype%", `[[Realm]]`, `[[CleanupCallback]]`, `[[Cells]]`)`.
4. Let `fn` be the active function object.
5. Set `finalizationRegistry.[[Realm]]` to `fn.[[Realm]]`.
6. Set `finalizationRegistry.[[CleanupCallback]]` to `HostMakeJobCallback(cleanupCallback)`.
7. Set `finalizationRegistry.[[Cells]]` to a new empty List.
8. Return `finalizationRegistry`.

### 26.2.2 Properties of the FinalizationRegistry Constructor

The `FinalizationRegistry` constructor:

- has a `[[Prototype]]` internal slot whose value is `%Function.prototype%`.
- has the following properties:

#### 26.2.2.1 FinalizationRegistry.prototype

The initial value of `FinalizationRegistry.prototype` is the `FinalizationRegistry prototype` object.

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

### 26.2.3 Properties of the FinalizationRegistry Prototype Object

The `FinalizationRegistry prototype` object:

- is `%FinalizationRegistry.prototype%`.
- has a `[[Prototype]]` internal slot whose value is `%Object.prototype%`.
- is an `ordinary object`.
- does not have `[[Cells]]` and `[[CleanupCallback]]` internal slots.
26.2.3.1 FinalizationRegistry.prototype.constructor

The initial value of `FinalizationRegistry.prototype.constructor` is `%FinalizationRegistry%`.

26.2.3.2 FinalizationRegistry.prototype.register ( `target`, `heldValue` [ , `unregisterToken` ] )

The following steps are taken:

1. Let `finalizationRegistry` be the `this` value.
3. If `Type(target)` is not Object, throw a `TypeError` exception.
4. If `SameValue(target, heldValue)` is `true`, throw a `TypeError` exception.
5. If `Type(unregisterToken)` is not Object, then
   a. If `unregisterToken` is not `undefined`, throw a `TypeError` exception.
   b. Set `unregisterToken` to empty.
6. Let `cell` be the Record `{ [[WeakRefTarget]]: target, [[HeldValue]]: heldValue, [[UnregisterToken]]: unregisterToken }`.
7. Append `cell` to `finalizationRegistry`.[[Cells]].
8. Return `undefined`.

**NOTE** Based on the algorithms and definitions in this specification, `cell`.[[HeldValue]] is `live` when `cell` is in `finalizationRegistry`.[[Cells]]; however, this does not necessarily mean that `cell`.[[UnregisterToken]] or `cell`.[[Target]] are `live`. For example, registering an object with itself as its unregister token would not keep the object alive forever.

26.2.3.3 FinalizationRegistry.prototype.unregister ( `unregisterToken` )

The following steps are taken:

1. Let `finalizationRegistry` be the `this` value.
3. If `Type(unregisterToken)` is not Object, throw a `TypeError` exception.
4. Let `removed` be `false`.
5. For each Record `{ [[WeakRefTarget]], [[HeldValue]], [[UnregisterToken]] } cell of `finalizationRegistry`.[[Cells]], do
   a. If `cell`.[[UnregisterToken]] is not empty and `SameValue(cell. [[UnregisterToken]], unregisterToken) is true`, then
      i. Remove `cell` from `finalizationRegistry`.[[Cells]].
      ii. Set `removed` to `true`.
6. Return `removed`.

26.2.3.4 FinalizationRegistry.prototype [ @@toStringTag ]

The initial value of the `@@toStringTag` property is the String value "FinalizationRegistry".

This property has the attributes `{ [[Writable]]: false, [[Enumerable]]: false, [[Configurable]]: true }.
26.2.4 Properties of FinalizationRegistry Instances

FinalizationRegistry instances are ordinary objects that inherit properties from the FinalizationRegistry prototype. FinalizationRegistry instances also have [[Cells]] and [[CleanupCallback]] internal slots.

27 Control Abstraction Objects

27.1 Iteration

27.1.1 Common Iteration Interfaces

An interface is a set of property keys whose associated values match a specific specification. Any object that provides all the properties as described by an interface’s specification conforms to that interface. An interface is not represented by a distinct object. There may be many separately implemented objects that conform to any interface. An individual object may conform to multiple interfaces.

27.1.1.1 The Iterable Interface

The Iterable interface includes the property described in Table 73:

<table>
<thead>
<tr>
<th>Property</th>
<th>Value</th>
<th>Requirements</th>
</tr>
</thead>
<tbody>
<tr>
<td>@@iterator</td>
<td>a function that returns an Iterator object</td>
<td>The returned object must conform to the Iterator interface.</td>
</tr>
</tbody>
</table>

27.1.1.2 The Iterator Interface

An object that implements the Iterator interface must include the property in Table 74. Such objects may also implement the properties in Table 75.

<table>
<thead>
<tr>
<th>Property</th>
<th>Value</th>
<th>Requirements</th>
</tr>
</thead>
<tbody>
<tr>
<td>&quot;next&quot;</td>
<td>a function that returns an IteratorResult object</td>
<td>The returned object must conform to the IteratorResult interface. If a previous call to the next method of an Iterator has returned an IteratorResult object whose &quot;done&quot; property is true, then all subsequent calls to the next method of that object should also return an IteratorResult object whose &quot;done&quot; property is true. However, this requirement is not enforced.</td>
</tr>
</tbody>
</table>

NOTE 1 Arguments may be passed to the next function but their interpretation and validity is dependent upon the target Iterator. The for-of statement and other common users of Iterators do not pass any arguments, so Iterator objects that expect to be used in such a manner must be prepared to deal with being called with no arguments.
Table 75: Iterator Interface Optional Properties

<table>
<thead>
<tr>
<th>Property</th>
<th>Value</th>
<th>Requirements</th>
</tr>
</thead>
<tbody>
<tr>
<td>&quot;return&quot;</td>
<td>a function that returns an IteratorResult object</td>
<td>The returned object must conform to the IteratorResult interface. Invoking this method notifies the Iterator object that the caller does not intend to make any more next method calls to the Iterator. The returned IteratorResult object will typically have a &quot;done&quot; property whose value is true, and a &quot;value&quot; property with the value passed as the argument of the return method. However, this requirement is not enforced.</td>
</tr>
<tr>
<td>&quot;throw&quot;</td>
<td>a function that returns an IteratorResult object</td>
<td>The returned object must conform to the IteratorResult interface. Invoking this method notifies the Iterator object that the caller has detected an error condition. The argument may be used to identify the error condition and typically will be an exception object. A typical response is to throw the value passed as the argument. If the method does not throw, the returned IteratorResult object will typically have a &quot;done&quot; property whose value is true.</td>
</tr>
</tbody>
</table>

**NOTE 2** Typically callers of these methods should check for their existence before invoking them. Certain ECMAScript language features including for-of, yield*, and array destructuring call these methods after performing an existence check. Most ECMAScript library functions that accept Iterable objects as arguments also conditionally call them.

27.1.1.3 The AsyncIterable Interface

The AsyncIterable interface includes the properties described in Table 76:

Table 76: AsyncIterable Interface Required Properties

<table>
<thead>
<tr>
<th>Property</th>
<th>Value</th>
<th>Requirements</th>
</tr>
</thead>
<tbody>
<tr>
<td>@@asyncIterator</td>
<td>a function that returns an AsyncIterator object</td>
<td>The returned object must conform to the AsyncIterator interface.</td>
</tr>
</tbody>
</table>

27.1.1.4 The AsyncIterator Interface

An object that implements the AsyncIterator interface must include the properties in Table 77. Such objects may also implement the properties in Table 78.

Table 77: AsyncIterator Interface Required Properties

<table>
<thead>
<tr>
<th>Property</th>
<th>Value</th>
<th>Requirements</th>
</tr>
</thead>
<tbody>
<tr>
<td>&quot;next&quot;</td>
<td>a function that returns a promise for an IteratorResult object</td>
<td>The returned promise, when fulfilled, must fulfill with an object that conforms to the IteratorResult interface. If a previous call to the next method of an AsyncIterator has returned a promise for an IteratorResult object whose &quot;done&quot; property is true, then all subsequent calls to the next method of that object should also return a promise for an IteratorResult object whose &quot;done&quot; property is true. However, this requirement is not enforced. Additionally, the IteratorResult object that serves as a fulfillment value should have a &quot;value&quot; property whose value is not a promise (or &quot;thenable&quot;). However, this requirement is also not enforced.</td>
</tr>
</tbody>
</table>
NOTE 1 Arguments may be passed to the `next` function but their interpretation and validity is dependent upon the target `AsyncIterator`. The `for-await-of` statement and other common users of `AsyncIterators` do not pass any arguments, so `AsyncIterator` objects that expect to be used in such a manner must be prepared to deal with being called with no arguments.

Table 78: `AsyncIterator` Interface Optional Properties

<table>
<thead>
<tr>
<th>Property</th>
<th>Value</th>
<th>Requirements</th>
</tr>
</thead>
<tbody>
<tr>
<td>&quot;return&quot;</td>
<td>a function that returns a promise for an <code>IteratorResult</code> object</td>
<td>The returned promise, when fulfilled, must fulfill with an object that conforms to the <code>IteratorResult</code> interface. Invoking this method notifies the <code>AsyncIterator</code> object that the caller does not intend to make any more <code>next</code> method calls to the <code>AsyncIterator</code>. The returned promise will fulfill with an <code>IteratorResult</code> object which will typically have a &quot;done&quot; property whose value is <code>true</code>, and a &quot;value&quot; property with the value passed as the argument of the <code>return</code> method. However, this requirement is not enforced. Additionally, the <code>IteratorResult</code> object that serves as a fulfillment value should have a &quot;value&quot; property whose value is not a promise (or &quot;thenable&quot;). If the argument value is used in the typical manner, then if it is a rejected promise, a promise rejected with the same reason should be returned; if it is a fulfilled promise, then its fulfillment value should be used as the &quot;value&quot; property of the returned promise's <code>IteratorResult</code> object fulfillment value. However, these requirements are also not enforced.</td>
</tr>
<tr>
<td>&quot;throw&quot;</td>
<td>a function that returns a promise for an <code>IteratorResult</code> object</td>
<td>The returned promise, when fulfilled, must fulfill with an object that conforms to the <code>IteratorResult</code> interface. Invoking this method notifies the <code>AsyncIterator</code> object that the caller has detected an error condition. The argument may be used to identify the error condition and typically will be an exception object. A typical response is to return a rejected promise which rejects with the value passed as the argument. If the returned promise is fulfilled, the <code>IteratorResult</code> fulfillment value will typically have a &quot;done&quot; property whose value is <code>true</code>. Additionally, it should have a &quot;value&quot; property whose value is not a promise (or &quot;thenable&quot;), but this requirement is not enforced.</td>
</tr>
</tbody>
</table>

NOTE 2 Typically callers of these methods should check for their existence before invoking them. Certain ECMAScript language features including `for-await-of` and `yield*` call these methods after performing an existence check.

27.1.1.5 The `IteratorResult` Interface

The `IteratorResult` interface includes the properties listed in Table 79:
Table 79: IteratorResult Interface Properties

<table>
<thead>
<tr>
<th>Property</th>
<th>Value</th>
<th>Requirements</th>
</tr>
</thead>
<tbody>
<tr>
<td>&quot;done&quot;</td>
<td>a Boolean</td>
<td>This is the result status of an iterator next method call. If the end of the iterator was reached &quot;done&quot; is true. If the end was not reached &quot;done&quot; is false and a value is available. If a &quot;done&quot; property (either own or inherited) does not exist, it is considered to have the value false.</td>
</tr>
<tr>
<td>&quot;value&quot;</td>
<td>an ECMAScript language value</td>
<td>If done is false, this is the current iteration element value. If done is true, this is the return value of the iterator, if it supplied one. If the iterator does not have a return value, &quot;value&quot; is undefined. In that case, the &quot;value&quot; property may be absent from the conforming object if it does not inherit an explicit &quot;value&quot; property.</td>
</tr>
</tbody>
</table>

27.1.2 The %IteratorPrototype% Object

The %IteratorPrototype% object:

- has a [[Prototype]] internal slot whose value is %Object.prototype%.
- is an ordinary object.

NOTE All objects defined in this specification that implement the Iterator interface also inherit from %IteratorPrototype%. ECMAScript code may also define objects that inherit from %IteratorPrototype%. The %IteratorPrototype% object provides a place where additional methods that are applicable to all iterator objects may be added.

The following expression is one way that ECMAScript code can access the %IteratorPrototype% object:

```javascript
Object.getPrototypeOf(Object.getPrototypeOf([][[Symbol.iterator]()])))
```

27.1.2.1 %IteratorPrototype% [ @@iterator ] ( )

The following steps are taken:

1. Return the this value.

The value of the "name" property of this function is "[Symbol.iterator]".

27.1.3 The %AsyncIteratorPrototype% Object

The %AsyncIteratorPrototype% object:

- has a [[Prototype]] internal slot whose value is %Object.prototype%.
- is an ordinary object.

NOTE All objects defined in this specification that implement the AsyncIterator interface also inherit from %AsyncIteratorPrototype%. ECMAScript code may also define objects that inherit from %AsyncIteratorPrototype%. The %AsyncIteratorPrototype% object provides a place where additional methods that are applicable to all async iterator objects may be added.
27.1.3.1 %AsyncIteratorPrototype% [ @@asynciterator ] ( )

The following steps are taken:

1. Return the this value.

The value of the "name" property of this function is "[Symbol.asynciterator]".

27.1.4 Async-from-Sync Iterator Objects

An Async-from-Sync Iterator object is an async iterator that adapts a specific synchronous iterator. There is not a named constructor for Async-from-Sync Iterator objects. Instead, Async-from-Sync iterator objects are created by the CreateAsyncFromSyncIterator abstract operation as needed.

27.1.4.1 CreateAsyncFromSyncIterator ( syncIteratorRecord )

The abstract operation CreateAsyncFromSyncIterator takes argument syncIteratorRecord and returns an Iterator Record. It is used to create an async Iterator Record from a synchronous Iterator Record. It performs the following steps when called:

1. Let asyncIterator be OrdinaryObjectCreate(%AsyncFromSyncIteratorPrototype%, « [[SyncIteratorRecord]] »).
2. Set asyncIterator.[[SyncIteratorRecord]] to syncIteratorRecord.
3. Let nextMethod be ! Get(asyncIterator, "next").
4. Let iteratorRecord be the Iterator Record { [[Iterator]]: asyncIterator, [[NextMethod]]: nextMethod, [[Done]]: false }.
5. Return iteratorRecord.

27.1.4.2 The %AsyncFromSyncIteratorPrototype% Object

The %AsyncFromSyncIteratorPrototype% object:

- has properties that are inherited by all Async-from-Sync Iterator Objects.
- is an ordinary object.
- has a [[Prototype]] internal slot whose value is %AsyncIteratorPrototype%.
- has the following properties:

27.1.4.2.1 %AsyncFromSyncIteratorPrototype%.next ( [ value ] )

1. Let O be the this value.
2. Assert: O is an Object that has a [[SyncIteratorRecord]] internal slot.
3. Let promiseCapability be ! NewPromiseCapability(%Promise%).
4. Let syncIteratorRecord be O.[[SyncIteratorRecord]].
5. If value is present, then
   a. Let result be Completion(IteratorNext(syncIteratorRecord, value)).
6. Else,
   a. Let result be Completion(IteratorNext(syncIteratorRecord)).
7. IfAbruptRejectPromise(result, promiseCapability).
8. Return AsyncFromSyncIteratorContinuation(result, promiseCapability).
27.1.4.2.2 %AsyncFromSyncIteratorPrototype%.return ([ value ])

1. Let O be the this value.
2. Assert: O is an Object that has a [[SyncIteratorRecord]] internal slot.
3. Let promiseCapability be ! NewPromiseCapability(%Promise%).
4. Let syncIterator be O.[[SyncIteratorRecord]].[[Iterator]].
5. Let return be Completion(GetMethod(syncIterator, "return")).
6. IfAbruptRejectPromise(return, promiseCapability).
7. If return is undefined, then
   a. Let iterResult be CreateIterResultObject(value, true).
   b. Perform ! Call(promiseCapability.[[Resolve]], undefined, « iterResult »).
   c. Return promiseCapability.[[Promise]].
8. If value is present, then
   a. Let result be Completion(Call(return, syncIterator, « value »)).
9. Else,
   a. Let result be Completion(Call(return, syncIterator)).
10. IfAbruptRejectPromise(result, promiseCapability).
11. If Type(result) is not Object, then
    a. Perform ! Call(promiseCapability.[[Reject]], undefined, « a newly created TypeError object »).
    b. Return promiseCapability.[[Promise]].
12. Return AsyncFromSyncIteratorContinuation(result, promiseCapability).

27.1.4.2.3 %AsyncFromSyncIteratorPrototype%.throw ([ value ])

NOTE In this specification, value is always provided, but is left optional for consistency with
%AsyncFromSyncIteratorPrototype%.return ([ value ]).

1. Let O be the this value.
2. Assert: O is an Object that has a [[SyncIteratorRecord]] internal slot.
3. Let promiseCapability be ! NewPromiseCapability(%Promise%).
4. Let syncIterator be O.[[SyncIteratorRecord]].[[Iterator]].
5. Let throw be Completion(GetMethod(syncIterator, "throw")).
6. IfAbruptRejectPromise(throw, promiseCapability).
7. If throw is undefined, then
   a. Perform ! Call(promiseCapability.[[Reject]], undefined, « value »).
   b. Return promiseCapability.[[Promise]].
8. If value is present, then
   a. Let result be Completion(Call(throw, syncIterator, « value »)).
9. Else,
   a. Let result be Completion(Call(throw, syncIterator)).
10. IfAbruptRejectPromise(result, promiseCapability).
11. If Type(result) is not Object, then
    a. Perform ! Call(promiseCapability.[[Reject]], undefined, « a newly created TypeError object »).
    b. Return promiseCapability.[[Promise]].
12. Return AsyncFromSyncIteratorContinuation(result, promiseCapability).
27.1.4.3 Properties of Async-from-Sync Iterator Instances

Async-from-Sync Iterator instances are ordinary objects that inherit properties from the %AsyncFromSyncIteratorPrototype% intrinsic object. Async-from-Sync Iterator instances are initially created with the internal slots listed in Table 80. Async-from-Sync Iterator instances are not directly observable from ECMAScript code.

<table>
<thead>
<tr>
<th>Internal Slot</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>[[SyncIteratorRecord]]</td>
<td>an Iterator Record</td>
<td>Represents the original synchronous iterator which is being adapted.</td>
</tr>
</tbody>
</table>

27.1.4.4 AsyncFromSyncIteratorContinuation (result, promiseCapability)

The abstract operation AsyncFromSyncIteratorContinuation takes arguments result and promiseCapability (a PromiseCapability Record for an intrinsic %Promise%) and returns a Promise. It performs the following steps when called:

1. NOTE: Because promiseCapability is derived from the intrinsic %Promise%, the calls to promiseCapability.[[Reject]] entailed by the use IfAbruptRejectPromise below are guaranteed not to throw.
2. Let done be Completion(IteratorComplete(result)).
3. IfAbruptRejectPromise(done, promiseCapability).
4. Let value be Completion(IteratorValue(result)).
5. IfAbruptRejectPromise(value, promiseCapability).
6. Let valueWrapper be Completion(PromiseResolve(%Promise%, value)).
7. IfAbruptRejectPromise(valueWrapper, promiseCapability).
8. Let unwrap be a new Abstract Closure with parameters (value) that captures done and performs the following steps when called:
   a. Return CreateIterResultObject(value, done).
9. Let onFulfilled be CreateBuiltinFunction(unwrap, 1, "", « »).
10. NOTE: onFulfilled is used when processing the "value" property of an IteratorResult object in order to wait for its value if it is a promise and re-package the result in a new "unwrapped" IteratorResult object.
11. Perform PerformPromiseThen(valueWrapper, onFulfilled, undefined, promiseCapability).
12. Return promiseCapability.[[Promise]].

27.2 Promise Objects

A Promise is an object that is used as a placeholder for the eventual results of a deferred (and possibly asynchronous) computation.

Any Promise is in one of three mutually exclusive states: fulfilled, rejected, and pending:

- A promise p is fulfilled if p.then(f, r) will immediately enqueue a Job to call the function f.
- A promise p is rejected if p.then(f, r) will immediately enqueue a Job to call the function r.
- A promise is pending if it is neither fulfilled nor rejected.

A promise is said to be settled if it is not pending, i.e. if it is either fulfilled or rejected.
A promise is **resolved** if it is settled or if it has been “locked in” to match the state of another promise. Attempting to resolve or reject a resolved promise has no effect. A promise is **unresolved** if it is not resolved. An unresolved promise is always in the pending state. A resolved promise may be pending, fulfilled or rejected.

### 27.2.1 Promise Abstract Operations

#### 27.2.1.1 PromiseCapability Records

A **PromiseCapability Record** is a *Record* value used to encapsulate a Promise or promise-like object along with the functions that are capable of resolving or rejecting that promise. PromiseCapability Records are produced by the **NewPromiseCapability** abstract operation.

PromiseCapability Records have the fields listed in **Table 81**.

<table>
<thead>
<tr>
<th>Field Name</th>
<th>Value</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>[[Promise]]</td>
<td>an Object</td>
<td>An object that is usable as a promise.</td>
</tr>
<tr>
<td>[[Resolve]]</td>
<td>a function object</td>
<td>The function that is used to resolve the given promise.</td>
</tr>
<tr>
<td>[[Reject]]</td>
<td>a function object</td>
<td>The function that is used to reject the given promise.</td>
</tr>
</tbody>
</table>

#### 27.2.1.1.1 IfAbruptRejectPromise (value, capability)

IfAbruptRejectPromise is a shorthand for a sequence of algorithm steps that use a **PromiseCapability Record**. An algorithm step of the form:

1. **IfAbruptRejectPromise**(value, capability).

means the same thing as:

1. If value is an abrupt completion, then
   a. Perform **Call**(capability.[[Reject]], undefined, « value.[[Value]] »).
   b. Return capability.[[Promise]].
2. Else if value is a Completion Record, set value to value.[[Value]].

#### 27.2.1.2 PromiseReaction Records

The **PromiseReaction** is a *Record* value used to store information about how a promise should react when it becomes resolved or rejected with a given value. PromiseReaction records are created by the **PerformPromiseThen** abstract operation, and are used by the **Abstract Closure** returned by **NewPromiseReactionJob**.

PromiseReaction records have the fields listed in **Table 82**.
### Table 82: PromiseReaction Record Fields

<table>
<thead>
<tr>
<th>Field Name</th>
<th>Value</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>[[Capability]]</td>
<td>a PromiseCapability Record or undefined</td>
<td>The capabilities of the promise for which this record provides a reaction handler.</td>
</tr>
<tr>
<td>[[Type]]</td>
<td>Fulfill or Reject</td>
<td>The [[Type]] is used when [[Handler]] is empty to allow for behaviour specific to the settlement type.</td>
</tr>
<tr>
<td>[[Handler]]</td>
<td>a JobCallback Record or empty</td>
<td>The function that should be applied to the incoming value, and whose return value will govern what happens to the derived promise. If [[Handler]] is empty, a function that depends on the value of [[Type]] will be used instead.</td>
</tr>
</tbody>
</table>

#### 27.2.1.3 CreateResolvingFunctions (promise)

The abstract operation CreateResolvingFunctions takes argument `promise` and returns a `Record` with fields `[[Resolve]]` (a function object) and `[[Reject]]` (a function object). It performs the following steps when called:

1. Let `alreadyResolved` be the `Record` { [[Value]]: false }.
2. Let `stepsResolve` be the algorithm steps defined in Promise Resolve Functions.
3. Let `lengthResolve` be the number of non-optional parameters of the function definition in Promise Resolve Functions.
4. Let `resolve` be CreateBuiltinFunction(stepsResolve, lengthResolve, "", "[[Promise]], [[AlreadyResolved]] »).
5. Set `resolve.[[Promise]]` to `promise`.
6. Set `resolve.[[AlreadyResolved]]` to `alreadyResolved`.
7. Let `stepsReject` be the algorithm steps defined in Promise Reject Functions.
8. Let `lengthReject` be the number of non-optional parameters of the function definition in Promise Reject Functions.
9. Let `reject` be CreateBuiltinFunction(stepsReject, lengthReject, "", "[[Promise]], [[AlreadyResolved]] »).
10. Set `reject.[[Promise]]` to `promise`.
11. Set `reject.[[AlreadyResolved]]` to `alreadyResolved`.
12. Return the `Record` { [[Resolve]]: `resolve`, [[Reject]]: `reject` }.

#### 27.2.1.3.1 Promise Reject Functions

A promise reject function is an anonymous built-in function that has `[[Promise]]` and `[[AlreadyResolved]]` internal slots.

When a promise reject function is called with argument `reason`, the following steps are taken:

1. Let `F` be the active function object.
2. Assert: `F` has a `[[Promise]]` internal slot whose value is an Object.
3. Let `promise` be `F.[[Promise]]`.
4. Let `alreadyResolved` be `F.[[AlreadyResolved]]`.
5. If `alreadyResolved.[[Value]]` is true, return undefined.
6. Set `alreadyResolved.[[Value]]` to true.
7. Perform RejectPromise(promise, reason).
8. Return `undefined`.

The "length" property of a promise reject function is $1_F$.

### 27.2.1.3.2 Promise Resolve Functions

A promise resolve function is an anonymous built-in function that has `[[Promise]]` and `[[AlreadyResolved]]` internal slots.

When a promise resolve function is called with argument `resolution`, the following steps are taken:

1. Let $F$ be the active function object.
2. Assert: $F$ has a `[[Promise]]` internal slot whose value is an Object.
3. Let `promise` be $F.\text{[[Promise]]}$.
4. Let `alreadyResolved` be $F.\text{[[AlreadyResolved]]}$.
5. If `alreadyResolved.\text{[[Value]]}` is `true`, return `undefined`.
6. Set `alreadyResolved.\text{[[Value]]}` to `true`.
7. If `SameValue(resolution, promise)` is `true`, then
   a. Let `selfResolutionError` be a newly created `TypeError` object.
   b. Perform `RejectPromise(promise, selfResolutionError)`.
   c. Return `undefined`.
8. If `Type(resolution)` is not Object, then
   a. Perform `FulfillPromise(promise, resolution)`.
   b. Return `undefined`.
9. Let `then` be `Completion(Get(resolution, "then").)`.
10. If `then` is an abrupt completion, then
    a. Perform `RejectPromise(promise, then.\text{[[Value]]}).`.
    b. Return `undefined`.
11. Let `thenAction` be `then.\text{[[Value]]}.`.
12. If `IsCallable(thenAction)` is `false`, then
    a. Perform `FulfillPromise(promise, resolution)`.
    b. Return `undefined`.
13. Let `thenJobCallback` be `HostMakeJobCallback(thenAction)`.
14. Let `job` be `NewPromiseResolveThenableJob(promise, resolution, thenJobCallback)`.
15. Perform `HostEnqueuePromiseJob(job.\text{[[Job]]}, job.\text{[[Realm]]])`.
16. Return `undefined`.

The "length" property of a promise resolve function is $1_F$.

### 27.2.1.4 FulfillPromise ( `promise`, `value` )

The abstract operation FulfillPromise takes arguments `promise` and `value` and returns `unused`. It performs the following steps when called:

1. Assert: The value of `promise.\text{[[PromiseState]]}` is pending.
2. Let `reactions` be `promise.\text{[[PromiseFulfillReactions]]}`.
3. Set `promise.\text{[[PromiseResult]]}` to `value`.
4. Set `promise.\text{[[PromiseFulfillReactions]]}` to `undefined`.
5. Set `promise.\text{[[PromiseRejectReactions]]}` to `undefined`.
6. Set `promise.[[PromiseState]]` to fulfilled.
7. Perform `TriggerPromiseReactions(reactions, value)`.
8. Return unused.

### 27.2.1.5 NewPromiseCapability ( C )

The abstract operation `NewPromiseCapability` takes argument `C` and returns either a normal completion containing a `PromiseCapability` Record or an abrupt completion. It attempts to use `C` as a constructor in the fashion of the built-in Promise constructor to create a promise and extract its `resolve` and `reject` functions. The promise plus the `resolve` and `reject` functions are used to initialize a new `PromiseCapability` Record. It performs the following steps when called:

1. If `IsConstructor(C)` is `false`, throw a `TypeError` exception.
2. NOTE: `C` is assumed to be a constructor function that supports the parameter conventions of the Promise constructor (see 27.2.3.1).
3. Let `promiseCapability` be the `PromiseCapability` Record `{ [[Promise]]: undefined, [[Resolve]]: undefined, [[Reject]]: undefined }.
4. Let `executorClosure` be a new Abstract Closure with parameters (`resolve`, `reject`) that captures `promiseCapability` and performs the following steps when called:
   a. If `promiseCapability.[[Resolve]]` is not `undefined`, throw a `TypeError` exception.
   b. If `promiseCapability.[[Reject]]` is not `undefined`, throw a `TypeError` exception.
   c. Set `promiseCapability.[[Resolve]]` to `resolve`.
   d. Set `promiseCapability.[[Reject]]` to `reject`.
   e. Return `undefined`.
5. Let `executor` be `CreateBuiltinFunction(executorClosure, 2, "", « »)`.
7. If `IsCallable(promiseCapability.[[Resolve]])` is `false`, throw a `TypeError` exception.
8. If `IsCallable(promiseCapability.[[Reject]])` is `false`, throw a `TypeError` exception.
9. Set `promiseCapability.[[Promise]]` to `promise`.
10. Return `promiseCapability`.

NOTE This abstract operation supports Promise subclassing, as it is generic on any constructor that calls a passed executor function argument in the same way as the Promise constructor. It is used to generalize static methods of the Promise constructor to any subclass.

### 27.2.1.6 IsPromise ( x )

The abstract operation `IsPromise` takes argument `x` and returns a Boolean. It checks for the promise brand on an object. It performs the following steps when called:

1. If `Type(x)` is `null` or `undefined`, return `false`.
2. If `x` does not have a `[[PromiseState]]` internal slot, return `false`.
3. Return `true`.

### 27.2.1.7 RejectPromise ( promise, reason )

The abstract operation `RejectPromise` takes arguments `promise` and `reason` and returns unused. It performs the following steps when called:

1. Assert: The value of `promise.[[PromiseState]]` is pending.
2. Let `reactions` be `promise.[[PromiseRejectReactions]]`. 
3. Set `promise.[[PromiseResult]]` to `reason`.
4. Set `promise.[[PromiseFulfillReactions]]` to `undefined`.
5. Set `promise.[[PromiseRejectReactions]]` to `undefined`.
6. Set `promise.[[PromiseState]]` to `rejected`.
7. If `promise.[[PromisesHandled]]` is `false`, perform HostPromiseRejectionTracker(`promise`, "reject").
8. Perform TriggerPromiseReactions(`reactions`, `reason`).
9. Return unused.

### 27.2.1.8 TriggerPromiseReactions ( `reactions`, `argument` )

The abstract operation `TriggerPromiseReactions` takes arguments `reactions` (a List of PromiseReaction Records) and `argument` and returns unused. It enqueues a new Job for each record in `reactions`. Each such Job processes the `[Type]` and `[Handler]` of the PromiseReaction Record, and if the `[Handler]` is not empty, calls it passing the given argument. If the `[Handler]` is empty, the behaviour is determined by the `[Type]`. It performs the following steps when called:

1. For each element `reaction` of `reactions`, do
   a. Let `job` be `NewPromiseReactionJob(reaction, argument)`.
   b. Perform `HostEnqueuePromiseJob(job.[[Job]], job.[[Realm]])`.
2. Return unused.

### 27.2.1.9 HostPromiseRejectionTracker ( `promise`, `operation` )

The host-defined abstract operation `HostPromiseRejectionTracker` takes arguments `promise` (a Promise) and `operation` ("reject" or "handle") and returns unused. It allows host environments to track promise rejections.

An implementation of HostPromiseRejectionTracker must conform to the following requirements:

- It must complete normally (i.e. not return an abrupt completion).

The default implementation of HostPromiseRejectionTracker is to return unused.

---

**NOTE 1** HostPromiseRejectionTracker is called in two scenarios:

- When a promise is rejected without any handlers, it is called with its `operation` argument set to "reject".
- When a handler is added to a rejected promise for the first time, it is called with its `operation` argument set to "handle".

A typical implementation of HostPromiseRejectionTracker might try to notify developers of unhandled rejections, while also being careful to notify them if such previous notifications are later invalidated by new handlers being attached.

**NOTE 2** If `operation` is "handle", an implementation should not hold a reference to `promise` in a way that would interfere with garbage collection. An implementation may hold a reference to `promise` if `operation` is "reject", since it is expected that rejections will be rare and not on hot code paths.
27.2.2 Promise Jobs

27.2.2.1 NewPromiseReactionJob ( reaction, argument )

The abstract operation NewPromiseReactionJob takes arguments reaction (a PromiseReaction Record) and argument and returns a Record with fields [[Job]] (a Job Abstract Closure) and [[Realm]] (a Realm Record or null). It returns a new Job Abstract Closure that applies the appropriate handler to the incoming value, and uses the handler's return value to resolve or reject the derived promise associated with that handler. It performs the following steps when called:

1. Let job be a new Job Abstract Closure with no parameters that captures reaction and argument and performs the following steps when called:
   a. Let promiseCapability be reaction.[[Capability]].
   b. Let type be reaction.[[Type]].
   c. Let handler be reaction.[[Handler]].
   d. If handler is empty, then
      i. If type is Fulfi ll, let handlerResult be NormalCompletion(argument).
      ii. Else,
         1. Assert: type is Reject.
         2. Let handlerResult be ThrowCompletion(argument).
   e. Else, let handlerResult be Completion(HostCallJobCallback(handler, undefined, « argument »)).
   f. If promiseCapability is undefined, then
      i. Assert: handlerResult is not an abrupt completion.
      ii. Return empty.
   g. Assert: promiseCapability is a PromiseCapability Record.
   h. If handlerResult is an abrupt completion, then
      i. Return ? Call(promiseCapability.[[Reject]], undefined, « handlerResult.[[Value]] »).
      ii. Else,
         i. Return ? Call(promiseCapability.[[Resolve]], undefined, « handlerResult.[[Value]] »).
2. Let handlerRealm be null.
3. If reaction.[[Handler]] is not empty, then
   a. Let getHandlerRealmResult be Completion(GetFunctionRealm(reaction.[[Handler]].
      [[Callback]]).
   b. If getHandlerRealmResult is a normal completion, set handlerRealm to
      getHandlerRealmResult.[[Value]].
   c. Else, set handlerRealm to the current Realm Record.
   d. NOTE: handlerRealm is never null unless the handler is undefined. When the handler is a revoked Proxy and no ECMAScript code runs, handlerRealm is used to create error objects.
4. Return the Record { [[Job]]: job, [[Realm]]: handlerRealm }.

27.2.2.2 NewPromiseResolveThenableJob ( promiseToResolve, thenable, then )

The abstract operation NewPromiseResolveThenableJob takes arguments promiseToResolve, thenable, and then and returns a Record with fields [[Job]] (a Job Abstract Closure) and [[Realm]] (a Realm Record). It performs the following steps when called:

1. Let job be a new Job Abstract Closure with no parameters that captures promiseToResolve, thenable, and then and performs the following steps when called:
b. Let thenCallResult be Completion(HostCallJobCallback(then, thenable, « resolvingFunctions.\\[Resolve\\], resolvingFunctions.\\[Reject\\] »)).
c. If thenCallResult is an abrupt completion, then
   i. Return ? Call(resolvingFunctions.\\[Reject\\], undefined, « thenCallResult.\\[Value\\] »).
d. Return ? thenCallResult.
2. Let getThenRealmResult be Completion(GetFunctionRealm(then.\\[Callback\\])).
3. If getThenRealmResult is a normal completion, let thenRealm be getThenRealmResult.\\[Value\\].
4. Else, let thenRealm be the current Realm Record.
5. NOTE: thenRealm is never null. When then.\\[Callback\\] is a revoked Proxy and no code runs,
   thenRealm is used to create error objects.
6. Return the Record { [[Job]]: job, [[Realm]]: thenRealm }.

NOTE This Job uses the supplied thenable and its then method to resolve the given promise. This
process must take place as a Job to ensure that the evaluation of the then method occurs
after evaluation of any surrounding code has completed.

27.2.3 The Promise Constructor

The Promise constructor:
- is %Promise%.
- is the initial value of the "Promise" property of the global object.
- creates and initializes a new Promise when called as a constructor.
- is not intended to be called as a function and will throw an exception when called in that manner.
- may be used as the value in an extends clause of a class definition. Subclass constructors that intend to
  inherit the specified Promise behaviour must include a super call to the Promise constructor to create
  and initialize the subclass instance with the internal state necessary to support the Promise and
  Promise.prototype built-in methods.

27.2.3.1 Promise (executor)

When the Promise function is called with argument executor, the following steps are taken:
1. If NewTarget is undefined, throw a TypeError exception.
2. If IsCallable(executor) is false, throw a TypeError exception.
3. Let promise be ? OrdinaryCreateFromConstructor(NewTarget, "%Promise.prototype%", «
   [[PromiseState]], [[PromiseResult]], [[PromiseFulfillReactions]], [[PromiseRejectReactions]],
   [[PromisesHandled]] »).
4. Set promise.\\[PromiseState\\] to pending.
5. Set promise.\\[PromiseFulfillReactions\\] to a new empty List.
6. Set promise.\\[PromiseRejectReactions\\] to a new empty List.
7. Set promise.\\[PromisesHandled\\] to false.
8. Let resolvingFunctions be CreateResolvingFunctions(promise).
9. Let completion be Completion(Call(executor, undefined, « resolvingFunctions.\\[Resolve\\],
    resolvingFunctions.\\[Reject\\] »)).
10. If completion is an abrupt completion, then
    a. Perform ? Call(resolvingFunctions.\\[Reject\\], undefined, « completion.\\[Value\\] »).
11. Return promise.

NOTE The executor argument must be a function object. It is called for initiating and reporting
completion of the possibly deferred action represented by this Promise. The executor is
called with two arguments: resolve and reject. These are functions that may be used by the
executor function to report eventual completion or failure of the deferred computation. Returning from the executor function does not mean that the deferred action has been completed but only that the request to eventually perform the deferred action has been accepted.

The resolve function that is passed to an executor function accepts a single argument. The executor code may eventually call the resolve function to indicate that it wishes to resolve the associated Promise. The argument passed to the resolve function represents the eventual value of the deferred action and can be either the actual fulfillment value or another promise which will provide the value if it is fulfilled.

The reject function that is passed to an executor function accepts a single argument. The executor code may eventually call the reject function to indicate that the associated Promise is rejected and will never be fulfilled. The argument passed to the reject function is used as the rejection value of the promise. Typically it will be an Error object.

The resolve and reject functions passed to an executor function by the Promise constructor have the capability to actually resolve and reject the associated promise. Subclasses may have different constructor behaviour that passes in customized values for resolve and reject.

27.2.4 Properties of the Promise Constructor

The Promise constructor:

- has a [[Prototype]] internal slot whose value is %Function.prototype%.
- has the following properties:

27.2.4.1 Promise.all ( iterable )

The all function returns a new promise which is fulfilled with an array of fulfillment values for the passed promises, or rejects with the reason of the first passed promise that rejects. It resolves all elements of the passed iterable to promises as it runs this algorithm.

1. Let C be the this value.
2. Let promiseCapability be ? NewPromiseCapability(C).
3. Let promiseResolve be Completion(GetPromiseResolve(C)).
4. IfAbruptRejectPromise(promiseResolve, promiseCapability).
5. Let iteratorRecord be Completion(GetIterator(iterable)).
6. IfAbruptRejectPromise(iteratorRecord, promiseCapability).
7. Let result be Completion(PerformPromiseAll(iteratorRecord, C, promiseCapability, promiseResolve)).
8. If result is an abrupt completion, then
   a. If iteratorRecord.[[Done]] is false, set result to Completion(IteratorClose(iteratorRecord, result)).
   b. IfAbruptRejectPromise(result, promiseCapability).

NOTE The all function requires its this value to be a constructor function that supports the parameter conventions of the Promise constructor.

27.2.4.1.1 GetPromiseResolve ( promiseConstructor )

The abstract operation GetPromiseResolve takes argument promiseConstructor (a constructor) and returns either a normal completion containing a function object or an abrupt completion. It performs the following steps when called:
1. Let `promiseResolve` be `Get(promiseConstructor, "resolve")`.
2. If `IsCallable(promiseResolve)` is `false`, throw a `TypeError` exception.
3. Return `promiseResolve`.

### 27.2.4.1.2 PerformPromiseAll (iteratorRecord, constructor, resultCapability, promiseResolve)

The abstract operation `PerformPromiseAll` takes arguments `iteratorRecord`, `constructor` (a constructor), `resultCapability` (a `PromiseCapability` Record), and `promiseResolve` (a function object) and returns either a normal completion containing an ECMAScript language value or an abrupt completion. It performs the following steps when called:

1. Let `values` be a new empty `List`.
2. Let `remainingElementsCount` be the `Record` `{ [Value]: 1 }`.
3. Let `index` be 0.
4. Repeat,
   a. Let `next` be `Completion(IteratorStep(iteratorRecord))`.
   b. If `next` is an abrupt completion, set `iteratorRecord.[[Done]]` to `true`.
   c. ReturnIfAbrupt(`next`).
   d. If `next` is `false`, then
      i. Set `iteratorRecord.[[Done]]` to `true`.
      ii. Set `remainingElementsCount.[[Value]]` to `remainingElementsCount.[[Value]] - 1`.
      iii. If `remainingElementsCount.[[Value]]` is 0, then
         1. Let `valuesArray` be `CreateArrayFromList(values)`.
            2. Perform `Call(resultCapability.[[Resolve]], undefined, « valuesArray »)`.
            3. Return `resultCapability.[[Promise]]`.
      iv. Return `resultCapability.[[Promise]]`.
   e. Let `nextValue` be `Completion(IteratorValue(next))`.
   f. If `nextValue` is an abrupt completion, set `iteratorRecord.[[Done]]` to `true`.
   g. ReturnIfAbrupt(`nextValue`).
   h. Append `undefined` to `values`.
   i. Let `nextPromise` be `Call(promiseResolve, constructor, « nextValue »)`.
   j. Let `steps` be the algorithm steps defined in `Promise.all` Resolve Element Functions.
   k. Let `length` be the number of non-optional parameters of the function definition in `Promise.all` Resolve Element Functions.
   l. Let `onFulfilled` be `CreateBuiltInFunction(steps, length, "", « [[AlreadyCalled]], [[Index]],
      [[Values]], [[Capability]], [[RemainingElements]] »)`.
   m. Set `onFulfilled.[[AlreadyCalled]]` to `false`.
   n. Set `onFulfilled.[[Index]]` to `index`.
   o. Set `onFulfilled.[[Values]]` to `values`.
   p. Set `onFulfilled.[[Capability]]` to `resultCapability`.
   q. Set `onFulfilled.[[RemainingElements]]` to `remainingElementsCount`.
   r. Set `remainingElementsCount.[[Value]]` to `remainingElementsCount.[[Value]] + 1`.
   s. Perform `Invoke(nextPromise, "then", « onFulfilled, resultCapability.[[Reject]] »)`.
   t. Set `index` to `index` + 1.

### 27.2.4.1.3 Promise.all Resolve Element Functions

A `Promise.all` resolve element function is an anonymous built-in function that is used to resolve a specific `Promise.all` element. Each `Promise.all` resolve element function has `[[Index]]`, `[[Values]]`, `[[Capability]]`, `[[RemainingElements]]`, and `[[AlreadyCalled]]` internal slots.
When a `Promise.all` resolve element function is called with argument `x`, the following steps are taken:

1. Let `F` be the active function object.
2. If `F.[[AlreadyCalled]]` is `true`, return `undefined`.
3. Set `F.[[AlreadyCalled]]` to `true`.
4. Let `index` be `F.[[Index]]`.
5. Let `values` be `F.[[Values]]`.
7. Let `remainingElementsCount` be `F.[[RemainingElements]]`.
8. Set `values[index]` to `x`.
9. Set `remainingElementsCount.[[Value]]` to `remainingElementsCount.[[Value]] - 1`.
10. If `remainingElementsCount.[[Value]]` is 0, then
    a. Let `valuesArray` be `CreateArrayFromList(values)`.
    b. Return `Call(promiseCapability.[[Resolve]], undefined, « valuesArray »)`.
11. Return `undefined`.

The "length" property of a `Promise.all` resolve element function is `1`.

27.2.4.2 Promise.allSettled ( iterable )

The `allSettled` function returns a promise that is fulfilled with an array of promise state snapshots, but only after all the original promises have settled, i.e. become either fulfilled or rejected. It resolves all elements of the passed iterable to promises as it runs this algorithm.

1. Let `C` be the this value.
2. Let `promiseCapability` be `? NewPromiseCapability(C)`.
3. Let `promiseResolve` be `Completion(GetPromiseResolve(C))`.
4. IfAbruptRejectPromise(`promiseResolve`, `promiseCapability`).
5. Let `iteratorRecord` be `Completion(GetIterator(iterable))`.
6. IfAbruptRejectPromise(`iteratorRecord`, `promiseCapability`).
7. Let `result` be `Completion(PerformPromiseAllSettled(iteratorRecord, C, promiseCapability, promiseResolve))`.
8. If `result` is an abrupt completion, then
    a. If `iteratorRecord.[[Done]]` is `false`, set `result` to `Completion(IteratorClose(iteratorRecord, result))`.
    b. IfAbruptRejectPromise(`result`, `promiseCapability`).

**NOTE** The `allSettled` function requires its this value to be a constructor function that supports the parameter conventions of the Promise constructor.

27.2.4.2.1 PerformPromiseAllSettled ( iterRecord, constructor, resultCapability, promiseResolve )

The abstract operation `PerformPromiseAllSettled` takes arguments `iterRecord`, `constructor` (a constructor), `resultCapability` (a PromiseCapability Record), and `promiseResolve` (a function object) and returns either a normal completion containing an ECMAScript language value or an abrupt completion. It performs the following steps when called:

1. Let `values` be a new empty List.
2. Let `remainingElementsCount` be the `Record { [[Value]]: 1 }`.
3. Let `index` be 0.
4. Repeat,
   a. Let `next` be `Completion(IteratorStep(iteratorRecord))`.
   b. If `next` is an abrupt completion, set `iteratorRecord.[[Done]]` to `true`.
   c. `ReturnIfAbrupt(next)`.
   d. If `next` is `false`, then
      i. Set `iteratorRecord.[[Done]]` to `true`.
      ii. Set `remainingElementsCount.[[Value]]` to `remainingElementsCount.[[Value]] - 1`.
      iii. If `remainingElementsCount.[[Value]]` is 0, then
         1. Let `valuesArray` be `CreateArrayFromList(values)`.
         2. Perform `{ Call(resultCapability.[[Resolve]], undefined, « valuesArray ») }`.
      iv. Return `resultCapability.[[Promise]]`.
   e. Let `nextValue` be `Completion(IteratorValue(next))`.
   f. If `nextValue` is an abrupt completion, set `iteratorRecord.[[Done]]` to `true`.
   g. `ReturnIfAbrupt(nextValue)`.
   h. Append `undefined` to `values`.
      i. Let `nextPromise` be `{ Call(promiseResolve, constructor, « nextValue ») }`.
   j. Let `stepsFulfilled` be the algorithm steps defined in `Promise.allSettled` Resolve Element Functions.
   k. Let `lengthFulfilled` be the number of non-optional parameters of the function definition in `Promise.allSettled` Resolve Element Functions.
   l. Let `onFulfilled` be `CreateBuiltinFunction(stepsFulfilled, lengthFulfilled, "", [[AlreadyCalled]], [[Index]], [[Values]], [[Capability]], [[RemainingElements]] )`.
   m. Let `alreadyCalled` be the `Record { [[Value]]: false }`.
   n. Set `onFulfilled.[[AlreadyCalled]]` to `alreadyCalled`.
   o. Set `onFulfilled.[[Index]]` to `index`.
   p. Set `onFulfilled.[[Values]]` to `values`.
   q. Set `onFulfilled.[[Capability]]` to `resultCapability`.
   r. Set `onFulfilled.[[RemainingElements]]` to `remainingElementsCount`.
   s. Let `stepsRejected` be the algorithm steps defined in `Promise.allSettled` Reject Element Functions.
   t. Let `lengthRejected` be the number of non-optional parameters of the function definition in `Promise.allSettled` Reject Element Functions.
   u. Let `onRejected` be `CreateBuiltinFunction(stepsRejected, lengthRejected, "", [[AlreadyCalled]], [[Index]], [[Values]], [[Capability]], [[RemainingElements]] )`.
   v. Set `onRejected.[[AlreadyCalled]]` to `alreadyCalled`.
   w. Set `onRejected.[[Index]]` to `index`.
   x. Set `onRejected.[[Values]]` to `values`.
   y. Set `onRejected.[[Capability]]` to `resultCapability`.
   z. Set `onRejected.[[RemainingElements]]` to `remainingElementsCount`.
   aa. Set `remainingElementsCount.[[Value]]` to `remainingElementsCount.[[Value]] + 1`.
   ab. Perform `{ Invoke(nextPromise, "then", « onFulfilled, onRejected ») }`.
   ac. Set `index` to `index + 1`.

27.2.4.2.2 Promise.allSettled Resolve Element Functions

A `Promise.allSettled` resolve element function is an anonymous built-in function that is used to resolve a specific `Promise.allSettled` element. Each `Promise.allSettled` resolve element function has
When a `Promise.allSettled` resolve element function is called with argument `x`, the following steps are taken:

1. Let `F` be the active function object.
2. Let `alreadyCalled` be `F`.[[AlreadyCalled]].
3. If `alreadyCalled`.[[Value]] is `true`, return `undefined`.
4. Set `alreadyCalled`.[[Value]] to `true`.
5. Let `index` be `F`.[[Index]].
6. Let `values` be `F`.[[Values]].
7. Let `promiseCapability` be `F`.[[Capability]].
8. Let `remainingElementsCount` be `F`.[[RemainingElements]].
9. Let `obj` be ` OrdinaryObjectCreate(%Object.prototype%)`.
10. Perform `!CreateDataPropertyOrThrow(obj, "status", "fulfilled")`.
11. Perform `!CreateDataPropertyOrThrow(obj, "value", x)`.
12. Set `values[index]` to `obj`.
13. Set `remainingElementsCount`.[[Value]] to `remainingElementsCount`.[[Value]] - 1.
14. If `remainingElementsCount`.[[Value]] is 0, then
   a. Let `valuesArray` be `CreateArrayFromList(values)`
   b. Return `?Call(promiseCapability. [[Resolve]], undefined, " valuesArray ")`.
15. Return `undefined`.

The "length" property of a `Promise.allSettled` resolve element function is 1.

### 27.2.4.2.3 Promise.allSettled Reject Element Functions

A `Promise.allSettled` reject element function is an anonymous built-in function that is used to reject a specific `Promise.allSettled` element. Each `Promise.allSettled` reject element function has `[[Index]], [[Values]], [[Capability]], [[RemainingElements]], and [[AlreadyCalled]] internal slots.

When a `Promise.allSettled` reject element function is called with argument `x`, the following steps are taken:

1. Let `F` be the active function object.
2. Let `alreadyCalled` be `F`.[[AlreadyCalled]].
3. If `alreadyCalled`.[[Value]] is `true`, return `undefined`.
4. Set `alreadyCalled`.[[Value]] to `true`.
5. Let `index` be `F`.[[Index]].
6. Let `values` be `F`.[[Values]].
7. Let `promiseCapability` be `F`.[[Capability]].
8. Let `remainingElementsCount` be `F`.[[RemainingElements]].
9. Let `obj` be ` OrdinaryObjectCreate(%Object.prototype%)`.
10. Perform `!CreateDataPropertyOrThrow(obj, "status", "rejected")`.
11. Perform `!CreateDataPropertyOrThrow(obj, "reason", x)`.
12. Set `values[index]` to `obj`.
13. Set `remainingElementsCount`.[[Value]] to `remainingElementsCount`.[[Value]] - 1.
14. If `remainingElementsCount`.[[Value]] is 0, then
   a. Let `valuesArray` be `CreateArrayFromList(values)`
   b. Return `?Call(promiseCapability. [[Resolve]], undefined, " valuesArray ")`. 
15. Return `undefined`.

The "length" property of a `Promise.allSettled` reject element function is 1.

### 27.2.4.3 Promise.any (iterable)

The `any` function returns a promise that is fulfilled by the first given promise to be fulfilled, or rejected with an `AggregateError` holding the rejection reasons if all of the given promises are rejected. It resolves all elements of the passed iterable to promises as it runs this algorithm.

1. Let `C` be the `this` value.
2. Let `promiseCapability` be `? NewPromiseCapability(C)`.
3. Let `promiseResolve` be `Completion(GetPromiseResolve(C))`.
4. IfAbruptRejectPromise(`promiseResolve`, `promiseCapability`).
5. Let `iteratorRecord` be `Completion(GetIterator(iterable))`.
6. IfAbruptRejectPromise(`iteratorRecord`, `promiseCapability`).
7. Let `result` be `Completion(PerformPromiseAny(iteratorRecord, C, promiseCapability, promiseResolve))`.
8. If `result` is an abrupt completion, then
   a. If `iteratorRecord`.[[Done]] is `false`, set `result` to `Completion(IteratorClose(iteratorRecord, result))`.
   b. IfAbruptRejectPromise(`result`, `promiseCapability`).

#### NOTE

The `any` function requires its `this` value to be a constructor function that supports the parameter conventions of the `Promise` constructor.

### 27.2.4.3.1 PerformPromiseAny (iteratorRecord, constructor, resultCapability, promiseResolve)

The abstract operation `PerformPromiseAny` takes arguments `iteratorRecord`, `constructor` (a constructor), `resultCapability` (a `PromiseCapability` Record), and `promiseResolve` (a function object) and returns either a normal completion containing an ECMAScript language value or an abrupt completion. It performs the following steps when called:

1. Let `errors` be a new empty List.
2. Let `remainingElementsCount` be the Record { [[Value]]: 1 }.
3. Let `index` be 0.
4. Repeat,
   a. Let `next` be `Completion(IteratorStep(iteratorRecord))`.
   b. If `next` is an abrupt completion, set `iteratorRecord`.[[Done]] to `true`.
   c. ReturnIfAbrupt(`next`).
   d. If `next` is `false`, then
      i. Set `iteratorRecord`.[[Done]] to `true`.
      ii. Set `remainingElementsCount`.[[Value]] to `remainingElementsCount`.[[Value]] - 1.
      iii. If `remainingElementsCount`.[[Value]] is `0`, then
         1. Let `error` be a newly created `AggregateError` object.
         2. Perform `! DefinePropertyOrThrow(error, "errors", PropertyDescriptor { [[Configurable]]: true, [[Enumerable]]: false, [[Writable]]: true, [[Value]]: CreateArrayFromList(errors ) })`.
         3. Return `ThrowCompletion(error)`.
iv. Return `resultCapability.\[Promise\]`.

e. Let `nextValue` be `Completion(IteratorValue(next))`.

f. If `nextValue` is an abrupt completion, set `iteratorRecord.\[Done\]` to `true`.

g. ReturnIfAbrupt(`nextValue`).

h. Append `undefined` to `errors`.

i. Let `nextPromise` be ? `Call(promiseResolve, constructor, « nextValue »)`.

j. Let `stepsRejected` be the algorithm steps defined in `Promise.any` Reject Element Functions.

k. Let `lengthRejected` be the number of non-optional parameters of the function definition in `Promise.any` Reject Element Functions.

l. Let `onRejected` be CreateBuiltinFunction(`stepsRejected, lengthRejected`, "", « [[AlreadyCalled]], [[Index]], [[Errors]], [[Capability]], [[RemainingElements]] »).

m. Set `onRejected.\[AlreadyCalled\]` to `false`.

n. Set `onRejected.\[Index\]` to `index`.

o. Set `onRejected.\[Errors\]` to `errors`.

p. Set `onRejected.\[Capability\]` to `resultCapability`.

q. Set `onRejected.\[RemainingElements\]` to `remainingElementsCount`.

r. Set `remainingElementsCount.\[Value\]` to `remainingElementsCount.\[Value\] - 1.0`.

s. Perform ? `Invoke(nextPromise, "then", « resultCapability.\[Resolve\], onRejected »)`.

t. Set `index` to `index` + 1.

27.2.4.3.2 Promise.any Reject Element Functions

A `Promise.any` reject element function is an anonymous built-in function that is used to reject a specific `Promise.any` element. Each `Promise.any` reject element function has `[[Index]], [[Errors]], [[Capability]], [[RemainingElements]], and [[AlreadyCalled]] internal slots.

When a `Promise.any` reject element function is called with argument `x`, the following steps are taken:

1. Let `F` be the active function object.

2. If `F.\[AlreadyCalled\]` is `true`, return `undefined`.

3. Set `F.\[AlreadyCalled\]` to `true`.

4. Let `index` be `F.\[Index\]`.

5. Let `errors` be `F.\[Errors\]`.

6. Let `promiseCapability` be `F.\[Capability\]`.

7. Let `remainingElementsCount` be `F.\[RemainingElements\]`.

8. Set `errors.\[index\]` to `x`.

9. Set `remainingElementsCount.\[Value\]` to `remainingElementsCount.\[Value\] - 1.0`.

10. If `remainingElementsCount.\[Value\]` is `0`, then

a. Let `error` be a newly created `AggregateError` object.

b. Perform ! DefinePropertyOrThrow(`error`, "\[errors\]", `PropertyDescriptor { \[Configurable\]: `true`, \[Enumerable\]: `false`, \[Writable\]: `true`, \[Value\]: CreateArrayFromList(`errors`)}


11. Return `undefined`.

The "length" property of a `Promise.any` reject element function is $1_F$.

27.2.4.4 Promise.prototype

The initial value of `Promise.prototype` is the `Promise` prototype object.
This property has the attributes { [[Writable]]: false, [[Enumerable]]: false, [[Configurable]]: false }.

### 27.2.4.5 Promise.race ( iterable )

The `race` function returns a new promise which is settled in the same way as the first passed promise to settle. It resolves all elements of the passed `iterable` to promises as it runs this algorithm.

1. Let `C` be the this value.
2. Let `promiseCapability` be ? NewPromiseCapability(C).
3. Let `promiseResolve` be Completion(GetPromiseResolve(C)).
4. IfAbruptRejectPromise(`promiseResolve`, `promiseCapability`).
5. Let `iteratorRecord` be Completion(GetIterator(`iterable`)).
6. IfAbruptRejectPromise(`iteratorRecord`, `promiseCapability`).
7. Let `result` be Completion(PerformPromiseRace(`iteratorRecord`, `C`, `promiseCapability`, `promiseResolve`)).
8. If `result` is an abrupt completion, then
   a. If `iteratorRecord`.[[Done]] is false, set `result` to Completion(IteratorClose(`iteratorRecord`, `result`)).
   b. IfAbruptRejectPromise(`result`, `promiseCapability`).

**NOTE 1** If the `iterable` argument is empty or if none of the promises in `iterable` ever settle then the pending promise returned by this method will never be settled.

**NOTE 2** The `race` function expects its this value to be a constructor function that supports the parameter conventions of the Promise constructor. It also expects that its this value provides a `resolve` method.

### 27.2.4.5.1 PerformPromiseRace ( iteratorRecord, constructor, resultCapability, promiseResolve )

The abstract operation PerformPromiseRace takes arguments `iteratorRecord`, `constructor` (a constructor), `resultCapability` (a PromiseCapability Record), and `promiseResolve` (a function object) and returns either a normal completion containing an ECMAScript language value or an abrupt completion. It performs the following steps when called:

1. Repeat,
   a. Let `next` be Completion(IteratorStep(`iteratorRecord`)).
   b. If `next` is an abrupt completion, set `iteratorRecord`.[[Done]] to true.
   c. ReturnIfAbrupt(`next`).
   d. If `next` is false, then
      i. Set `iteratorRecord`.[[Done]] to true.
      ii. Return `resultCapability`.[[Promise]].
   e. Let `nextValue` be Completion(IteratorValue(`next`)).
   f. If `nextValue` is an abrupt completion, set `iteratorRecord`.[[Done]] to true.
   g. ReturnIfAbrupt(`nextValue`).
   h. Let `nextPromise` be ? Call(`promiseResolve`, `constructor`, « `nextValue` »).
      i. Perform ? Invoke(`nextPromise`, "then", « `resultCapability`.[[Resolve]], `resultCapability`.[[Reject]] »).
27.2.4.6 Promise.reject (r)

The `reject` function returns a new promise rejected with the passed argument.

1. Let `C` be the `this` value.
2. Let `promiseCapability` be `NewPromiseCapability(C)`.
3. Perform `Call(promiseCapability.[[Reject]], undefined, « r »)`.
4. Return `promiseCapability.[[Promise]]`.

**NOTE** The `reject` function expects its `this` value to be a constructor function that supports the parameter conventions of the Promise constructor.

27.2.4.7 Promise.resolve (x)

The `resolve` function returns either a new promise resolved with the passed argument, or the argument itself if the argument is a promise produced by this constructor.

1. Let `C` be the `this` value.
2. If `Type(C)` is not Object, throw a `TypeError` exception.
3. Return `PromiseResolve(C, x)`.

**NOTE** The `resolve` function expects its `this` value to be a constructor function that supports the parameter conventions of the Promise constructor.

27.2.4.7.1 PromiseResolve (C, x)

The abstract operation `PromiseResolve` takes arguments `C` (a constructor) and `x` (an ECMAScript language value) and returns either a normal completion containing an ECMAScript language value or an abrupt completion. It returns a new promise resolved with `x`. It performs the following steps when called:

1. If `IsPromise(x)` is `true`, then
   a. Let `xConstructor` be `Get(x, "constructor")`.
   b. If `SameValue(xConstructor, C)` is `true`, return `x`.
2. Let `promiseCapability` be `NewPromiseCapability(C)`.
3. Perform `Call(promiseCapability.[[Resolve]], undefined, « x »)`.
4. Return `promiseCapability.[[Promise]]`.

27.2.4.8 get Promise [ @@species ]

`Promise[@@species]` is an accessor property whose set accessor function is `undefined`. Its get accessor function performs the following steps:

1. Return the `this` value.

The value of the "name" property of this function is "get [Symbol.species]".

**NOTE** Promise prototype methods normally use their `this` value's constructor to create a derived object. However, a subclass constructor may over-ride that default behaviour by redefining its `@@species` property.
27.2.5 Properties of the Promise Prototype Object

The Promise prototype object:

- is %Promise.prototype%.
- has a [[Prototype]] internal slot whose value is %Object.prototype%.
- is an ordinary object.
- does not have a [[PromiseState]] internal slot or any of the other internal slots of Promise instances.

27.2.5.1 Promise.prototype.catch (onRejected)

When the catch method is called with argument onRejected, the following steps are taken:

1. Let promise be the this value.
2. Return ? Invoke(promise, "then", « undefined, onRejected »).

27.2.5.2 Promise.prototype.constructor

The initial value of Promise.prototype.constructor is %Promise%.

27.2.5.3 Promise.prototype.finally (onFinally)

When the finally method is called with argument onFinally, the following steps are taken:

1. Let promise be the this value.
2. If Type(promise) is not Object, throw a TypeError exception.
3. Let C be ? SpeciesConstructor(promise, %Promise%).
4. Assert: IsConstructor(C) is true.
5. If IsCallable(onFinally) is false, then
   a. Let thenFinally be onFinally.
   b. Let catchFinally be onFinally.
5. Else,
   a. Let thenFinallyClosure be a new Abstract Closure with parameters (value) that captures onFinally and C and performs the following steps when called:
      i. Let result be ? Call(onFinally, undefined).
      ii. Let promise be ? PromiseResolve(C, result).
      iii. Let returnValue be a new Abstract Closure with no parameters that captures value and performs the following steps when called:
           1. Return value.
      iv. Let valueThunk be CreateBuiltinFunction(returnValue, 0, "", " »).
      v. Return ? Invoke(promise, "then", « valueThunk »).
   b. Let thenFinally be CreateBuiltinFunction(thanFinallyClosure, 1, "", " »).
   c. Let catchFinallyClosure be a new Abstract Closure with parameters (reason) that captures onFinally and C and performs the following steps when called:
      i. Let result be ? Call(onFinally, undefined).
      ii. Let promise be ? PromiseResolve(C, result).
      iii. Let throwReason be a new Abstract Closure with no parameters that captures reason and performs the following steps when called:
           1. Return ThrowCompletion(reason).
iv. Let \( \text{thrower} \) be \( \text{CreateBuiltinFunction}(\text{throwReason}, 0, "", "") \).
v. Return ? \( \text{Invoke}(\text{promise}, "\text{then}", " \text{thrower} "). \)
d. Let \( \text{catchFinally} \) be \( \text{CreateBuiltinFunction}(\text{catchFinallyClosure}, 1, "", "") \).
7. Return ? \( \text{Invoke}(\text{promise}, "\text{then}", " \text{thenFinally}, \text{catchFinally} "). \)

27.2.5.4 Promise.prototype.then (\text{onFulfilled, onRejected} )

When the \text{then} method is called with arguments \text{onFulfilled} and \text{onRejected}, the following steps are taken:

1. Let \( \text{promise} \) be the \text{this} value.
2. If \text{IsPromise}(\text{promise}) is \text{false}, throw a \text{TypeError} exception.
3. Let \( C \) be ? \text{SpeciesConstructor}(\text{promise}, \%Promise\).
4. Let \( \text{resultCapability} \) be ? \text{NewPromiseCapability}(C).
5. Return \text{PerformPromiseThen}(\text{promise}, \text{onFulfilled}, \text{onRejected}, \text{resultCapability}).

27.2.5.4.1 PerformPromiseThen (\text{promise, onFulfilled, onRejected [, resultCapability ]})

The abstract operation \text{PerformPromiseThen} takes arguments \text{promise}, \text{onFulfilled}, and \text{onRejected} and optional argument \text{resultCapability} (a PromiseCapability Record) and returns an ECMAScript language value. It performs the “then” operation on \text{promise} using \text{onFulfilled} and \text{onRejected} as its settlement actions. If \text{resultCapability} is passed, the result is stored by updating \text{resultCapability}’s promise. If it is not passed, then \text{PerformPromiseThen} is being called by a specification-internal operation where the result does not matter. It performs the following steps when called:

1. Assert: \text{IsPromise}(\text{promise}) is \text{true}.
2. If \text{resultCapability} is not present, then
   a. Set \text{resultCapability} to \text{undefined}.
3. If \text{IsCallable}(\text{onFulfilled}) is \text{false}, then
   a. Let \text{onFulfilledJobCallback} be empty.
4. Else,
   a. Let \text{onFulfilledJobCallback} be \text{HostMakeJobCallback}(\text{onFulfilled}).
5. If \text{IsCallable}(\text{onRejected}) is \text{false}, then
   a. Let \text{onRejectedJobCallback} be empty.
6. Else,
   a. Let \text{onRejectedJobCallback} be \text{HostMakeJobCallback}(\text{onRejected}).
7. Let \text{fulfillReaction} be the PromiseReaction \{ [[Capability]]: \text{resultCapability}, [[Type]]: \text{Fulfill}, [[Handler]]: \text{onFulfilledJobCallback} \}.
8. Let \text{rejectReaction} be the PromiseReaction \{ [[Capability]]: \text{resultCapability}, [[Type]]: \text{Reject}, [[Handler]]: \text{onRejectedJobCallback} \}.
9. If \text{promise}.[[PromiseState]] is pending, then
   a. Append \text{fulfillReaction} as the last element of the \text{List} that is \text{promise}.[[PromiseFulfillReactions]].
   b. Append \text{rejectReaction} as the last element of the \text{List} that is \text{promise}.[[PromiseRejectReactions]].
10. Else if \text{promise}.[[PromiseState]] is fulfilled, then
   a. Let \text{value} be \text{promise}.[[PromiseResult]].
   b. Let \text{fulfillJob} be \text{NewPromiseReactionJob}(\text{fulfillReaction}, \text{value}).
   c. Perform \text{HostEnqueuePromiseJob}(\text{fulfillJob}.[[Job]], \text{fulfillJob}.[[Realm]]).
11. Else,
   a. Assert: The value of \text{promise}.[[PromiseState]] is rejected.
   b. Let \text{reason} be \text{promise}.[[PromiseResult]].
c. If `promise.[[PromiseIsHandled]]` is `false`, perform `HostPromiseRejectionTracker(promise, "handle")`.
d. Let `rejectJob` be `NewPromiseReactionJob(rejectReaction, reason)`.
e. Perform `HostEnqueuePromiseJob(rejectJob.[[Job]], rejectJob.[[Realm]])`.

12. Set `promise.[[PromiseIsHandled]]` to `true`.
13. If `resultCapability` is `undefined`, then
   a. Return `undefined`.
14. Else,
   a. Return `resultCapability.[[Promise]]`.

### 27.2.5.5 Promise.prototype [ @@toStringTag ]

The initial value of the `@@toStringTag` property is the String value "Promise".

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

### 27.2.6 Properties of Promise Instances

Promise instances are ordinary objects that inherit properties from the `Promise.prototype` object (the intrinsic, `%Promise.prototype%`). Promise instances are initially created with the internal slots described in Table 83.

#### Table 83: Internal Slots of Promise Instances

<table>
<thead>
<tr>
<th>Internal Slot</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>[[PromiseState]]</code></td>
<td>pending, fulfilled, or rejected</td>
<td>Governs how a promise will react to incoming calls to its <code>then</code> method.</td>
</tr>
<tr>
<td><code>[[PromiseResult]]</code></td>
<td>an ECMAScript language value</td>
<td>The value with which the promise has been fulfilled or rejected, if any. Only meaningful if <code>[[PromiseState]]</code> is not pending.</td>
</tr>
<tr>
<td><code>[[PromiseFulfillReactions]]</code></td>
<td>a List of PromiseReaction Records</td>
<td>Records to be processed when/if the promise transitions from the pending state to the fulfilled state.</td>
</tr>
<tr>
<td><code>[[PromiseRejectReactions]]</code></td>
<td>a List of PromiseReaction Records</td>
<td>Records to be processed when/if the promise transitions from the pending state to the rejected state.</td>
</tr>
<tr>
<td><code>[[PromiseIsHandled]]</code></td>
<td>a Boolean</td>
<td>Indicates whether the promise has ever had a fulfillment or rejection handler; used in unhandled rejection tracking.</td>
</tr>
</tbody>
</table>

### 27.3 GeneratorFunction Objects

GeneratorFunctions are functions that are usually created by evaluating `GeneratorDeclarations`, `GeneratorExpressions`, and `GeneratorMethods`. They may also be created by calling the `%GeneratorFunction%` intrinsic.
27.3.1 The GeneratorFunction Constructor

The `GeneratorFunction` constructor:

- is `%GeneratorFunction%`.
- is a subclass of `Function`.
- creates and initializes a new `GeneratorFunction` when called as a function rather than as a constructor. Thus the function call `GeneratorFunction (...)` is equivalent to the object creation expression `new GeneratorFunction (...)` with the same arguments.
- may be used as the value of an `extends` clause of a class definition. Subclass constructors that intend to inherit the specified `GeneratorFunction` behaviour must include a `super` call to the `GeneratorFunction constructor` to create and initialize subclass instances with the internal slots necessary for built-in `GeneratorFunction` behaviour. All ECMAScript syntactic forms for defining `generator function` objects create direct instances of `GeneratorFunction`. There is no syntactic means to create instances of `GeneratorFunction` subclasses.

27.3.1.1 `GeneratorFunction ( p1, p2, … , pn, body )`

The last argument specifies the body (executable code) of a generator function; any preceding arguments specify formal parameters.

When the `GeneratorFunction` function is called with some arguments `p1, p2, … , pn, body` (where `n` might be 0, that is, there are no "p" arguments, and where `body` might also not be provided), the following steps are taken:
1. Let \( C \) be the active function object.
2. Let \( \text{args} \) be the \text{argumentsList} that was passed to this function by [[Call]] or [[Construct]].
3. Return ? \text{CreateDynamicFunction}(C, \text{NewTarget}, \text{generator}, \text{args}).

NOTE  See NOTE for 20.2.1.1.

### 27.3.2 Properties of the GeneratorFunction Constructor

The GeneratorFunction constructor:

- is a standard built-in function object that inherits from the Function constructor.
- has a [[Prototype]] internal slot whose value is %Function%.
- has a "name" property whose value is "GeneratorFunction".
- has the following properties:

#### 27.3.2.1 GeneratorFunction.length

This is a data property with a value of 1. This property has the attributes { [[Writable]]: \text{false}, [[Enumerable]]: \text{false}, [[Configurable]]: \text{true} }.

#### 27.3.2.2 GeneratorFunction.prototype

The initial value of GeneratorFunction.prototype is the GeneratorFunction prototype object.

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

### 27.3.3 Properties of the GeneratorFunction Prototype Object

The GeneratorFunction prototype object:

- is %GeneratorFunction.prototype% (see Figure 6).
- is an ordinary object.
- is not a function object and does not have an [[ECMAScriptCode]] internal slot or any other of the internal slots listed in Table 33 or Table 84.
- has a [[Prototype]] internal slot whose value is %Function.prototype%.

#### 27.3.3.1 GeneratorFunction.prototype.constructor

The initial value of GeneratorFunction.prototype.constructor is %GeneratorFunction%.

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

#### 27.3.3.2 GeneratorFunction.prototype.prototype

The initial value of GeneratorFunction.prototype.prototype is the Generator prototype object.

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

#### 27.3.3.3 GeneratorFunction.prototype [ @@toStringTag ]

The initial value of the @@toStringTag property is the String value "GeneratorFunction".
This property has the attributes { [[Writable]]: false, [[Enumerable]]: false, [[Configurable]]: true }.

27.3.4 GeneratorFunction Instances

Every GeneratorFunction instance is an ECMAScript function object and has the internal slots listed in Table 33. The value of the [[IsClassConstructor]] internal slot for all such instances is false.

Each GeneratorFunction instance has the following own properties:

27.3.4.1 length

The specification for the "length" property of Function instances given in 20.2.4.1 also applies to GeneratorFunction instances.

27.3.4.2 name

The specification for the "name" property of Function instances given in 20.2.4.2 also applies to GeneratorFunction instances.

27.3.4.3 prototype

Whenever a GeneratorFunction instance is created another ordinary object is also created and is the initial value of the generator function’s "prototype" property. The value of the prototype property is used to initialize the [[Prototype]] internal slot of a newly created Generator when the generator function object is invoked using [[Call]].

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

NOTE Unlike Function instances, the object that is the value of the a GeneratorFunction’s "prototype" property does not have a "constructor" property whose value is the GeneratorFunction instance.

27.4 AsyncGeneratorFunction Objects

AsyncGeneratorFunctions are functions that are usually created by evaluating AsyncGeneratorDeclaration, AsyncGeneratorExpression, and AsyncGeneratorMethod syntactic productions. They may also be created by calling the %AsyncGeneratorFunction% intrinsic.

27.4.1 The AsyncGeneratorFunction Constructor

The AsyncGeneratorFunction constructor:

- is %AsyncGeneratorFunction%.
- is a subclass of Function.
- creates and initializes a new AsyncGeneratorFunction when called as a function rather than as a constructor. Thus the function call AsyncGeneratorFunction (...) is equivalent to the object creation expression new AsyncGeneratorFunction (...) with the same arguments.
- may be used as the value of an extends clause of a class definition. Subclass constructors that intend to inherit the specified AsyncGeneratorFunction behaviour must include a super call to the AsyncGeneratorFunction constructor to create and initialize subclass instances with the internal slots necessary for built-in AsyncGeneratorFunction behaviour. All ECMAScript syntactic forms for defining
async generator function objects create direct instances of AsyncGeneratorFunction. There is no syntactic means to create instances of AsyncGeneratorFunction subclasses.

27.4.1.1 AsyncGeneratorFunction ( \( p_1, p_2, \ldots, p_n, \text{body} \) )

The last argument specifies the body (executable code) of an async generator function; any preceding arguments specify formal parameters.

When the AsyncGeneratorFunction function is called with some arguments \( p_1, p_2, \ldots, p_n, \text{body} \) (where \( n \) might be 0, that is, there are no "p" arguments, and where \( \text{body} \) might also not be provided), the following steps are taken:

1. Let \( C \) be the active function object.
2. Let \( \text{args} \) be the argumentsList that was passed to this function by [[Call]] or [[Construct]].
3. Return ? CreateDynamicFunction(\( C \), NewTarget, asyncGenerator, \( \text{args} \)).

NOTE See NOTE for 20.2.1.1.

27.4.2 Properties of the AsyncGeneratorFunction Constructor

The AsyncGeneratorFunction constructor:

- is a standard built-in function object that inherits from the Function constructor.
- has a [[Prototype]] internal slot whose value is %Function%.
- has a "name" property whose value is "AsyncGeneratorFunction".
- has the following properties:

27.4.2.1 AsyncGeneratorFunction.length

This is a data property with a value of 1. This property has the attributes { [[Writable]]: false, [[Enumerable]]: false, [[Configurable]]: true }.

27.4.2.2 AsyncGeneratorFunction.prototype

The initial value of AsyncGeneratorFunction.prototype is the AsyncGeneratorFunction prototype object.

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

27.4.3 Properties of the AsyncGeneratorFunction Prototype Object

The AsyncGeneratorFunction prototype object:

- is %AsyncGeneratorFunction.prototype%.
- is an ordinary object.
- is not a function object and does not have an [[ECMAScriptCode]] internal slot or any other of the internal slots listed in Table 33 or Table 85.
- has a [[Prototype]] internal slot whose value is %Function.prototype%.

27.4.3.1 AsyncGeneratorFunction.prototype.constructor

The initial value of AsyncGeneratorFunction.prototype.constructor is %AsyncGeneratorFunction%. 

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

### 27.4.3.2 AsyncGeneratorFunction.prototype.prototype

The initial value of AsyncGeneratorFunction.prototype.prototype is the AsyncGenerator prototype object.

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

### 27.4.3.3 AsyncGeneratorFunction.prototype [ @@toStringTag ]

The initial value of the @@toStringTag property is the String value "AsyncGeneratorFunction".

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

### 27.4.4 AsyncGeneratorFunction Instances

Every AsyncGeneratorFunction instance is an ECMAScript function object and has the internal slots listed in Table 33. The value of the [[IsClassConstructor]] internal slot for all such instances is false.

Each AsyncGeneratorFunction instance has the following own properties:

#### 27.4.4.1 length

The value of the "length" property is an integral Number that indicates the typical number of arguments expected by the AsyncGeneratorFunction. However, the language permits the function to be invoked with some other number of arguments. The behaviour of an AsyncGeneratorFunction when invoked on a number of arguments other than the number specified by its "length" property depends on the function.

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

#### 27.4.4.2 name

The specification for the "name" property of Function instances given in 20.2.4.2 also applies to AsyncGeneratorFunction instances.

#### 27.4.4.3 prototype

Whenever an AsyncGeneratorFunction instance is created another ordinary object is also created and is the initial value of the async generator function’s "prototype" property. The value of the prototype property is used to initialize the [[Prototype]] internal slot of a newly created AsyncGenerator when the generator function object is invoked using [[Call]].

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

**NOTE** Unlike function instances, the object that is the value of the an AsyncGeneratorFunction's "prototype" property does not have a "constructor" property whose value is the AsyncGeneratorFunction instance.
27.5 Generator Objects

A Generator is an instance of a generator function and conforms to both the Iterator and Iterable interfaces.

Generator instances directly inherit properties from the object that is the initial value of the "prototype" property of the Generator function that created the instance. Generator instances indirectly inherit properties from the Generator Prototype intrinsic, %GeneratorFunction.prototype.prototype%.

27.5.1 Properties of the Generator Prototype Object

The Generator prototype object:

- is %GeneratorFunction.prototype.prototype%.
- is an ordinary object.
- is not a Generator instance and does not have a [[GeneratorState]] internal slot.
- has a [[Prototype]] internal slot whose value is %IteratorPrototype%.
- has properties that are indirectly inherited by all Generator instances.

27.5.1.1 Generator.prototype.constructor

The initial value of Generator.prototype.constructor is %GeneratorFunction.prototype.prototype%.

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

27.5.1.2 Generator.prototype.next ( value )

1. Return ? GeneratorResume(this value, value, empty).

27.5.1.3 Generator.prototype.return ( value )

The return method performs the following steps:

1. Let \( g \) be the this value.
2. Let \( C \) be Completion Record { [[Type]]: return, [[Value]]: value, [[Target]]: empty }.
3. Return ? GeneratorResumeAbrupt(\( g \), \( C \), empty).

27.5.1.4 Generator.prototype.throw ( exception )

The throw method performs the following steps:

1. Let \( g \) be the this value.
2. Let \( C \) be ThrowCompletion(exception).
3. Return ? GeneratorResumeAbrupt(\( g \), \( C \), empty).

27.5.1.5 Generator.prototype [ @@toStringTag ]

The initial value of the @@toStringTag property is the String value “Generator”.

This property has the attributes { [[Writable]]: false, [[Enumerable]]: false, [[Configurable]]: true }.
**27.5.2 Properties of Generator Instances**

Generator instances are initially created with the internal slots described in Table 84.

Table 84: Internal Slots of Generator Instances

<table>
<thead>
<tr>
<th>Internal Slot</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>[[GeneratorState]]</td>
<td>undefined, suspendedStart, suspendedYield, executing, or completed</td>
<td>The current execution state of the generator.</td>
</tr>
<tr>
<td>[[GeneratorContext]]</td>
<td>an execution context</td>
<td>The execution context that is used when executing the code of this generator.</td>
</tr>
<tr>
<td>[[GeneratorBrand]]</td>
<td>a String or empty</td>
<td>A brand used to distinguish different kinds of generators. The [[GeneratorBrand]] of generators declared by ECMAScript source text is always empty.</td>
</tr>
</tbody>
</table>

**27.5.3 Generator Abstract Operations**

**27.5.3.1 GeneratorStart (generator, generatorBody)**

The abstract operation GeneratorStart takes arguments `generator` and `generatorBody` (a `FunctionBody Parse Node` or an `Abstract Closure` with no parameters) and returns `unused`. It performs the following steps when called:

1. **Assert**: The value of `generator`.[[GeneratorState]] is `undefined`.
2. Let `genContext` be the running execution context.
3. Set the Generator component of `genContext` to `generator`.
4. Set the code evaluation state of `genContext` such that when evaluation is resumed for that execution context the following steps will be performed:
   a. If `generatorBody` is a `Parse Node`, then
      i. Let `result` be the result of evaluating `generatorBody`.
   b. Else,
      i. **Assert**: `generatorBody` is an `Abstract Closure` with no parameters.
      ii. Let `result` be `generatorBody()`.
   c. **Assert**: If we return here, the generator either threw an exception or performed either an implicit or explicit return.
   d. Remove `genContext` from the execution context stack and restore the execution context that is at the top of the execution context stack as the running execution context.
   e. Set `generator`.[[GeneratorState]] to completed.
   f. Once a generator enters the completed state it never leaves it and its associated execution context is never resumed. Any execution state associated with `generator` can be discarded at this point.
   g. If `result`.[[Type]] is normal, let `resultValue` be `undefined`.
   h. Else if `result`.[[Type]] is return, let `resultValue` be `result`.[[Value]].
   i. Else,
      i. **Assert**: `result`.[[Type]] is throw.
      ii. Return `result`.
   j. Return `CreateIterResultObject(resultValue, true)`.
5. Set `generator`.[[GeneratorContext]] to `genContext`.
6. Set `generator.[[GeneratorState]]` to `suspendedStart`.
7. Return unused.

27.5.3.2 GeneratorValidate ( `generator`, `generatorBrand` )

The abstract operation GeneratorValidate takes arguments `generator` and `generatorBrand` and returns either a normal completion containing either `suspendedStart`, `suspendedYield`, or completed, or an abrupt completion. It performs the following steps when called:

1. Perform `? RequireInternalSlot(generator, [[GeneratorState]])`.
2. Perform `? RequireInternalSlot(generator, [[GeneratorBrand]])`.
3. If `generator.[[GeneratorBrand]]` is not the same value as `generatorBrand`, throw a `TypeError` exception.
4. Assert: `generator` also has a `[[GeneratorContext]]` internal slot.
5. Let `state` be `generator.[[GeneratorState]]`.
6. If `state` is executing, throw a `TypeError` exception.
7. Return `state`.

27.5.3.3 GeneratorResume ( `generator`, `value`, `generatorBrand` )

The abstract operation GeneratorResume takes arguments `generator`, `value`, and `generatorBrand` and returns either a normal completion containing an ECMAScript language value or an abrupt completion. It performs the following steps when called:

1. Let `state` be `? GeneratorValidate(generator, generatorBrand)`.
2. If `state` is completed, return `CreateIterResultObject(undefined, true)`.
3. Assert: `state` is either `suspendedStart` or `suspendedYield`.
4. Let `genContext` be `generator.[[GeneratorContext]]`.
5. Let `methodContext` be the running execution context.
7. Set `generator.[[GeneratorState]]` to `executing`.
8. Push `genContext` onto the execution context stack; `genContext` is now the running execution context.
9. Resume the suspended evaluation of `genContext` using `NormalCompletion(value)` as the result of the operation that suspended it. Let `result` be the value returned by the resumed computation.
10. Assert: When we return here, `genContext` has already been removed from the execution context stack and `methodContext` is the currently running execution context.
11. Return `result`.

27.5.3.4 GeneratorResumeAbrupt ( `generator`, `abruptCompletion`, `generatorBrand` )

The abstract operation GeneratorResumeAbrupt takes arguments `generator`, `abruptCompletion` (a return completion or a throw completion), and `generatorBrand` and returns either a normal completion containing an ECMAScript language value or an abrupt completion. It performs the following steps when called:

1. Let `state` be `? GeneratorValidate(generator, generatorBrand)`.
2. If `state` is suspendedStart, then
   a. Set `generator.[[GeneratorState]]` to completed.
   b. Once a generator enters the completed state it never leaves it and its associated execution context is never resumed. Any execution state associated with `generator` can be discarded at this point.
   c. Set `state` to completed.
If `state` is completed, then
   a. If `abruptCompletion.[[Type]]` is return, then
      i. Return `CreateIterResultObject(abruptCompletion.[[Value]], true)`.
   b. Return `abruptCompletion`.

4. Assert: `state` is suspendedYield.

5. Let `genContext` be `generator.[[GeneratorContext]]`.

6. Let `methodContext` be the running execution context.

7. Suspend `methodContext`.

8. Set `generator.[[GeneratorState]]` to executing.

9. Push `genContext` onto the execution context stack; `genContext` is now the running execution context.

10. Resume the suspended evaluation of `genContext` using `abruptCompletion` as the result of the operation that suspended it. Let `result` be the Completion Record returned by the resumed computation.

11. Assert: When we return here, `genContext` has already been removed from the execution context stack and `methodContext` is the currently running execution context.

12. Return `result`.

### 27.5.3.5 GetGeneratorKind ( )

The abstract operation GetGeneratorKind takes no arguments and returns non-generator, sync, or async. It performs the following steps when called:

1. Let `genContext` be the running execution context.
2. If `genContext` does not have a Generator component, return non-generator.
3. Let `generator` be the Generator component of `genContext`.
4. If `generator` has an `[[AsyncGeneratorState]]` internal slot, return async.
5. Else, return sync.

### 27.5.3.6 GeneratorYield ( `iterNextObj` )

The abstract operation GeneratorYield takes argument `iterNextObj` (an Object that conforms to the `IteratorResult` interface) and returns either a normal completion containing an ECMAScript language value or an abrupt completion. It performs the following steps when called:

1. Let `genContext` be the running execution context.
2. Assert: `genContext` is the execution context of a generator.
3. Let `generator` be the value of the Generator component of `genContext`.
4. Assert: GetGeneratorKind() is sync.
5. Set `generator.[[GeneratorState]]` to suspendedYield.
6. Remove `genContext` from the execution context stack and restore the execution context that is at the top of the execution context stack as the running execution context.
7. Set the code evaluation state of `genContext` such that when evaluation is resumed with a Completion Record `resumptionValue` the following steps will be performed:
   a. Return `resumptionValue`.
   b. NOTE: This returns to the evaluation of the `YieldExpression` that originally called this abstract operation.
8. Return `iterNextObj`.
9. NOTE: This returns to the evaluation of the operation that had most previously resumed evaluation of `genContext`. 
27.5.3.7 Yield (value)

The abstract operation Yield takes argument value (an ECMAScript language value) and returns either a normal completion containing an ECMAScript language value or an abrupt completion. It performs the following steps when called:

1. Let generatorKind be GetGeneratorKind().
2. If generatorKind is async, return ? AsyncGeneratorYield(value).
3. Otherwise, return ? GeneratorYield(CreateIterResultObject(value, false)).

27.5.3.8 CreateIteratorFromClosure (closure, generatorBrand, generatorPrototype)

The abstract operation CreateIteratorFromClosure takes arguments closure (an Abstract Closure with no parameters), generatorBrand, and generatorPrototype (an Object) and returns a Generator. It performs the following steps when called:

1. NOTE: closure can contain uses of the Yield shorthand to yield an IteratorResult object.
2. Let internalSlotsList be « [GeneratorState], [GeneratorContext], [GeneratorBrand] ».
3. Let generator be OrdinaryObjectCreate(generatorPrototype, internalSlotsList).
5. Set generator.[GeneratorState] to undefined.
6. Let callerContext be the running execution context.
7. Let calleeContext be a new execution context.
8. Set the Function of calleeContext to null.
9. Set the Realm of calleeContext to the current Realm Record.
10. Set the ScriptOrModule of calleeContext to callerContext’s ScriptOrModule.
11. If calleeContext is not already suspended, suspend calleeContext.
12. Push calleeContext onto the execution context stack; calleeContext is now the running execution context.
13. Perform GeneratorStart(generator, closure).
14. Remove calleeContext from the execution context stack and restore callerContext as the running execution context.
15. Return generator.

27.6 AsyncGenerator Objects

An AsyncGenerator is an instance of an async generator function and conforms to both the AsyncIterator and AsyncIterable interfaces.

AsyncGenerator instances directly inherit properties from the object that is the initial value of the "prototype" property of the AsyncGenerator function that created the instance. AsyncGenerator instances indirectly inherit properties from the AsyncGenerator Prototype intrinsic, %AsyncGeneratorFunction.prototype.prototype%.

27.6.1 Properties of the AsyncGenerator Prototype Object

The AsyncGenerator prototype object:

- is %AsyncGeneratorFunction.prototype.prototype%.
- is an ordinary object.
- is not an AsyncGenerator instance and does not have an \[[AsyncGeneratorState]\] internal slot.
- has a \[[Prototype]\] internal slot whose value is %AsyncIteratorPrototype%.
- has properties that are indirectly inherited by all AsyncGenerator instances.

27.6.1.1 AsyncGenerator.prototype.constructor

The initial value of AsyncGenerator.prototype.constructor is %AsyncGeneratorFunction.prototype%.

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

27.6.1.2 AsyncGenerator.prototype.next (value)

1. Let generator be the this value.
2. Let promiseCapability be ! NewPromiseCapability(%Promise%).
3. Let result be Completion(AsyncGeneratorValidate(generator, empty)).
4. IfAbruptRejectPromise(result, promiseCapability).
5. Let state be generator.\[[AsyncGeneratorState]\].
6. If state is completed, then
   a. Let iteratorResult be CreateIterResultObject(undefined, true).
   b. Perform ! Call(promiseCapability.\[[Resolve]\], undefined, « iteratorResult »).
   c. Return promiseCapability.\[[Promise]\].
7. Let completion be NormalCompletion(value).
8. Perform AsyncGeneratorEnqueue(generator, completion, promiseCapability).
9. If state is either suspendedStart or suspendedYield, then
   a. Perform AsyncGeneratorResume(generator, completion).
10. Else,
    a. Assert: state is either executing or awaiting-return.
11. Return promiseCapability.\[[Promise]\].

27.6.1.3 AsyncGenerator.prototype.return (value)

1. Let generator be the this value.
2. Let promiseCapability be ! NewPromiseCapability(%Promise%).
3. Let result be Completion(AsyncGeneratorValidate(generator, empty)).
4. IfAbruptRejectPromise(result, promiseCapability).
5. Let completion be Completion Record { [[Type]]: return, [[Value]]: value, [[Target]]: empty }.
6. Perform AsyncGeneratorEnqueue(generator, completion, promiseCapability).
7. Let state be generator.\[[AsyncGeneratorState]\].
8. If state is either suspendedStart or completed, then
   a. Set generator.\[[AsyncGeneratorState]\] to awaiting-return.
   b. Perform ! AsyncGeneratorAwaitReturn(generator).
9. Else if state is suspendedYield, then
   a. Perform AsyncGeneratorResume(generator, completion).
10. Else,
    a. Assert: state is either executing or awaiting-return.
11. Return promiseCapability.\[[Promise]\].
27.6.1.4 AsyncGenerator.prototype.throw (exception)

1. Let generator be the this value.
2. Let promiseCapability be ! NewPromiseCapability(%Promise%).
3. Let result be Completion(AsyncGeneratorValidate(generator, empty)).
4. IfAbruptRejectPromise(result, promiseCapability).
5. Let state be generator.[[AsyncGeneratorState]].
6. If state is suspendedStart, then
   a. Set generator.[[AsyncGeneratorState]] to completed.
   b. Set state to completed.
7. If state is completed, then
   a. Perform ! Call(promiseCapability.[[Reject]], undefined, « exception »).
   b. Return promiseCapability.[[Promise]].
8. Let completion be ThrowCompletion(exception).
10. If state is suspendedYield, then
    a. Perform AsyncGeneratorResume(generator, completion).
11. Else,
    a. Assert: state is either executing or awaiting-return.
12. Return promiseCapability.[[Promise]].

27.6.1.5 AsyncGenerator.prototype [@toStringTag]

The initial value of the @@toStringTag property is the String value "AsyncGenerator".

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

27.6.2 Properties of AsyncGenerator Instances

AsyncGenerator instances are initially created with the internal slots described below:

Table 85: Internal Slots of AsyncGenerator Instances

<table>
<thead>
<tr>
<th>Internal Slot</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>[[AsyncGeneratorState]]</td>
<td>undefined, suspendedStart, suspendedYield, executing, awaiting-return, or completed</td>
<td>The current execution state of the async generator.</td>
</tr>
<tr>
<td>[[AsyncGeneratorContext]]</td>
<td>an execution context</td>
<td>The execution context that is used when executing the code of this async generator.</td>
</tr>
<tr>
<td>[[AsyncGeneratorQueue]]</td>
<td>a List of AsyncGeneratorRequest Records</td>
<td>Records which represent requests to resume the async generator. Except during state transitions, it is nonempty if and only if [[AsyncGeneratorState]] is either executing or awaiting-return.</td>
</tr>
<tr>
<td>[[GeneratorBrand]]</td>
<td>a String or empty</td>
<td>A brand used to distinguish different kinds of async generators. The [[GeneratorBrand]] of async generators declared by ECMAScript source text is always empty.</td>
</tr>
</tbody>
</table>
27.6.3 AsyncGenerator Abstract Operations

27.6.3.1 AsyncGeneratorRequest Records

An AsyncGeneratorRequest is a Record value used to store information about how an async generator should be resumed and contains capabilities for fulfilling or rejecting the corresponding promise.

They have the following fields:

<table>
<thead>
<tr>
<th>Field Name</th>
<th>Value</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>[[Completion]]</td>
<td>a Completion Record</td>
<td>The Completion Record which should be used to resume the async generator.</td>
</tr>
<tr>
<td>[[Capability]]</td>
<td>a PromiseCapability Record</td>
<td>The promise capabilities associated with this request.</td>
</tr>
</tbody>
</table>

27.6.3.2 AsyncGeneratorStart (generator, generatorBody)

The abstract operation AsyncGeneratorStart takes arguments generator (an AsyncGenerator) and generatorBody (a FunctionBody Parse Node or an Abstract Closure with no parameters) and returns unused. It performs the following steps when called:

2. Let genContext be the running execution context.
3. Set the Generator component of genContext to generator.
4. Set the code evaluation state of genContext such that when evaluation is resumed for that execution context the following steps will be performed:
   a. If generatorBody is a Parse Node, then
      i. Let result be the result of evaluating generatorBody.
   b. Else,
      i. Assert: generatorBody is an Abstract Closure with no parameters.
      ii. Let result be Completion(generatorBody()).
   c. Assert: If we return here, the async generator either threw an exception or performed either an implicit or explicit return.
   d. Remove genContext from the execution context stack and restore the execution context that is at the top of the execution context stack as the running execution context.
   e. Set generator.^[AsyncGeneratorState] to completed.
   f. If result.^[Type] is normal, set result to NormalCompletion(undefined).
   g. If result.^[Type] is return, set result to NormalCompletion(result.^[Value]).
   h. Perform AsyncGeneratorCompleteStep(generator, result, true).
   i. Perform AsyncGeneratorDrainQueue(generator).
   j. Return undefined.
7. Set generator.^[AsyncGeneratorQueue] to a new empty List.
8. Return unused.
27.6.3.3 AsyncGeneratorValidate (generator, generatorBrand)

The abstract operation AsyncGeneratorValidate takes arguments generator and generatorBrand and returns either a normal completion containing unused or an abrupt completion. It performs the following steps when called:

1. Perform ? RequireInternalSlot(generator, [[AsyncGeneratorContext]]).
2. Perform ? RequireInternalSlot(generator, [[AsyncGeneratorState]]).
3. Perform ? RequireInternalSlot(generator, [[AsyncGeneratorQueue]]).
4. If generator.[[GeneratorBrand]] is not the same value as generatorBrand, throw a TypeError exception.
5. Return unused.

27.6.3.4 AsyncGeneratorEnqueue (generator, completion, promiseCapability)

The abstract operation AsyncGeneratorEnqueue takes arguments generator (an AsyncGenerator), completion (a Completion Record), and promiseCapability (a PromiseCapability Record) and returns unused. It performs the following steps when called:

1. Let request be AsyncGeneratorRequest { [[Completion]]: completion, [[Capability]]: promiseCapability }.
2. Append request to the end of generator.[[AsyncGeneratorQueue]].
3. Return unused.

27.6.3.5 AsyncGeneratorCompleteStep (generator, completion, done [, realm])

The abstract operation AsyncGeneratorCompleteStep takes arguments generator (an AsyncGenerator), completion (a Completion Record), and done (a Boolean) and optional argument realm (a Realm Record) and returns unused. It performs the following steps when called:

1. Let queue be generator.[[AsyncGeneratorQueue]].
2. Assert: queue is not empty.
3. Let next be the first element of queue.
4. Remove the first element from queue.
5. Let promiseCapability be next.[[Capability]].
6. Let value be completion.[[Value]].
7. If completion.[[Type]] is throw, then
   a. Perform ! Call(promiseCapability.[[Reject]], undefined, « value »).
8. Else,
   a. Assert: completion.[[Type]] is normal.
   b. If realm is present, then
      i. Let oldRealm be the running execution context's Realm.
      ii. Set the running execution context's Realm to realm.
      iii. Let iteratorResult be CreateIterResultObject(value, done).
      iv. Set the running execution context's Realm to oldRealm.
   c. Else,
      i. Let iteratorResult be CreateIterResultObject(value, done).
   d. Perform ! Call(promiseCapability.[[Resolve]], undefined, « iteratorResult »).
9. Return unused.
27.6.3.6 AsyncGeneratorResume (generator, completion)

The abstract operation AsyncGeneratorResume takes arguments generator (an AsyncGenerator) and completion (a Completion Record) and returns unused. It performs the following steps when called:

1. Assert: generator.[[AsyncGeneratorState]] is either suspendedStart or suspendedYield.
2. Let genContext be generator.[[AsyncGeneratorContext]].
3. Let callerContext be the running execution context.
5. Set generator.[[AsyncGeneratorState]] to executing.
6. Push genContext onto the execution context stack; genContext is now the running execution context.
7. Resume the suspended evaluation of genContext using completion as the result of the operation that suspended it. Let result be the Completion Record returned by the resumed computation.
8. Assert: result is never an abrupt completion.
9. Assert: When we return here, genContext has already been removed from the execution context stack and callerContext is the currently running execution context.
10. Return unused.

27.6.3.7 AsyncGeneratorUnwrapYieldResumption (resumptionValue)

The abstract operation AsyncGeneratorUnwrapYieldResumption takes argument resumptionValue (a Completion Record) and returns either a normal completion containing an ECMAScript language value or an abrupt completion. It performs the following steps when called:

1. If resumptionValue.[[Type]] is not return, return ? resumptionValue.
2. Let awaited be Completion(Await(resumptionValue.[[Value]])).
3. If awaited.[[Type]] is throw, return ? awaited.
4. Assert: awaited.[[Type]] is normal.
5. Return Completion Record { [[Type]]: return, [[Value]]: awaited.[[Value]], [[Target]]: empty }.

27.6.3.8 AsyncGeneratorYield (value)

The abstract operation AsyncGeneratorYield takes argument value and returns either a normal completion containing an ECMAScript language value or an abrupt completion. It performs the following steps when called:

1. Let genContext be the running execution context.
2. Assert: genContext is the execution context of a generator.
3. Let generator be the value of the Generator component of genContext.
4. Assert: GetGeneratorKind() is async.
5. Set value to ? Await(value).
6. Let completion be NormalCompletion(value).
7. Assert: The execution context stack has at least two elements.
8. Let previousContext be the second to top element of the execution context stack.
9. Let previousRealm be previousContext's Realm.
10. Perform AsyncGeneratorCompleteStep(generator, completion, false, previousRealm).
11. Let queue be generator.[[AsyncGeneratorQueue]].
12. If queue is not empty, then
   a. NOTE: Execution continues without suspending the generator.
b. Let toYield be the first element of queue.
c. Let resumptionValue be Completion(toYield. [[Completion]]).

13. Else,
a. Set generator. [[AsyncGeneratorState]] to suspendedYield.
b. Remove genContext from the execution context stack and restore the execution context that is
   at the top of the execution context stack as the running execution context.
c. Set the code evaluation state of genContext such that when evaluation is resumed with a
   Completion Record resumptionValue the following steps will be performed:
   i. Return ? AsyncGeneratorUnwrapYieldResumption(resumptionValue).
   ii. NOTE: When the above step returns, it returns to the evaluation of the YieldExpression
       production that originally called this abstract operation.
d. Return undefined.
e. NOTE: This returns to the evaluation of the operation that had most previously resumed
   evaluation of genContext.

27.6.3.9 AsyncGeneratorAwaitReturn ( generator )

The abstract operation AsyncGeneratorAwaitReturn takes argument generator (an AsyncGenerator) and
returns either a normal completion containing unused or an abrupt completion. It performs the following steps when called:

1. Let queue be generator. [[AsyncGeneratorQueue]].
2. Assert: queue is not empty.
3. Let next be the first element of queue.
4. Let completion be Completion(next. [[Completion]]).
5. Assert: completion. [[Type]] is return.
6. Let promise be ? PromiseResolve(%Promise%, completion. [[Value]]).
7. Let fulfilledClosure be a new Abstract Closure with parameters (value) that captures generator and
   performs the following steps when called:
   a. Set generator. [[AsyncGeneratorState]] to completed.
   b. Let result be NormalCompletion(value).
   c. Perform AsyncGeneratorCompleteStep(generator, result, true).
   d. Perform AsyncGeneratorDrainQueue(generator).
   e. Return undefined.
8. Let onFulfilled be CreateBuiltinFunction(fulfilledClosure, 1, "", « »).
9. Let rejectedClosure be a new Abstract Closure with parameters (reason) that captures generator and
   performs the following steps when called:
   a. Set generator. [[AsyncGeneratorState]] to completed.
   b. Let result be ThrowCompletion(reason).
   c. Perform AsyncGeneratorCompleteStep(generator, result, true).
   d. Perform AsyncGeneratorDrainQueue(generator).
   e. Return undefined.
10. Let onRejected be CreateBuiltinFunction(rejectedClosure, 1, "", « »).
11. Perform PerformPromiseThen(promise, onFulfilled, onRejected).
12. Return unused.
27.6.3.10 AsyncGeneratorDrainQueue (generator)

The abstract operation AsyncGeneratorDrainQueue takes argument generator (an AsyncGenerator) and returns unused. It drains the generator’s AsyncGeneratorQueue until it encounters an AsyncGeneratorRequest which holds a return completion. It performs the following steps when called:

1. Assert: generator.[[AsyncGeneratorState]] is completed.
2. Let queue be generator.[[AsyncGeneratorQueue]].
3. If queue is empty, return unused.
4. Let done be false.
5. Repeat, while done is false,
   a. Let next be the first element of queue.
   b. Let completion be Completion(next.[[Completion]]).
   c. If completion.[[Type]] is return, then
      i. Set generator.[[AsyncGeneratorState]] to awaiting-return.
      ii. Perform ! AsyncGeneratorAwaitReturn(generator).
      iii. Set done to true.
   d. Else,
      i. If completion.[[Type]] is normal, then
         1. Set completion to NormalCompletion(undefined).
      ii. Perform AsyncGeneratorCompleteStep(generator, completion, true).
      iii. If queue is empty, set done to true.
6. Return unused.

27.6.3.11 CreateAsyncIteratorFromClosure (closure, generatorBrand, generatorPrototype)

The abstract operation CreateAsyncIteratorFromClosure takes arguments closure (an Abstract Closure with no parameters), generatorBrand, and generatorPrototype (an Object) and returns an AsyncGenerator. It performs the following steps when called:

1. NOTE: closure can contain uses of the Await shorthand and uses of the Yield shorthand to yield an IteratorResult object.
2. Let internalSlotsList be « [[AsyncGeneratorState]], [[AsyncGeneratorContext]],
   [[AsyncGeneratorQueue]], [[GeneratorBrand]] ».
3. Let generator be OrdinaryObjectCreate(generatorPrototype, internalSlotsList).
4. Set generator.[[GeneratorBrand]] to generatorBrand.
5. Set generator.[[AsyncGeneratorState]] to undefined.
6. Let calleeContext be the running execution context.
7. Let calleeContext be a new execution context.
8. Set the Function of calleeContext to null.
9. Set the Realm of calleeContext to the current Realm Record.
10. Set the ScriptOrModule of calleeContext to calleeContext’s ScriptOrModule.
11. If calleeContext is not already suspended, suspend calleeContext.
12. Push calleeContext onto the execution context stack; calleeContext is now the running execution context.
14. Remove calleeContext from the execution context stack and restore calleeContext as the running execution context.
15. Return generator.
27.7 AsyncFunction Objects

AsyncFunctions are functions that are usually created by evaluating AsyncFunctionDeclarations, AsyncFunctionExpressions, AsyncMethods, and AsyncArrowFunctions. They may also be created by calling the %AsyncFunction% intrinsic.

27.7.1 The AsyncFunction Constructor

The AsyncFunction constructor:

- is %AsyncFunction%.
- is a subclass of Function.
- creates and initializes a new AsyncFunction when called as a function rather than as a constructor. Thus the function call AsyncFunction(_) is equivalent to the object creation expression new AsyncFunction(_) with the same arguments.
- may be used as the value of an extends clause of a class definition. Subclass constructors that intend to inherit the specified AsyncFunction behaviour must include a super call to the AsyncFunction constructor to create and initialize a subclass instance with the internal slots necessary for built-in async function behaviour. All ECMAScript syntactic forms for defining async function objects create direct instances of AsyncFunction. There is no syntactic means to create instances of AsyncFunction subclasses.

27.7.1.1 AsyncFunction ( p1, p2, ..., pn, body )

The last argument specifies the body (executable code) of an async function. Any preceding arguments specify formal parameters.

When the AsyncFunction function is called with some arguments p1, p2, ..., pn, body (where n might be 0, that is, there are no p arguments, and where body might also not be provided), the following steps are taken:

1. Let C be the active function object.
2. Let args be the argumentsList that was passed to this function by [[Call]] or [[Construct]].

NOTE See NOTE for 20.2.1.1.

27.7.2 Properties of the AsyncFunction Constructor

The AsyncFunction constructor:

- is a standard built-in function object that inherits from the Function constructor.
- has a [[Prototype]] internal slot whose value is %Function%.
- has a "name" property whose value is "AsyncFunction".
- has the following properties:

27.7.2.1 AsyncFunction.length

This is a data property with a value of 1. This property has the attributes { [[Writable]]: false, [[Enumerable]]: false, [[Configurable]]: true }.
27.7.2.2 AsyncFunction.prototype

The initial value of AsyncFunction.prototype is the AsyncFunction prototype object.

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

27.7.3 Properties of the AsyncFunction Prototype Object

The AsyncFunction prototype object:

- is %AsyncFunction.prototype%.
- is an ordinary object.
- is not a function object and does not have an [[ECMAScriptCode]] internal slot or any other of the internal slots listed in Table 33.
- has a [[Prototype]] internal slot whose value is %Function.prototype%.

27.7.3.1 AsyncFunction.prototype.constructor

The initial value of AsyncFunction.prototype.constructor is %AsyncFunction%

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

27.7.3.2 AsyncFunction.prototype [ @@toStringTag ]

The initial value of the @@toStringTag property is the String value "AsyncFunction".

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

27.7.4 AsyncFunction Instances

Every AsyncFunction instance is an ECMAScript function object and has the internal slots listed in Table 33. The value of the [[IsClassConstructor]] internal slot for all such instances is false. AsyncFunction instances are not constructors and do not have a [[Construct]] internal method. AsyncFunction instances do not have a prototype property as they are not constructible.

Each AsyncFunction instance has the following own properties:

27.7.4.1 length

The specification for the "length" property of Function instances given in 20.2.4.1 also applies to AsyncFunction instances.

27.7.4.2 name

The specification for the "name" property of Function instances given in 20.2.4.2 also applies to AsyncFunction instances.
27.7.5 Async Functions Abstract Operations

27.7.5.1 AsyncFunctionStart (promiseCapability, asyncFunctionBody)

The abstract operation AsyncFunctionStart takes arguments promiseCapability (a PromiseCapability Record) and asyncFunctionBody and returns unused. It performs the following steps when called:

1. Let runningContext be the running execution context.
2. Let asyncContext be a copy of runningContext.
3. NOTE: Copying the execution state is required for AsyncBlockStart to resume its execution. It is ill-defined to resume a currently executing context.
5. Return unused.

27.7.5.2 AsyncBlockStart (promiseCapability, asyncBody, asyncContext)

The abstract operation AsyncBlockStart takes arguments promiseCapability (a PromiseCapability Record), asyncBody (a Parse Node), and asyncContext (an execution context) and returns unused. It performs the following steps when called:

1. Assert: promiseCapability is a PromiseCapability Record.
2. Let runningContext be the running execution context.
3. Set the code evaluation state of asyncContext such that when evaluation is resumed for that execution context the following steps will be performed:
   a. Let result be the result of evaluating asyncBody.
   b. Assert: If we return here, the async function either threw an exception or performed an implicit or explicit return; all awaiting is done.
   c. Remove asyncContext from the execution context stack and restore the execution context that is at the top of the execution context stack as the running execution context.
   d. If result.[[Type]] is normal, then
      i. Perform ! Call(promiseCapability.[[Resolve]], undefined, « undefined »).
   e. Else if result.[[Type]] is return, then
      i. Perform ! Call(promiseCapability.[[Resolve]], undefined, « result.[[Value]] »).
   f. Else,
      i. Assert: result.[[Type]] is throw.
      ii. Perform ! Call(promiseCapability.[[Reject]], undefined, « result.[[Value]] »).
   g. Return unused.
4. Push asyncContext onto the execution context stack; asyncContext is now the running execution context.
5. Resume the suspended evaluation of asyncContext. Let result be the value returned by the resumed computation.
6. Assert: When we return here, asyncContext has already been removed from the execution context stack and runningContext is the currently running execution context.
7. Assert: result is a normal completion with a value of unused. The possible sources of this value are Await or, if the async function doesn't await anything, step 3.g above.
8. Return unused.
28 Reflection

28.1 The Reflect Object

The Reflect object:

- is %Reflect%.
- is the initial value of the "Reflect" property of the global object.
- is an ordinary object.
- has a [[Prototype]] internal slot whose value is %Object.prototype%.
- is not a function object.
- does not have a [[Construct]] internal method; it cannot be used as a constructor with the new operator.
- does not have a [[Call]] internal method; it cannot be invoked as a function.

28.1.1 Reflect.apply ( target, thisArgument, argumentsList )

When the apply function is called with arguments target, thisArgument, and argumentsList, the following steps are taken:

1. If IsCallable(target) is false, throw a TypeError exception.
2. Let args be ? CreateListFromArrayLike(argumentsList).
3. Perform PrepareForTailCall().
4. Return ? Call(target, thisArgument, args).

28.1.2 Reflect.construct ( target, argumentsList [, newTarget ] )

When the construct function is called with arguments target, argumentsList, and newTarget, the following steps are taken:

1. If IsConstructor(target) is false, throw a TypeError exception.
2. If newTarget is not present, set newTarget to target.
3. Else if IsConstructor(newTarget) is false, throw a TypeError exception.
4. Let args be ? CreateListFromArrayLike(argumentsList).

28.1.3 Reflect.defineProperty ( target, propertyKey, attributes )

When the defineProperty function is called with arguments target, propertyKey, and attributes, the following steps are taken:

1. If Type(target) is not Object, throw a TypeError exception.
2. Let key be ? ToPropertyKey(propertyKey).
3. Let desc be ? ToPropertyDescriptor(attributes).
4. Return ? target.[[DefineOwnProperty]](key, desc).

28.1.4 Reflect.deleteProperty ( target, propertyKey )

When the deleteProperty function is called with arguments target and propertyKey, the following steps are taken:
1. If `Type(target)` is not Object, throw a `TypeError` exception.
2. Let `key` be ? `ToPropertyKey(propertyKey)`.

### 28.1.5 Reflect.get ( `target`, `propertyKey` [, `receiver` ] )

When the `get` function is called with arguments `target`, `propertyKey`, and `receiver`, the following steps are taken:

1. If `Type(target)` is not Object, throw a `TypeError` exception.
2. Let `key` be ? `ToPropertyKey(propertyKey)`.
3. If `receiver` is not present, then
   a. Set `receiver` to `target`.
4. Return ? `target.[[Get]](key, receiver)`.

### 28.1.6 Reflect.getOwnPropertyDescriptor ( `target`, `propertyKey` )

When the `getOwnPropertyDescriptor` function is called with arguments `target` and `propertyKey`, the following steps are taken:

1. If `Type(target)` is not Object, throw a `TypeError` exception.
2. Let `key` be ? `ToPropertyKey(propertyKey)`.
3. Let `desc` be ? `target.[[GetOwnProperty]](key)`.
4. Return `FromPropertyDescriptor(desc)`.

### 28.1.7 Reflect.getPrototypeOf ( `target` )

When the `getPrototypeOf` function is called with argument `target`, the following steps are taken:

1. If `Type(target)` is not Object, throw a `TypeError` exception.

### 28.1.8 Reflect.has ( `target`, `propertyKey` )

When the `has` function is called with arguments `target` and `propertyKey`, the following steps are taken:

1. If `Type(target)` is not Object, throw a `TypeError` exception.
2. Let `key` be ? `ToPropertyKey(propertyKey)`.

### 28.1.9 Reflect.isExtensible ( `target` )

When the `isExtensible` function is called with argument `target`, the following steps are taken:

1. If `Type(target)` is not Object, throw a `TypeError` exception.
28.1.10 Reflect.ownKeys (target)

When the ownKeys function is called with argument target, the following steps are taken:

1. If Type(target) is not Object, throw a TypeError exception.
2. Let keys be ? target.[[OwnPropertyKeys]]().
3. Return CreateArrayFromList(keys).

28.1.11 Reflect.preventExtensions (target)

When the preventExtensions function is called with argument target, the following steps are taken:

1. If Type(target) is not Object, throw a TypeError exception.
2. Return ? target.[[PreventExtensions]]().

28.1.12 Reflect.set (target, propertyKey, V [, receiver])

When the set function is called with arguments target, V, propertyKey, and receiver, the following steps are taken:

1. If Type(target) is not Object, throw a TypeError exception.
2. Let key be ? ToPropertyKey(propertyKey).
3. If receiver is not present, then
   a. Set receiver to target.

28.1.13 Reflect.setPrototypeOf (target, proto)

When the setPrototypeOf function is called with arguments target and proto, the following steps are taken:

1. If Type(target) is not Object, throw a TypeError exception.
2. If Type(proto) is not Object and proto is not null, throw a TypeError exception.

28.1.14 Reflect [ @@toStringTag ]

The initial value of the @@toStringTag property is the String value "Reflect".

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

28.2 Proxy Objects

28.2.1 The Proxy Constructor

The Proxy constructor:
is `%Proxy%`.
- is the initial value of the "Proxy" property of the global object.
- creates and initializes a new Proxy object when called as a constructor.
- is not intended to be called as a function and will throw an exception when called in that manner.

### 28.2.1.1 Proxy (target, handler)

When `Proxy` is called with arguments `target` and `handler`, it performs the following steps:

1. If `NewTarget` is `undefined`, throw a `TypeError` exception.
2. Return `ProxyCreate(target, handler)`.

### 28.2.2 Properties of the Proxy Constructor

The `Proxy` constructor:

- has a `[[Prototype]]` internal slot whose value is `%Function.prototype%`.
- does not have a "prototype" property because Proxy objects do not have a `[[Prototype]]` internal slot that requires initialization.
- has the following properties:

### 28.2.2.1 Proxy.revocable (target, handler)

The `Proxy.revocable` function is used to create a revocable Proxy object. When `Proxy.revocable` is called with arguments `target` and `handler`, the following steps are taken:

1. Let `p` be `ProxyCreate(target, handler)`.
2. Let `revokerClosure` be a new `Abstract Closure` with no parameters that captures nothing and performs the following steps when called:
   a. Let `F` be the active function object.
   b. Let `p` be `F.[[RevocableProxy]]`.
   c. If `p` is `null`, return `undefined`.
   d. Set `F. [[RevocableProxy]]` to `null`.
   e. Assert: `p` is a Proxy object.
   f. Set `p. [[ProxyTarget]]` to `null`.
   g. Set `p. [[ProxyHandler]]` to `null`.
   h. Return `undefined`.
3. Let `revoker` be `CreateBuiltinFunction(revokerClosure, 0, "", "[[RevocableProxy]]")`.
4. Set `revoker. [[RevocableProxy]]` to `p`.
5. Let `result` be ` OrdinaryObjectCreate(%Object.prototype%)`.
6. Perform `!CreateDataPropertyOrThrow(result, "proxy", p)`.
7. Perform `!CreateDataPropertyOrThrow(result, "revoke", revoker)`.
8. Return `result`.

### 28.3 Module Namespace Objects

A Module Namespace Object is a module namespace exotic object that provides runtime property-based access to a module’s exported bindings. There is no constructor function for Module Namespace Objects. Instead, such an object is created for each module that is imported by an `ImportDeclaration` that contains a `NameSpaceImport`. 

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In addition to the properties specified in 10.4.6 each Module Namespace Object has the following own property:

### 28.3.1 @@toStringTag

The initial value of the @@toStringTag property is the String value "Module".

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

### 29 Memory Model

The memory consistency model, or memory model, specifies the possible orderings of Shared Data Block events, arising via accessing TypedArray instances backed by a SharedArrayBuffer and via methods on the Atomics object. When the program has no data races (defined below), the ordering of events appears as sequentially consistent, i.e., as an interleaving of actions from each agent. When the program has data races, shared memory operations may appear sequentially inconsistent. For example, programs may exhibit causality-violating behaviour and other astonishments. These astonishments arise from compiler transforms and the design of CPUs (e.g., out-of-order execution and speculation). The memory model defines both the precise conditions under which a program exhibits sequentially consistent behaviour as well as the possible values read from data races. To wit, there is no undefined behaviour.

The memory model is defined as relational constraints on events introduced by abstract operations on SharedArrayBuffer or by methods on the Atomics object during an evaluation.

**NOTE** This section provides an axiomatic model on events introduced by the abstract operations on SharedArrayBuffers. It bears stressing that the model is not expressible algorithmically, unlike the rest of this specification. The nondeterministic introduction of events by abstract operations is the interface between the operational semantics of ECMAScript evaluation and the axiomatic semantics of the memory model. The semantics of these events is defined by considering graphs of all events in an evaluation. These are neither Static Semantics nor Runtime Semantics. There is no demonstrated algorithmic implementation, but instead a set of constraints that determine if a particular event graph is allowed or disallowed.

### 29.1 Memory Model Fundamentals

Shared memory accesses (reads and writes) are divided into two groups, atomic accesses and data accesses, defined below. Atomic accesses are sequentially consistent, i.e., there is a strict total ordering of events agreed upon by all agents in an agent cluster. Non-atomic accesses do not have a strict total ordering agreed upon by all agents, i.e., unordered.

**NOTE 1** No orderings weaker than sequentially consistent and stronger than unordered, such as release-acquire, are supported.

A Shared Data Block event is either a ReadSharedMemory, WriteSharedMemory, or ReadModifyWriteSharedMemory Record.
Table 87: **ReadSharedMemory** Event Fields

<table>
<thead>
<tr>
<th>Field Name</th>
<th>Value</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>[[Order]]</td>
<td>SeqCst or Unordered</td>
<td>The weakest ordering guaranteed by the memory model for the event.</td>
</tr>
<tr>
<td>[[NoTear]]</td>
<td>a Boolean</td>
<td>Whether this event is allowed to read from multiple write events on equal range as this event.</td>
</tr>
<tr>
<td>[[Block]]</td>
<td>a Shared Data Block</td>
<td>The block the event operates on.</td>
</tr>
<tr>
<td>[[ByteIndex]]</td>
<td>a non-negative integer</td>
<td>The byte address of the read in [[Block]].</td>
</tr>
<tr>
<td>[[ElementSize]]</td>
<td>a non-negative integer</td>
<td>The size of the read.</td>
</tr>
</tbody>
</table>

Table 88: **WriteSharedMemory** Event Fields

<table>
<thead>
<tr>
<th>Field Name</th>
<th>Value</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>[[Order]]</td>
<td>SeqCst, Unordered, or Init</td>
<td>The weakest ordering guaranteed by the memory model for the event.</td>
</tr>
<tr>
<td>[[NoTear]]</td>
<td>a Boolean</td>
<td>Whether this event is allowed to be read from multiple read events with equal range as this event.</td>
</tr>
<tr>
<td>[[Block]]</td>
<td>a Shared Data Block</td>
<td>The block the event operates on.</td>
</tr>
<tr>
<td>[[ByteIndex]]</td>
<td>a non-negative integer</td>
<td>The byte address of the write in [[Block]].</td>
</tr>
<tr>
<td>[[ElementSize]]</td>
<td>a non-negative integer</td>
<td>The size of the write.</td>
</tr>
<tr>
<td>[[Payload]]</td>
<td>a List</td>
<td>The List of byte values to be read by other events.</td>
</tr>
</tbody>
</table>

Table 89: **ReadModifyWriteSharedMemory** Event Fields

<table>
<thead>
<tr>
<th>Field Name</th>
<th>Value</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>[[Order]]</td>
<td>SeqCst</td>
<td>Read-modify-write events are always sequentially consistent.</td>
</tr>
<tr>
<td>[[NoTear]]</td>
<td>true</td>
<td>Read-modify-write events cannot tear.</td>
</tr>
<tr>
<td>[[Block]]</td>
<td>a Shared Data Block</td>
<td>The block the event operates on.</td>
</tr>
<tr>
<td>[[ByteIndex]]</td>
<td>a non-negative integer</td>
<td>The byte address of the read-modify-write in [[Block]].</td>
</tr>
<tr>
<td>[[ElementSize]]</td>
<td>a non-negative integer</td>
<td>The size of the read-modify-write.</td>
</tr>
<tr>
<td>[[Payload]]</td>
<td>a List</td>
<td>The List of byte values to be passed to [[ModifyOp]].</td>
</tr>
<tr>
<td>[[ModifyOp]]</td>
<td>a read-modify-write modification function</td>
<td>An abstract closure that returns a modified List of byte values from a read List of byte values and [[Payload]].</td>
</tr>
</tbody>
</table>

These events are introduced by abstract operations or by methods on the Atomics object.
Some operations may also introduce Synchronize events. A Synchronize event has no fields, and exists purely to directly constrain the permitted orderings of other events.

In addition to Shared Data Block and Synchronize events, there are host-specific events.

Let the range of a ReadSharedMemory, WriteSharedMemory, or ReadModifyWriteSharedMemory event be the Set of contiguous integers from its [[ByteIndex]] to [[ByteIndex]] + [[ElementSize]] - 1. Two events’ ranges are equal when the events have the same [[Block]], and the ranges are element-wise equal. Two events’ ranges are overlapping when the events have the same [[Block]], the ranges are not equal and their intersection is non-empty. Two events' ranges are disjoint when the events do not have the same [[Block]] or their ranges are neither equal nor overlapping.

**NOTE 2**

Examples of host-specific synchronizing events that should be accounted for are: sending a SharedArrayBuffer from one agent to another (e.g., by `postMessage` in a browser), starting and stopping agents, and communicating within the agent cluster via channels other than shared memory. It is assumed those events are appended to agent-order during evaluation like the other SharedArrayBuffer events.

Events are ordered within candidate executions by the relations defined below.

### 29.2 Agent Events Records

An Agent Events Record is a Record with the following fields.

<table>
<thead>
<tr>
<th>Field Name</th>
<th>Value</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>[[AgentSignifier]]</td>
<td>an agent signifier</td>
<td>The agent whose evaluation resulted in this ordering.</td>
</tr>
<tr>
<td>[[EventList]]</td>
<td>a List of events</td>
<td>Events are appended to the list during evaluation.</td>
</tr>
<tr>
<td>[[AgentSynchronizesWith]]</td>
<td>a List of pairs of Synchronize events</td>
<td>Synchronize relationships introduced by the operational semantics.</td>
</tr>
</tbody>
</table>

### 29.3 Chosen Value Records

A Chosen Value Record is a Record with the following fields.

<table>
<thead>
<tr>
<th>Field Name</th>
<th>Value</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>[[Event]]</td>
<td>a Shared Data Block event</td>
<td>The ReadSharedMemory or ReadModifyWriteSharedMemory event that was introduced for this chosen value.</td>
</tr>
<tr>
<td>[[ChosenValue]]</td>
<td>a List of byte values</td>
<td>The bytes that were nondeterministically chosen during evaluation.</td>
</tr>
</tbody>
</table>

### 29.4 Candidate Executions

A candidate execution of the evaluation of an agent cluster is a Record with the following fields.
Table 92: Candidate Execution Record Fields

<table>
<thead>
<tr>
<th>Field Name</th>
<th>Value</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>[[EventsRecords]]</td>
<td>a List of Agent Events Records</td>
<td>Maps an agent to Lists of events appended during the evaluation.</td>
</tr>
<tr>
<td>[[ChosenValues]]</td>
<td>a List of Chosen Value Records</td>
<td>Maps ReadSharedMemory or ReadModifyWriteSharedMemory events to the List of byte values chosen during the evaluation.</td>
</tr>
<tr>
<td>[[AgentOrder]]</td>
<td>an agent-order Relation</td>
<td>Defined below.</td>
</tr>
<tr>
<td>[[ReadsBytesFrom]]</td>
<td>a reads-bytes-from mathematical function</td>
<td>Defined below.</td>
</tr>
<tr>
<td>[[ReadsFrom]]</td>
<td>a reads-from Relation</td>
<td>Defined below.</td>
</tr>
<tr>
<td>[[HostSynchronizesWith]]</td>
<td>a host-synchronizes-with Relation</td>
<td>Defined below.</td>
</tr>
<tr>
<td>[[SynchronizesWith]]</td>
<td>a synchronizes-with Relation</td>
<td>Defined below.</td>
</tr>
<tr>
<td>[[HappensBefore]]</td>
<td>a happens-before Relation</td>
<td>Defined below.</td>
</tr>
</tbody>
</table>

An empty candidate execution is a candidate execution Record whose fields are empty Lists and Relations.

29.5 Abstract Operations for the Memory Model

29.5.1 EventSet (execution)

The abstract operation EventSet takes argument execution (a candidate execution) and returns a Set of events. It performs the following steps when called:

1. Let events be an empty Set.
2. For each Agent Events Record aer of execution.[[EventsRecords]], do
   a. For each event E of aer.[[EventList]], do
      i. Add E to events.
3. Return events.

29.5.2 SharedDataBlockEventSet (execution)

The abstract operation SharedDataBlockEventSet takes argument execution (a candidate execution) and returns a Set of events. It performs the following steps when called:

1. Let events be an empty Set.
2. For each event E of EventSet(execution), do
   a. If E is a ReadSharedMemory, WriteSharedMemory, or ReadModifyWriteSharedMemory event, add E to events.
3. Return \( \text{events} \).

### 29.5.3 HostEventSet ( execution )

The abstract operation HostEventSet takes argument \( \text{execution} \) (a candidate execution) and returns a Set of events. It performs the following steps when called:

1. Let \( \text{events} \) be an empty Set.
2. For each event \( E \) of EventSet(\( \text{execution} \)), do
   a. If \( E \) is not in SharedDataBlockEventSet(\( \text{execution} \)), add \( E \) to \( \text{events} \).
3. Return \( \text{events} \).

### 29.5.4 ComposeWriteEventBytes ( execution, byteIndex, Ws )

The abstract operation ComposeWriteEventBytes takes arguments \( \text{execution} \) (a candidate execution), \( \text{byteIndex} \) (a non-negative integer), and \( \text{Ws} \) (a List of either WriteSharedMemory or ReadModifyWriteSharedMemory events) and returns a List of byte values. It performs the following steps when called:

1. Let \( \text{byteLocation} \) be \( \text{byteIndex} \).
2. Let \( \text{bytesRead} \) be a new empty List.
3. For each element \( W \) of \( \text{Ws} \), do
   a. Assert: \( W \) has \( \text{byteLocation} \) in its range.
   b. Let \( \text{payloadIndex} \) be \( \text{byteLocation} - W.[[\text{ByteIndex}]] \).
   c. If \( W \) is a WriteSharedMemory event, then
      i. Let \( \text{byte} \) be \( W.[[\text{Payload}]][\text{payloadIndex}] \).
   d. Else,
      i. Assert: \( W \) is a ReadModifyWriteSharedMemory event.
      ii. Let \( \text{bytes} \) be ValueOfReadEvent(\( \text{execution} \), \( W \)).
      iii. Let \( \text{bytesModified} \) be \( W.[[\text{ModifyOp}]][\text{bytes}, W.[[\text{Payload}]]] \).
      iv. Let \( \text{byte} \) be \( \text{bytesModified}[[\text{payloadIndex}]] \).
   e. Append \( \text{byte} \) to \( \text{bytesRead} \).
   f. Set \( \text{byteLocation} \) to \( \text{byteLocation} + 1 \).
4. Return \( \text{bytesRead} \).

**NOTE 1** The read-modify-write modification \( [[\text{ModifyOp}]] \) is given by the function properties on the Atomics object that introduce ReadModifyWriteSharedMemory events.

**NOTE 2** This abstract operation composes a List of write events into a List of byte values. It is used in the event semantics of ReadSharedMemory and ReadModifyWriteSharedMemory events.

### 29.5.5 ValueOfReadEvent ( execution, R )

The abstract operation ValueOfReadEvent takes arguments \( \text{execution} \) (a candidate execution) and \( R \) (a ReadSharedMemory or ReadModifyWriteSharedMemory event) and returns a List of byte values. It performs the following steps when called:

1. Let \( \text{Ws} \) be \( \text{execution.}[[\text{ReadsBytesFrom}]](R) \).
2. Assert: $W_s$ is a List of WriteSharedMemory or ReadModifyWriteSharedMemory events with length equal to $R.\left[\text{ElementSize}\right]$.  
3. Return $\text{ComposeWriteEventBytes}(\text{execution}, \, R.\left[\text{ByteIndex}\right], \, W_s)$.

### 29.6 Relations of Candidate Executions

#### 29.6.1 agent-order

For a candidate execution $\text{execution}$, $\text{execution}.\left[\text{AgentOrder}\right]$ is a Relation on events that satisfies the following.

- For each pair $(E, D)$ in $\text{EventSet}(\text{execution})$, $(E, D)$ is in $\text{execution}.\left[\text{AgentOrder}\right]$ if there is some Agent Events Record $\text{aer}$ in $\text{execution}.\left[\text{EventsRecords}\right]$ such that $E$ and $D$ are in $\text{aer}.\left[\text{EventList}\right]$ and $E$ is before $D$ in List order of $\text{aer}.\left[\text{EventList}\right]$.

**NOTE** Each agent introduces events in a per-agent strict total order during the evaluation. This is the union of those strict total orders.

#### 29.6.2 reads-bytes-from

For a candidate execution $\text{execution}$, $\text{execution}.\left[\text{ReadsBytesFrom}\right]$ is a mathematical function mapping events in $\text{SharedDataBlockEventSet}(\text{execution})$ to Lists of events in $\text{SharedDataBlockEventSet}(\text{execution})$ that satisfies the following conditions.

- For each ReadSharedMemory or ReadModifyWriteSharedMemory event $R$ in $\text{SharedDataBlockEventSet}(\text{execution}), \text{execution}.\left[\text{ReadsBytesFrom}\right](R)$ is a List of length $R.\left[\text{ElementSize}\right]$ whose elements are WriteSharedMemory or ReadModifyWriteSharedMemory events $W_s$ such that all of the following are true.
  - Each event $W$ with index $i$ in $W_s$ has $R.\left[\text{ByteIndex}\right] + i$ in its range.
  - $R$ is not in $W_s$.

#### 29.6.3 reads-from

For a candidate execution $\text{execution}$, $\text{execution}.\left[\text{ReadsFrom}\right]$ is the least Relation on events that satisfies the following.

- For each pair $(R, W)$ in $\text{SharedDataBlockEventSet}(\text{execution}), \text{execution}.\left[\text{ReadsFrom}\right](R)$.

#### 29.6.4 host-synchronizes-with

For a candidate execution $\text{execution}$, $\text{execution}.\left[\text{HostSynchronizesWith}\right]$ is a host-provided strict partial order on host-specific events that satisfies at least the following.

- If $(E, D)$ is in $\text{execution}.\left[\text{HostSynchronizesWith}\right]$, $E$ and $D$ are in $\text{HostEventSet}(\text{execution})$.
- There is no cycle in the union of $\text{execution}.\left[\text{HostSynchronizesWith}\right]$ and $\text{execution}.\left[\text{AgentOrder}\right]$.

**NOTE 1** For two host-specific events $E$ and $D$, $E$ host-synchronizes-with $D$ implies $E$ happens-before $D$. 

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NOTE 2  The host-synchronizes-with relation allows the host to provide additional synchronization mechanisms, such as `postMessage` between HTML workers.

29.6.5  synchronizes-with

For a candidate execution `execution`, `execution.[[SynchronizesWith]]` is the least `Relation` on events that satisfies the following.

- For each pair `(R, W)` in `execution.[[ReadsFrom]]`, `(W, R)` is in `execution.[[SynchronizesWith]]` if `R.[[Order]]` is SeqCst, `W.[[Order]]` is SeqCst, and `R` and `W` have equal ranges.
- For each element `eventsRecord` of `execution.[[EventsRecords]]`, the following is true.
  - For each pair `(S, Sw)` in `eventsRecord.[[AgentSynchronizesWith]]`, `(S, Sw)` is in `execution.[[SynchronizesWith]]`.
- For each pair `(E, D)` in `execution.[[HostSynchronizesWith]]`, `(E, D)` is in `execution.[[SynchronizesWith]]`.

NOTE 1  Owing to convention, write events synchronizes-with read events, instead of read events synchronizes-with write events.

NOTE 2  Init events do not participate in synchronizes-with, and are instead constrained directly by `happens-before`.

NOTE 3  Not all SeqCst events related by `reads-from` are related by synchronizes-with. Only events that also have equal ranges are related by synchronizes-with.

NOTE 4  For Shared Data Block events `R` and `W` such that `W` synchronizes-with `R`, `R` may `reads-from` other writes than `W`.

29.6.6  happens-before

For a candidate execution `execution`, `execution.[[HappensBefore]]` is the least `Relation` on events that satisfies the following.

- For each pair `(E, D)` in `execution.[[AgentOrder]]`, `(E, D)` is in `execution.[[HappensBefore]]`.
- For each pair `(E, D)` in `execution.[[SynchronizesWith]]`, `(E, D)` is in `execution.[[HappensBefore]]`.
- For each pair `(E, D)` in `SharedDataBlockEventSet(execution)`, `(E, D)` is in `execution.[[HappensBefore]]` if `E.[[Order]]` is Init and `E` and `D` have overlapping ranges.
- For each pair `(E, D)` in `EventSet(execution)`, `(E, D)` is in `execution.[[HappensBefore]]` if there is an event `F` such that the pairs `(E, F)` and `(F, D)` are in `execution.[[HappensBefore]]`.

NOTE  Because `happens-before` is a superset of `agent-order`, candidate executions are consistent with the single-thread evaluation semantics of ECMAScript.

29.7  Properties of Valid Executions

29.7.1  Valid Chosen Reads

A candidate execution `execution` has valid chosen reads if the following algorithm returns `true`.
1. For each ReadSharedMemory or ReadModifyWriteSharedMemory event \( R \) of SharedDataBlockEventSet(\( execution \)), do
   a. Let \( chosenValueRecord \) be the element of \( execution.[[ChosenValues]] \) whose [[Event]] field is \( R \).
   b. Let \( chosenValue \) be \( chosenValueRecord.[[ChosenValue]] \).
   c. Let \( readValue \) be ValueOfReadEvent(\( execution, R \)).
   d. Let \( chosenLen \) be the number of elements of \( chosenValue \).
   e. Let \( readLen \) be the number of elements of \( readValue \).
   f. If \( chosenLen \neq readLen \), then
      i. Return \( false \).
   g. If \( chosenValue[i] \neq readValue[i] \) for any integer value \( i \) in the range 0 through \( chosenLen \),
      exclusive, then
      i. Return \( false \).
2. Return \( true \).

29.7.2 Coherent Reads

A candidate execution \( execution \) has coherent reads if the following algorithm returns \( true \).

1. For each ReadSharedMemory or ReadModifyWriteSharedMemory event \( R \) of SharedDataBlockEventSet(\( execution \)), do
   a. Let \( Ws \) be \( execution.[[ReadsBytesFrom]](R) \).
   b. Let \( byteLocation \) be \( R.[[ByteIndex]] \).
   c. For each element \( W \) of \( Ws \), do
      i. If \( (R, W) \) is in \( execution.[[HappensBefore]] \), then
         1. Return \( false \).
      ii. If there is a WriteSharedMemory or ReadModifyWriteSharedMemory event \( V \) that has
          \( byteLocation \) in its range such that the pairs \( (W, V) \) and \( (V, R) \) are in \( execution.[[HappensBefore]] \), then
          1. Return \( false \).
      iii. Set \( byteLocation \) to \( byteLocation + 1 \).
2. Return \( true \).

29.7.3 Tear Free Reads

A candidate execution \( execution \) has tear free reads if the following algorithm returns \( true \).

1. For each ReadSharedMemory or ReadModifyWriteSharedMemory event \( R \) of SharedDataBlockEventSet(\( execution \)), do
   a. If \( R.[[NoTear]] \) is \( true \), then
      i. Assert: The remainder of dividing \( R.[[ByteIndex]] \) by \( R.[[ElementSize]] \) is 0.
      ii. For each event \( W \) such that \( (R, W) \) is in \( execution.[[ReadsFrom]] \) and \( W.[[NoTear]] \) is
          \( true \), do
            1. If \( R \) and \( W \) have equal ranges, and there is an event \( V \) such that \( V \) and \( W \) have
               equal ranges, \( V.[[NoTear]] \) is \( true \), \( W \) is not \( V \), and \( (R, V) \) is in \( execution.[[ReadsFrom]] \), then
               a. Return \( false \).
   2. Return \( true \).
NOTE  An event's [[NoTear]] field is true when that event was introduced via accessing an integer TypedArray, and false when introduced via accessing a floating point TypedArray or DataView.

Intuitively, this requirement says when a memory range is accessed in an aligned fashion via an integer TypedArray, a single write event on that range must "win" when in a data race with other write events with equal ranges. More precisely, this requirement says an aligned read event cannot read a value composed of bytes from multiple, different write events all with equal ranges. It is possible, however, for an aligned read event to read from multiple write events with overlapping ranges.

29.7.4 Sequentially Consistent Atomics

For a candidate execution execution, memory-order is a strict total order of all events in EventSet(execution) that satisfies the following.

- For each pair (E, D) in execution.[[HappensBefore]], (E, D) is in memory-order.
- For each pair (R, W) in execution.[[ReadsFrom]], there is no WriteSharedMemory or ReadModifyWriteSharedMemory event V in SharedDataBlockEventSet(execution) such that V.[[Order]] is SeqCst, the pairs (W, V) and (V, R) are in memory-order, and any of the following conditions are true.
  - The pair (W, R) is in execution.[[SynchronizesWith]], and V and R have equal ranges.
  - The pairs (W, R) and (V, R) are in execution.[[HappensBefore]], W.[[Order]] is SeqCst, and W and V have equal ranges.
  - The pairs (W, R) and (W, V) are in execution.[[HappensBefore]], R.[[Order]] is SeqCst, and V and R have equal ranges.

NOTE 1 This clause additionally constrains SeqCst events on equal ranges.

- For each WriteSharedMemory or ReadModifyWriteSharedMemory event W in SharedDataBlockEventSet(execution), if W.[[Order]] is SeqCst, then it is not the case that there is an infinite number of ReadSharedMemory or ReadModifyWriteSharedMemory events in SharedDataBlockEventSet(execution) with equal range that is memory-order before W.

NOTE 2 This clause together with the forward progress guarantee on agents ensure the liveness condition that SeqCst writes become visible to SeqCst reads with equal range in finite time.

A candidate execution has sequentially consistent atomics if a memory-order exists.

NOTE 3 While memory-order includes all events in EventSet(execution), those that are not constrained by happens-before or synchronizes-with are allowed to occur anywhere in the order.

29.7.5 Valid Executions

A candidate execution execution is a valid execution (or simply an execution) if all of the following are true.

- The host provides a host-synchronizes-with Relation for execution.[[HostSynchronizesWith]].
- execution.[[HappensBefore]] is a strict partial order.
- execution has valid chosen reads.
- execution has coherent reads.
- execution has tear free reads.
- execution has sequentially consistent atomics.
All programs have at least one valid execution.

### 29.8 Races

For an execution \( \textit{execution} \), two events \( E \) and \( D \) in \( \text{SharedDataBlockEventSet}(\textit{execution}) \) are in a race if the following algorithm returns \textit{true}.

1. If \( E \) is not \( D \), then
   a. If the pairs \((E, D)\) and \((D, E)\) are not in \( \text{execution}[[\text{HappensBefore}]] \), then
      i. If \( E \) and \( D \) are both \textit{WriteSharedMemory} or \textit{ReadModifyWriteSharedMemory} events and \( E \) and \( D \) do not have disjoint ranges, then
         1. Return \textit{true}.
      ii. If either \((E, D)\) or \((D, E)\) is in \( \text{execution}[[\text{ReadsFrom}]] \), then
          1. Return \textit{true}.
   2. Return \textit{false}.

### 29.9 Data Races

For an execution \( \textit{execution} \), two events \( E \) and \( D \) in \( \text{SharedDataBlockEventSet}(\textit{execution}) \) are in a data race if the following algorithm returns \textit{true}.

1. If \( E \) and \( D \) are in a race in \( \textit{execution} \), then
   a. If \( E.[[\text{Order}]] \) is not \textit{SeqCst} or \( D.[[\text{Order}]] \) is not \textit{SeqCst}, then
      i. Return \textit{true}.
   b. If \( E \) and \( D \) have overlapping ranges, then
      i. Return \textit{true}.
   2. Return \textit{false}.

### 29.10 Data Race Freedom

An execution \( \textit{execution} \) is data race free if there are no two events in \( \text{SharedDataBlockEventSet}(\textit{execution}) \) that are in a data race.

A program is data race free if all its executions are data race free.

The memory model guarantees sequential consistency of all events for data race free programs.

### 29.11 Shared Memory Guidelines

**NOTE 1** The following are guidelines for ECMAScript programmers working with shared memory.

We recommend programs be kept data race free, i.e., make it so that it is impossible for there to be concurrent non-atomic operations on the same memory location. Data race free programs have interleaving semantics where each step in the evaluation semantics of each agent are interleaved with each other. For data race free programs, it is not necessary to understand the details of the memory model. The details are unlikely to build intuition that will help one to better write ECMAScript.

More generally, even if a program is not data race free it may have predictable behaviour, so long as atomic operations are not involved in any data races and the operations that race all
have the same access size. The simplest way to arrange for atomics not to be involved in races is to ensure that different memory cells are used by atomic and non-atomic operations and that atomic accesses of different sizes are not used to access the same cells at the same time. Effectively, the program should treat shared memory as strongly typed as much as possible. One still cannot depend on the ordering and timing of non-atomic accesses that race, but if memory is treated as strongly typed the racing accesses will not "tear" (bits of their values will not be mixed).

NOTE 2 The following are guidelines for ECMAScript implementers writing compiler transformations for programs using shared memory.

It is desirable to allow most program transformations that are valid in a single-agent setting in a multi-agent setting, to ensure that the performance of each agent in a multi-agent program is as good as it would be in a single-agent setting. Frequently these transformations are hard to judge. We outline some rules about program transformations that are intended to be taken as normative (in that they are implied by the memory model or stronger than what the memory model implies) but which are likely not exhaustive. These rules are intended to apply to program transformations that precede the introductions of the events that make up the agent-order.

Let an agent-order slice be the subset of the agent-order pertaining to a single agent.

Let possible read values of a read event be the set of all values of ValueOfReadEvent for that event across all valid executions.

Any transformation of an agent-order slice that is valid in the absence of shared memory is valid in the presence of shared memory, with the following exceptions.

- **Atomics are carved in stone**: Program transformations must not cause the SeqCst events in an agent-order slice to be reordered with its Unordered operations, nor its SeqCst operations to be reordered with each other, nor may a program transformation remove a SeqCst operation from the agent-order.

  (In practice, the prohibition on reorderings forces a compiler to assume that every SeqCst operation is a synchronization and included in the final memory-order, which it would usually have to assume anyway in the absence of inter-agent program analysis. It also forces the compiler to assume that every call where the callee's effects on the memory-order are unknown may contain SeqCst operations.)

- **Reads must be stable**: Any given shared memory read must only observe a single value in an execution.

  (For example, if what is semantically a single read in the program is executed multiple times then the program is subsequently allowed to observe only one of the values read. A transformation known as rematerialization can violate this rule.)

- **Writes must be stable**: All observable writes to shared memory must follow from program semantics in an execution.

  (For example, a transformation may not introduce certain observable writes, such as by using read-modify-write operations on a larger location to write a smaller datum, writing a value to memory that the program could not have written, or writing a just-read value back to the location it was read from, if that location could have been overwritten by another agent after the read.)
Possible read values must be nonempty: Program transformations cannot cause the possible read values of a shared memory read to become empty.

(Counterintuitively, this rule in effect restricts transformations on writes, because writes have force in memory model insofar as to be read by read events. For example, writes may be moved and coalesced and sometimes reordered between two SeqCst operations, but the transformation may not remove every write that updates a location; some write must be preserved.)

Examples of transformations that remain valid are: merging multiple non-atomic reads from the same location, reordering non-atomic reads, introducing speculative non-atomic reads, merging multiple non-atomic writes to the same location, reordering non-atomic writes to different locations, and hoisting non-atomic reads out of loops even if that affects termination. Note in general that aliased TypedArrays make it hard to prove that locations are different.

NOTE 3 The following are guidelines for ECMAScript implementers generating machine code for shared memory accesses.

For architectures with memory models no weaker than those of ARM or Power, non-atomic stores and loads may be compiled to bare stores and loads on the target architecture. Atomic stores and loads may be compiled down to instructions that guarantee sequential consistency. If no such instructions exist, memory barriers are to be employed, such as placing barriers on both sides of a bare store or load. Read-modify-write operations may be compiled to read-modify-write instructions on the target architecture, such as LOCK-prefixed instructions on x86, load-exclusive/store-exclusive instructions on ARM, and load-link/store-conditional instructions on Power.

Specifically, the memory model is intended to allow code generation as follows.

- Every atomic operation in the program is assumed to be necessary.
- Atomic operations are never rearranged with each other or with non-atomic operations.
- Functions are always assumed to perform atomic operations.
- Atomic operations are never implemented as read-modify-write operations on larger data, but as non-lock-free atomics if the platform does not have atomic operations of the appropriate size. (We already assume that every platform has normal memory access operations of every interesting size.)

Naive code generation uses these patterns:

- Regular loads and stores compile to single load and store instructions.
- Lock-free atomic loads and stores compile to a full (sequentially consistent) fence, a regular load or store, and a full fence.
- Lock-free atomic read-modify-write accesses compile to a full fence, an atomic read-modify-write instruction sequence, and a full fence.
- Non-lock-free atomics compile to a spinlock acquire, a full fence, a series of non-atomic load and store instructions, a full fence, and a spinlock release.

That mapping is correct so long as an atomic operation on an address range does not race with a non-atomic write or with an atomic operation of different size. However, that is all we need: the memory model effectively demotes the atomic operations involved in a race to non-atomic status. On the other hand, the naive mapping is quite strong: it allows atomic operations to be used as sequentially consistent fences, which the memory model does not actually guarantee.
A number of local improvements to those basic patterns are also intended to be legal:

- There are obvious platform-dependent improvements that remove redundant fences. For example, on x86 the fences around lock-free atomic loads and stores can always be omitted except for the fence following a store, and no fence is needed for lock-free read-modify-write instructions, as these all use LOCK-prefixed instructions. On many platforms there are fences of several strengths, and weaker fences can be used in certain contexts without destroying sequential consistency.
- Most modern platforms support lock-free atomics for all the data sizes required by ECMAScript atomics. Should non-lock-free atomics be needed, the fences surrounding the body of the atomic operation can usually be folded into the lock and unlock steps. The simplest solution for non-lock-free atomics is to have a single lock word per SharedArrayBuffer.
- There are also more complicated platform-dependent local improvements, requiring some code analysis. For example, two back-to-back fences often have the same effect as a single fence, so if code is generated for two atomic operations in sequence, only a single fence need separate them. On x86, even a single fence separating atomic stores can be omitted, as the fence following a store is only needed to separate the store from a subsequent load.
Annex A
(informative)

Grammar Summary

A.1 Lexical Grammar

SourceCharacter :: any Unicode code point

InputElementDiv ::
  Whitespace
  LineTerminator
  Comment
  CommonToken
  DivPunctuator
  RightBracePunctuator

InputElementRegExp ::
  Whitespace
  LineTerminator
  Comment
  CommonToken
  RightBracePunctuator
  RegularExpressionLiteral

InputElementRegExpOrTemplateTail ::
  Whitespace
  LineTerminator
  Comment
  CommonToken
  RegularExpressionLiteral
  TemplateSubstitutionTail

InputElementTemplateTail ::
  Whitespace
  LineTerminator
  Comment
  CommonToken
  DivPunctuator
  TemplateSubstitutionTail

Whitespace ::
  <TAB>
  <VT>
  <FF>
  <ZWNBSP>
  <USP>

LineTerminator ::
  <LF>
LineTerminatorSequence ::
  <LF>
  <CR>  [lookahead ≠ <LF>]
  <LS>
  <PS>
  <CR>  <LF>

Comment ::
  MultiLineComment
  SingleLineComment

MultiLineComment ::
  /* MultiLineCommentChars_opt */

MultiLineCommentChars ::
  MultiLineNotAsteriskChar MultiLineCommentChars_opt
  * PostAsteriskCommentChars_opt

PostAsteriskCommentChars ::
  MultiLineNotForwardSlashOrAsteriskChar MultiLineCommentChars_opt
  * PostAsteriskCommentChars_opt

MultiLineNotAsteriskChar ::
  SourceCharacter but not *

MultiLineNotForwardSlashOrAsteriskChar ::
  SourceCharacter but not one of / or *

SingleLineComment ::
  // SingleLineCommentChars_opt

SingleLineCommentChars ::
  SingleLineCommentChar SingleLineCommentChars_opt

SingleLineCommentChar ::
  SourceCharacter but not LineTerminator

CommonToken ::
  SimpleName
  PrivateIdentifier
  Punctuator
  NumericLiteral
  StringLiteral
  Template

PrivateIdentifier ::
  # IdentifierName

IdentifierName ::
  IdentifierStart
  IdentifierName IdentifierPart

IdentifierStart ::
  IdentifierStartChar
  \ UnicodeEscapeSequence

IdentifierPart ::
  IdentifierPartChar
  \ UnicodeEscapeSequence

IdentifierStartChar ::
  UnicodeIDStart
  $
$<ZWNJ>
<ZWJ>
UnicodeIDStart :: any Unicode code point with the Unicode property "ID_Start"
UnicodeIDContinue :: any Unicode code point with the Unicode property "ID_Continue"
ReservedWord :: one of
  await break case catch class const continue debugger default delete do else enum export extends false finally for function if import in instanceof new null return super switch this throw true try typeof var void while with yield
Punctuator :: OptionalChainingPunctuator
  OtherPunctuator
OptionalChainingPunctuator :: ?. [lookahead ∉ DecimalDigit]
OtherPunctuator :: one of
  { ( ) [ ] . . . ; , < > <= >= != == != = + - * % ** ++ -- << >> >>> & | ^ ! ~ && || ?? ? : = += -= %= **= <<= >>= >>>= &= |= ^= &=& | |= ?=? =>
DivPunctuator :: /
  /=
RightBracePunctuator :: }
NullLiteral ::
  null
BooleanLiteral ::
  true
  false
NumericLiteralSeparator ::
  _
NumericLiteral ::
  DecimalLiteral
  DecimalBigIntegerLiteral
  NonDecimalIntegerLiteral[+Sep]
  NonZeroDigit DecimalDigits[+Sep] opt BigIntLiteralSuffix
  LegacyOctalIntegerLiteral
DecimalBigIntegerLiteral ::
  0 BigIntLiteralSuffix
  NonZeroDigit DecimalDigits[+Sep] opt BigIntLiteralSuffix
  NonZeroDigit NumericLiteralSeparator DecimalDigits[+Sep] BigIntLiteralSuffix
NonDecimalIntegerLiteral[+Sep] ::
  BinaryIntegerLiteral[?Sep]
  OctalIntegerLiteral[?Sep]
  HexIntegerLiteral[?Sep]
BigIntLiteralSuffix :: n
DecimallLiteral ::
  DecimalIntegerLiteral . DecimalDigits[+Sep] opt ExponentPart[+Sep] opt
  . DecimalDigits[+Sep] ExponentPart[+Sep] opt
  DecimalIntegerLiteral ExponentPart[+Sep] opt
DecimalIntegerLiteral ::
0
NonZeroDigit
NonZeroDigit NumericLiteralSeparator opt DecimalDigits [+Sep]
NonOctalDecimalIntegerLiteral

DecimalDigits [Sep] ::
  DecimalDigit
  DecimalDigits [?Sep] DecimalDigit
  [+Sep] DecimalDigits [+Sep] NumericLiteralSeparator DecimalDigit

DecimalDigit :: one of
  0 1 2 3 4 5 6 7 8 9
NonZeroDigit :: one of
  1 2 3 4 5 6 7 8 9
ExponentPart [Sep] ::
  ExponentIndicator SignedInteger [?Sep]
ExponentIndicator :: one of
e E
SignedInteger [Sep] ::
  DecimalDigits [?Sep]
  + DecimalDigits [?Sep]
  - DecimalDigits [?Sep]

BinaryIntegerLiteral [Sep] ::
  0b BinaryDigits [?Sep]
  0B BinaryDigits [?Sep]

BinaryDigits [Sep] ::
  BinaryDigit
  BinaryDigits [?Sep] BinaryDigit
  [+Sep] BinaryDigits [+Sep] NumericLiteralSeparator BinaryDigit

BinaryDigit :: one of
  0 1
OctalIntegerLiteral [Sep] ::
  00 OctalDigits [?Sep]
  00 OctalDigits [?Sep]

OctalDigits [Sep] ::
  OctalDigit
  OctalDigits [?Sep] OctalDigit
  [+Sep] OctalDigits [+Sep] NumericLiteralSeparator OctalDigit

LegacyOctalIntegerLiteral ::
  0 OctalDigit
  LegacyOctalIntegerLiteral OctalDigit
NonOctalDecimalIntegerLiteral ::
  0 NonOctalDigit
  LegacyOctalLikeDecimalIntegerLiteral NonOctalDigit
  NonOctalDecimalIntegerLiteral DecimalDigit

LegacyOctalLikeDecimalIntegerLiteral ::
  0 OctalDigit
  LegacyOctalLikeDecimalIntegerLiteral OctalDigit

OctalDigit :: one of
  0 1 2 3 4 5 6 7
NonOctalDigit :: one of
  8 9
HexIntegerLiteral ::
  0x HexDigits [?Sep]
  0X HexDigits [?Sep]
HexDigits [?Sep] ::
  HexDigit
  HexDigits [?Sep] HexDigit
  [+Sep] HexDigits [+Sep] NumericLiteralSeparator HexDigit
HexDigit :: one of
  0 1 2 3 4 5 6 7 8 9 a b c d e f A B C D E F
StringLiteral ::
  " DoubleStringCharacters opt "
  ' SingleStringCharacters opt '
DoubleStringCharacters ::
  DoubleStringCharacter DoubleStringCharacters opt
SingleStringCharacters ::
  SingleStringCharacter SingleStringCharacters opt
DoubleStringCharacter ::
  SourceCharacter but not one of " or \ or LineTerminator
  <LS>
  <PS>
  \ EscapeSequence
  LineContinuation
SingleStringCharacter ::
  SourceCharacter but not one of ' or \ or LineTerminator
  <LS>
  <PS>
  \ EscapeSequence
  LineContinuation
LineContinuation ::
  \ LineTerminatorSequence
EscapeSequence ::
  CharacterEscapeSequence
  0 [lookahead ∈ DecimalDigit]
  LegacyOctalEscapeSequence
  NonOctalDecimalEscapeSequence
  HexEscapeSequence
  UnicodeEscapeSequence
CharacterEscapeSequence ::
  SingleEscapeCharacter
  NonEscapeCharacter
SingleEscapeCharacter :: one of
  ' " \ b f n r t v
NonEscapeCharacter ::
  SourceCharacter but not one of EscapeCharacter or LineTerminator
EscapeCharacter ::
  SingleEscapeCharacter
  DecimalDigit
  x
  u
LegacyOctalEscapeSequence ::
  0 [lookahead ∈ \{ 8, 9\}]
  NonZeroOctalDigit [lookahead ∈ OctalDigit]
  ZeroToThree OctalDigit [lookahead ∈ OctalDigit]
FourToSeven OctalDigit
ZeroToThree OctalDigit OctalDigit
NonZeroOctalDigit ::
    OctalDigit but not 0
ZeroToThree :: one of
    0 1 2 3
FourToSeven :: one of
    4 5 6 7
NonOctalDecimalEscapeSequence :: one of
    8 9
HexEscapeSequence ::
    \ HexDigit HexDigit
UnicodeEscapeSequence ::
    \u Hex4Digits
    \u{  CodePoint  }
Hex4Digits ::
    HexDigit HexDigit HexDigit HexDigit
RegularExpressionLiteral ::
    / RegularExpressionBody / RegularExpressionFlags
RegularExpressionBody ::
    RegularExpressionFirstChar RegularExpressionChars
RegularExpressionChars ::
    [empty]
    RegularExpressionChars RegularExpressionChar
RegularExpressionFirstChar ::
    RegularExpressionNonTerminator but not one of * \ / [\]
    RegularExpressionBackslashSequence
    RegularExpressionClass
RegularExpressionBackslashSequence ::
    \ RegularExpressionNonTerminator
RegularExpressionNonTerminator ::
    SourceCharacter but not LineTerminator
RegularExpressionClass ::
    [  RegularExpressionClassChars ]
RegularExpressionClassChars ::
    [empty]
    RegularExpressionClassChars RegularExpressionClassChar
RegularExpressionClassChar ::
    RegularExpressionNonTerminator but not one of ] \
    RegularExpressionBackslashSequence
RegularExpressionFlags ::
    [empty]
    RegularExpressionFlags IdentifierPartChar
Template ::
    NoSubstitutionTemplate
    TemplateHead
NoSubstitutionTemplate ::
    ` TemplateCharacters_opt ` TemplateMiddle
TemplateHead ::
    ` TemplateCharacters_opt $ { TemplateSubstitutionTail ::
    TemplateMiddle
TemplateTail
TemplateMiddle ::
  } TemplateCharacters_{opt} ${
TemplateTail ::
  } TemplateCharacters_{opt} `
TemplateCharacters ::
  TemplateCharacter TemplateCharacters_{opt}
TemplateCharacter ::
  $ [lookahead \neq \{} \
  TemplateEscapeSequence \
  NotEscapeSequence 
  LineContinuation 
  LineTerminatorSequence 
  SourceCharacter but not one of ` or \ or $ or LineTerminator
TemplateEscapeSequence ::
  CharacterEscapeSequence \
  HexEscapeSequence 
  UnicodeEscapeSequence
NotEscapeSequence ::
  0 DecimalDigit 
  DecimalDigit but not 0 
  x [lookahead \neq HexDigit] 
  x HexDigit [lookahead \neq HexDigit] 
  u [lookahead \neq HexDigit] [lookahead \neq \{] 
  u HexDigit [lookahead \neq HexDigit] 
  u HexDigit HexDigit [lookahead \neq HexDigit] 
  u HexDigit HexDigit HexDigit [lookahead \neq HexDigit] 
  u { [lookahead \neq HexDigit] 
  u \{ NotCodePoint [lookahead \neq HexDigit] 
  u \{ CodePoint [lookahead \neq HexDigit] [lookahead \neq \}]
NotCodePoint ::
  HexDigits[-Sep] but only if MV of HexDigits > 0x10FFFF
CodePoint ::
  HexDigits[-Sep] but only if MV of HexDigits \leq 0x10FFFF

A.2 Expressions

IdentifierReference[Yield, Await] :
  Identifier 
  [-Yield] yield 
  [-Await] await
BindingIdentifier[Yield, Await] :
  Identifier 
  yield 
  await
LabelIdentifier[Yield, Await] :
  Identifier 
  [-Yield] yield 
  [-Await] await
Identifier :
  IdentifierName but not ReservedWord
PrimaryExpression [Yield, Await] :
    this IdentifierReference [?Yield, ?Await]
    Literal
    ArrayLiteral [?Yield, ?Await]
    ObjectLiteral [?Yield, ?Await]
    FunctionExpression
    ClassExpression [?Yield, ?Await]
    GeneratorExpression
    AsyncFunctionExpression
    AsyncGeneratorExpression
    RegularExpressionLiteral
    TemplateLiteral [?Yield, ?Await, ~Tagged]
    CoverParenthesizedExpressionAndArrowParameterList [?Yield, ?Await]

CoverParenthesizedExpressionAndArrowParameterList [Yield, Await] :
    ( Expression [+In, ?Yield, ?Await] )
    ( Expression [+In, ?Yield, ?Await] )
    ( )
    ( ... BindingIdentifier [?Yield, ?Await] )
    ( ... BindingPattern [?Yield, ?Await] )
    ( Expression [+In, ?Yield, ?Await] , ... BindingIdentifier [?Yield, ?Await] )
    ( Expression [+In, ?Yield, ?Await] , ... BindingPattern [?Yield, ?Await] )

When processing an instance of the production
PrimaryExpression [Yield, Await]
CoverParenthesizedExpressionAndArrowParameterList [?Yield, ?Await]
the interpretation of CoverParenthesizedExpressionAndArrowParameterList is refined using the following grammar:

ParenthesizedExpression [Yield, Await] :
    ( Expression [+In, ?Yield, ?Await] )

Literal :
    NullLiteral
    BooleanLiteral
    NumericLiteral
    StringLiteral

ArrayLiteral [Yield, Await] :
    [ Elision_opt ]

ElementList [Yield, Await] :
    Elision_opt AssignmentExpression [+In, ?Yield, ?Await]
    Elision_opt SpreadElement [?Yield, ?Await]

Elision :
, Elision, SpreadElement[Yield, Await] :
  ... AssignmentExpression[+In, ?Yield, ?Await]
ObjectLiteral[Yield, Await] :
  {
    { PropertyDefinitionList[?Yield, ?Await] }
    { PropertyDefinitionList[?Yield, ?Await] , }
  }
PropertyDefinitionList[Yield, Await] :
  PropertyDefinition[?Yield, ?Await]
PropertyDefinition[Yield, Await] :
  IdentifierReference[?Yield, ?Await]
  CoverInitializerName[?Yield, ?Await]
  MethodDefinition[?Yield, ?Await]
  ... AssignmentExpression[+In, ?Yield, ?Await]
PropertyName[Yield, Await] :
  LiteralPropertyName
  ComputedPropertyName[?Yield, ?Await]
LiteralPropertyName :
  IdentifierName
  StringLiteral
  NumericLiteral
ComputedpropertyName[Yield, Await] :
  [ AssignmentExpression[+In, ?Yield, ?Await] ]
CoverInitializerName[Yield, Await] :
  IdentifierReference, Initializer[+In, ?Yield, ?Await]
Initializer[In, Yield, Await] :
  = AssignmentExpression[?In, ?Yield, ?Await]
TemplateLiteral[Yield, Await, Tagged] :
  NoSubstitutionTemplate
  SubstitutionTemplate[?Yield, ?Await, ?Tagged]
SubstitutionTemplate[Yield, Await, Tagged] :
TemplateSpans[Yield, Await, Tagged] :
  TemplateTail
TemplateMiddleList[Yield, Await, Tagged] :
  TemplateMiddle Expression[+In, ?Yield, ?Await]
TemplateMiddleList[?Yield, ?Await, ?Tagged] TemplateMiddle
Expression[+In, ?Yield, ?Await]
MemberExpression[Yield, Await] :
  PrimaryExpression[?Yield, ?Await]
  MemberExpression[?Yield, ?Await] [ Expression[+In, ?Yield, ?Await] ]
  MemberExpression[?Yield, ?Await] . IdentifierName
When processing an instance of the production

\[ \text{CallExpression} \[\text{Yield, Await}\] : \text{CoverCallExpressionAndAsyncArrowHead} \[?Yield, ?Await\] \]

the interpretation of \text{CoverCallExpressionAndAsyncArrowHead} is refined using the following grammar:

\[ \text{CallMemberExpression} \[\text{Yield, Await}\] : \text{MemberExpression} \[?Yield, ?Await\] \text{Arguments} \[?Yield, ?Await\] \]

\[ \text{SuperCall} \[\text{Yield, Await}\] : \text{super} \text{Arguments} \[?Yield, ?Await\] \]

\[ \text{ImportCall} \[\text{Yield, Await}\] : \text{import} \left( \text{AssignmentExpression} \ [+\text{In}, ?\text{Yield, ?Await}] \right) \]

\[ \text{Arguments} \[\text{Yield, Await}\] : \]

\[ ( ) \]

\[ ( \text{ArgumentList} \ [?\text{Yield, ?Await}] ) \]

\[ ( \text{ArgumentList} \ [?\text{Yield, ?Await}] , ) \]

\[ \text{ArgumentList} \ [\text{Yield, Await}] : \text{AssignmentExpression} \ [+\text{In}, ?\text{Yield, ?Await}] \]

\[ ... \text{AssignmentExpression} \ [+\text{In}, ?\text{Yield, ?Await}] \]
ArgumentList [?Yield, ?Await], AssignmentExpression [+In, ?Yield, ?Await]
ArgumentList [?Yield, ?Await], ... AssignmentExpression [+In, ?Yield, ?Await]

OptionalExpression [Yield, Await] :
MemberExpression [?Yield, ?Await] OptionalChain [?Yield, ?Await]

OptionalChain [Yield, Await] :
?. Arguments [?Yield, ?Await]
?. [ Expression [+In, ?Yield, ?Await] ]
?. IdentifierName
?. TemplateLiteral [?Yield, ?Await, +Tagged]
?. PrivateIdentifier

OptionalChain [?Yield, ?Await] [ Expression [+In, ?Yield, ?Await] ]
OptionalChain [?Yield, ?Await] . IdentifierName
OptionalChain [?Yield, ?Await] . PrivateIdentifier

LeftHandSideExpression [Yield, Await] :
NewExpression [?Yield, ?Await]
CallExpression [?Yield, ?Await]
OptionalExpression [?Yield, ?Await]

UpdateExpression [Yield, Await] :
LeftHandSideExpression [?Yield, ?Await]
LeftHandSideExpression [?Yield, ?Await] [no LineTerminator here] ++
LeftHandSideExpression [?Yield, ?Await] [no LineTerminator here] --
++ UnaryExpression [?Yield, ?Await]
-- UnaryExpression [?Yield, ?Await]

UnaryExpression [Yield, Await] :
UpdateExpression [?Yield, ?Await]
delete UnaryExpression [?Yield, ?Await]
void UnaryExpression [?Yield, ?Await]
typeof UnaryExpression [?Yield, ?Await]
+ UnaryExpression [?Yield, ?Await]
- UnaryExpression [?Yield, ?Await]
~ UnaryExpression [?Yield, ?Await]
! UnaryExpression [?Yield, ?Await]
[+Await] AwaitExpression [?Yield]

ExponentiationExpression [Yield, Await] :
UnaryExpression [?Yield, ?Await]

MultiplicativeExpression [Yield, Await] :
ExponentiationExpression [?Yield, ?Await]
MultiplicativeExpression [?Yield, ?Await] MultiplicativeOperator
ExponentiationExpression [?Yield, ?Await]
MultiplicativeOperator: one of
* / %

AdditiveExpression [Yield, Await]:
  MultiplicativeExpression [Yield, Await]
AdditiveExpression [Yield, Await] + MultiplicativeExpression [Yield, Await]
AdditiveExpression [Yield, Await] - MultiplicativeExpression [Yield, Await]

ShiftExpression [Yield, Await]:
  AdditiveExpression [Yield, Await]
ShiftExpression [Yield, Await] <<= AdditiveExpression [Yield, Await]
ShiftExpression [Yield, Await] >>= AdditiveExpression [Yield, Await]
ShiftExpression [Yield, Await] >>> AdditiveExpression [Yield, Await]

RelationalExpression [In, Yield, Await]:
  ShiftExpression [Yield, Await]
RelationalExpression [In, Yield, Await] < ShiftExpression [Yield, Await]
RelationalExpression [In, Yield, Await] > ShiftExpression [Yield, Await]
RelationalExpression [In, Yield, Await] <= ShiftExpression [Yield, Await]
RelationalExpression [In, Yield, Await] >= ShiftExpression [Yield, Await]
RelationalExpression [In, Yield, Await] instanceof ShiftExpression [Yield, Await]

[+In] RelationalExpression [+In, Yield, Await] in ShiftExpression [Yield, Await]
[+In] PrivateIdentifier in ShiftExpression [Yield, Await]

EqualityExpression [In, Yield, Await]:
  RelationalExpression [In, Yield, Await]
EqualityExpression [In, Yield, Await] == RelationalExpression [In, Yield, Await]
EqualityExpression [In, Yield, Await] !== RelationalExpression [In, Yield, Await]
EqualityExpression [In, Yield, Await] === RelationalExpression [In, Yield, Await]
EqualityExpression [In, Yield, Await] !=== RelationalExpression [In, Yield, Await]

BitwiseANDExpression [In, Yield, Await]:
  EqualityExpression [In, Yield, Await]
BitwiseANDExpression [In, Yield, Await] & EqualityExpression [In, Yield, Await]

BitwiseXORExpression [In, Yield, Await]:
  BitwiseANDExpression [In, Yield, Await]
BitwiseXORExpression [In, Yield, Await] ^ BitwiseANDExpression [In, Yield, Await]

BitwiseORExpression [In, Yield, Await]:
  BitwiseXORExpression [In, Yield, Await]
BitwiseORExpression [In, Yield, Await] | BitwiseXORExpression [In, Yield, Await]

LogicalANDExpression [In, Yield, Await]:
  BitwiseORExpression [In, Yield, Await]
LogicalANDExpression [In, Yield, Await] && BitwiseORExpression [In, Yield, Await]

LogicalORExpression [In, Yield, Await]:
  LogicalANDExpression [In, Yield, Await]
LogicalORExpression [In, Yield, Await] || LogicalANDExpression [In, Yield, Await]
CoalesceExpression\[In, Yield, Await\] :
  CoalesceExpressionHead\[?In, ?Yield, ?Await\] ??
  BitwiseORExpression\[?In, ?Yield, ?Await\]

CoalesceExpressionHead\[In, Yield, Await\] :
  CoalesceExpression\[?In, ?Yield, ?Await\]
  BitwiseORExpression\[?In, ?Yield, ?Await\]

ShortCircuitExpression\[In, Yield, Await\] :
  LogicalORExpression\[?In, ?Yield, ?Await\]
  CoalesceExpression\[?In, ?Yield, ?Await\]

ConditionalExpression\[In, Yield, Await\] :
  ShortCircuitExpression\[?In, ?Yield, ?Await\]
  ShortCircuitExpression\[?In, ?Yield, ?Await\] ?
    AssignmentExpression\[+In, ?Yield, ?Await\] :
      AssignmentExpression\[?In, ?Yield, ?Await\]

AssignmentExpression\[In, Yield, Await\] :
  ConditionalExpression\[?In, ?Yield, ?Await\]
  [Yield] YieldExpression\[?In, ?Await\]
  ArrowFunction\[?In, ?Yield, ?Await\]
  AsyncArrowFunction\[?In, ?Yield, ?Await\]
  LeftHandSideExpression\[?Yield, ?Await\] = AssignmentExpression\[?In, ?Yield, ?Await\]
  LeftHandSideExpression\[?Yield, ?Await\] AssignmentOperator
    AssignmentExpression\[?In, ?Yield, ?Await\]
  LeftHandSideExpression\[?Yield, ?Await\] &&= AssignmentExpression\[?In, ?Yield, ?Await\]
  LeftHandSideExpression\[?Yield, ?Await\] ||= AssignmentExpression\[?In, ?Yield, ?Await\]
  LeftHandSideExpression\[?Yield, ?Await\] ??= AssignmentExpression\[?In, ?Yield, ?Await\]

AssignmentOperator: one of
  *= /= %= += -= <<= <<= >>= >>>= &= ^= |= **=

In certain circumstances when processing an instance of the production
AssignmentExpression\[In, Yield, Await\] : LeftHandSideExpression\[?Yield, ?Await\] = AssignmentExpression\[?In, ?Yield, ?Await\]
the interpretation of LeftHandSideExpression is refined using the following grammar:

AssignmentPattern\[Yield, Await\] :
  ObjectAssignmentPattern\[?Yield, ?Await\]
  ArrayAssignmentPattern\[?Yield, ?Await\]

ObjectAssignmentPattern\[Yield, Await\] :
  \{
  \}
  \{ AssignmentRestProperty\[?Yield, ?Await\] \}
  \{ AssignmentPropertyList\[?Yield, ?Await\] \}
  \{ AssignmentPropertyList\[?Yield, ?Await\] , AssignmentRestProperty\[?Yield, ?Await\] opt \}

ArrayAssignmentPattern\[Yield, Await\] :
  [ ElisionOpt AssignmentRestElement\[?Yield, ?Await\] opt ]
  [ AssignmentElementList\[?Yield, ?Await\] ]
A.3 Statements

Statement[Yield, Await, Return] :
  BlockStatement[Yield, Await, Return]
  EmptyStatement[Yield, Await]
  ExpressionStatement[Yield, Await]
  IfStatement[Yield, Await, Return]
  BreakableStatement[Yield, Await, Return]
  ContinueStatement[Yield, Await]
  BreakStatement[Yield, Await]
  [Return] ReturnStatement[Yield, Await]
  WithStatement[Yield, Await, Return]
  LabelledStatement[Yield, Await, Return]
  ThrowStatement[Yield, Await]
  TryStatement[Yield, Await, Return]
  DebuggerStatement

Declaration[Yield, Await] :
  HoistableDeclaration[Yield, Await, ~Default]
ClassDeclaration[?Yield, ?Await, ~Default]
LexicalDeclaration[+In, ?Yield, ?Await]
HoistableDeclaration[ Yield, Await, Default ]:
FunctionDeclaration[?Yield, ?Await, ?Default]
GeneratorDeclaration[?Yield, ?Await, ?Default]
AsyncFunctionDeclaration[?Yield, ?Await, ?Default]
AsyncGeneratorDeclaration[?Yield, ?Await, ?Default]
BreakableStatement[ Yield, Await, Return ]:
IterationStatement[?Yield, ?Await, ?Return]
SwitchStatement[?Yield, ?Await, ?Return]
BlockStatement[ Yield, Await, Return ]:
Block[?Yield, ?Await, ?Return]
Block[ Yield, Await, Return ]:
StatementList[ Yield, Await, Return ]:
StatementListItem[?Yield, ?Await, ?Return]
StatementListItem[ Yield, Await, Return ]:
Statement[?Yield, ?Await, ?Return]
Declaration[?Yield, ?Await]
LexicalDeclaration[ In, Yield, Await ]:
LetOrConst BindingList[?In, ?Yield, ?Await];
LetOrConst:
  let
  const
BindingList[ In, Yield, Await ]:
LexicalBinding[?In, ?Yield, ?Await]
BindingList[?In, ?Yield, ?Await], LexicalBinding[?In, ?Yield, ?Await]
LexicalBinding[ In, Yield, Await ]:
VariableStatement[ Yield, Await ]:
  var VariableDeclarationList[+In, ?Yield, ?Await];
VariableDeclarationList[ In, Yield, Await ]:
  VariableDeclaration[?In, ?Yield, ?Await]
  VariableDeclarationList[?In, ?Yield, ?Await], VariableDeclaration[?In, ?Yield, ?Await]
VariableDeclaration[ In, Yield, Await ]:
BindingPattern[ Yield, Await ]:
  ObjectBindingPattern[?Yield, ?Await]
  ArrayBindingPattern[?Yield, ?Await]
ObjectBindingPattern[ Yield, Await ]:
  { }
  { BindingRestProperty[?Yield, ?Await] }
{ BindingPropertyList[?Yield, ?Await] }
{ BindingPropertyList[?Yield, ?Await], BindingRestProperty[?Yield, ?Await] opt }

ArrayBindingPattern[?Yield, Await] :
  [ Elision opt BindingRestElement[?Yield, ?Await] opt ]

BindingRestProperty[?Yield, Await] :
  ... BindingIdentifier[?Yield, ?Await]

BindingPropertyList[?Yield, Await] :
  BindingProperty[?Yield, ?Await]
  BindingPropertyList[?Yield, ?Await], BindingProperty[?Yield, ?Await]

BindingElementList[?Yield, Await] :
  BindingElisionElement[?Yield, ?Await]
  BindingElementList[?Yield, ?Await], BindingElisionElement[?Yield, ?Await]

BindingElisionElement[?Yield, Await] :
  Elision opt BindingElement[?Yield, ?Await]

BindingProperty[?Yield, Await] :
  SingleNameBinding[?Yield, ?Await]

BindingElement[?Yield, Await] :
  SingleNameBinding[?Yield, ?Await]

SingleNameBinding[?Yield, Await] :

BindingRestElement[?Yield, Await] :
  ... BindingIdentifier[?Yield, ?Await]
  ... BindingPattern[?Yield, ?,Await]

EmptyStatement :

;

ExpressionStatement[?Yield, Await] :
  [lookahead ∉ {{, function, async [no LineTerminator here] function, class, let [ ]}}
   Expression[+In, ?Yield, ?Await] ;]

IfStatement[?Yield, Await, Return] :
  Statement[?Yield, ?Await, ?Return]

  [lookahead #else]

IterationStatement[?Yield, Await, Return] :
  DoWhileStatement[?Yield, ?Await, ?Return]
  WhileStatement[?Yield, ?Await, ?Return]
  ForStatement[?Yield, ?Await, ?Return]
  ForInOfStatement[?Yield, ?Await, ?Return]

DoWhileStatement[?Yield, Await, Return] :
WhileStatement: Yield, Await, Return :  

ForStatement: Yield, Await, Return :  
for ( [lookahead ≠ let []] Expression [-In, ?Yield, ?Await] opt ;  
Statement [?Yield, ?Await, ?Return]  
for ( var VariableDeclarationList [-In, ?Yield, ?Await] ;  
Statement [?Yield, ?Await, ?Return]  
forInOfStatement: Yield, Await, Return :  
for ( [lookahead ≠ let []] LeftHandSideExpression [?Yield, ?Await] in  
Statement [?Yield, ?Await, ?Return]  
for ( ForDeclaration [?Yield, ?Await] in Expression [+In, ?Yield, ?Await] )  
Statement [?Yield, ?Await, ?Return]  
for ( [lookahead ∈ { let, async of ]} LeftHandSideExpression [?Yield, ?Await] of  
Statement [?Yield, ?Await, ?Return]  
for ( ForDeclaration [?Yield, ?Await] of AssignmentExpression [+In, ?Yield, ?Await] )  
Statement [?Yield, ?Await, ?Return]  
[+Await] for await ( [lookahead ≠ let []] LeftHandSideExpression [?Yield, ?Await] of  
[+Await] for await ( var ForBinding [?Yield, ?Await] of  
[+Await] for await ( ForDeclaration [?Yield, ?Await] of  

ForDeclaration: Yield, Await, Return :  
LetOrConst ForBinding [?Yield, ?Await]  

ForBinding: Yield, Await :  
BindingIdentifier [?Yield, ?Await]  
BindingPattern [?Yield, ?Await]  

ContinueStatement: Yield, Await :  
continue ;  

BreakStatement: Yield, Await :  
break ;  

ReturnStatement: Yield, Await :  
return ;  

WithStatement: Yield, Await, Return :  
SwitchStatement: [Yield, Await, Return]

    switch ( Expression [+In, ?Yield, ?Await] ) CaseBlock

CaseBlock: [Yield, Await, Return]

    { CaseClauses [?Yield, ?Await, ?Return] opt }


CaseClauses: [Yield, Await, Return]

    CaseClause [?Yield, ?Await, ?Return]


        CaseClauses [?Yield, ?Await, ?Return] opt

CaseClause: [Yield, Await, Return]


DefaultClause: [Yield, Await, Return]


LabelledStatement: [Yield, Await, Return]


LabelledItem: [Yield, Await, Return]

    Statement [?Yield, ?Await, ?Return]

FunctionDeclaration: [Yield, ?Await, ~Default]

TryStatement: [Yield, Await, Return]


        Finally [?Yield, ?Await, ?Return]

Catch: [Yield, Await, Return]


    catch Block [?Yield, ?Await, ?Return]

Finally: [Yield, Await, Return]

    finally Block [?Yield, ?Await, ?Return]

CatchParameter: [Yield, Await]

    BindingIdentifier [Yield, ?Await]

    BindingPattern [Yield, ?Await]

DebuggerStatement:

    debugger

A.4  Functions and Classes

UniqueFormalParameters: [Yield, Await]

    FormalParameters [?Yield, ?Await]

FormalParameters: [Yield, Await]

    [empty]

    FunctionRestParameter [?Yield, ?Await]

    FormalParameterList [?Yield, ?Await]

    FormalParameterList [?Yield, ?Await] ,

FormalParameterList[Yield, Await] :
  FormalParameter[?Yield, ?Await]

FunctionRestParameter[Yield, Await] :
  BindingRestElement[?Yield, ?Await]
  FormalParameter[Yield, Await] :
    BindingElement[?Yield, ?Await]

FunctionDeclaration[Yield, Await, Default] :
  function BindingIdentifier[?Yield, ?Await] ( FormalParameters[~Yield, ~Await] ) { [Default]
    FunctionBody[~Yield, ~Await]
  }

FunctionExpression :
  function BindingIdentifier[~Yield, ~Await] opt ( FormalParameters[~Yield, ~Await] ) { [Default]
    FunctionBody[~Yield, ~Await]
  }

FunctionBody[Yield, Await] :
  FunctionStatementList[?Yield, ?Await]

FunctionStatementList[Yield, Await] :

ArrowFunction[In, Yield, Await] :
  ArrowParameters[?Yield, ?Await] [no LineTerminator here] => ConciseBody[?In]

ArrowParameters[Yield, Await] :
  BindingIdentifier[?Yield, ?Await]
  CoverParenthesizedExpressionAndArrowParameterList[?Yield, ?Await]

ConciseBody[In] :
  [lookahead ≠ {}] ExpressionBody[?In, ~Await]
  { FunctionBody[~Yield, ~Await] }

ExpressionBody[In, Await] :
  AssignmentExpression[?In, ~Yield, ?Await]

When processing an instance of the production
  ArrowParameters[Yield, Await]
CoverParenthesizedExpressionAndArrowParameterList[?Yield, ?Await]
the interpretation of CoverParenthesizedExpressionAndArrowParameterList is refined using the following grammar:

ArrowFormalParameters[Yield, Await] :
  ( UniqueFormalParameters[?Yield, ?Await] )

AsyncArrowFunction[In, Yield, Await] :
  async [no LineTerminator here] AsyncArrowBindingIdentifier[?Yield] [no LineTerminator here]
  => AsyncConciseBody[?In]

CoverCallExpressionAndAsyncArrowHead[?Yield, ?Await] [no LineTerminator here] =>
  AsyncConciseBody[?In]
AsyncConciseBody [In] :
  [lookahead ≠ {} ] ExpressionBody[?In, +Await]
    { AsyncFunctionBody }
AsyncArrowBindingIdentifier [Yield] :
  BindingIdentifier[?Yield, +Await]
CoverCallExpressionAndAsyncArrowHead [Yield, Await] :
  MemberExpression[?Yield, ?Await] Arguments[?Yield, ?Await]

When processing an instance of the production
  AsyncArrowFunction [In, Yield, Await] :  
  CoverCallExpressionAndAsyncArrowHead [Yield, ?Await]  
  [no Line Terminator here] => 
  AsyncConciseBody [?In]
the interpretation of CoverCallExpressionAndAsyncArrowHead is refined using the following grammar:

AsyncArrowHead :

MethodDefinition [Yield, Await] :
  ClassName[?Yield, ?Await] ( UniqueFormalParameters[~Yield, ~Await] ) { 
    FunctionBody[~Yield, ~Await] }
GeneratorMethod [Yield, ?Await]
AsyncMethod [?Yield, ?Await]
AsyncGeneratorMethod [?Yield, ?Await]
  `get` ClassName[?Yield, ?Await] ( ) { FunctionBody[~Yield, ~Await] }
  `set` ClassName[?Yield, ?Await] ( PropertySetParameterList ) { 
    FunctionBody[~Yield, ~Await] }
PropertySetParameterList : 
  FormalParameter
GeneratorDeclaration [Yield, Await, Default] :
  `function` * BindingIdentifier[?Yield, ?Await] ( FormalParameters[+Yield, ~Await] ) { 
    GeneratorBody }
  [+Default] `function` * ( FormalParameters[+Yield, ~Await] ) { GeneratorBody }
GeneratorExpression :
  `function` * BindingIdentifier [+Yield, ~Await] opt ( FormalParameters[+Yield, ~Await] ) 
    { GeneratorBody }
GeneratorMethod [Yield, Await] :
  * ClassName[?Yield, ?Await] ( UniqueFormalParameters[+Yield, ~Await] ) 
      { GeneratorBody }
GeneratorBody :
  FunctionBody[+Yield, ~Await]
YieldExpression [In, Await] :
  `yield`
  `yield` [no Line Terminator here] * AssignmentExpression[?In, +Yield, ?Await]
AsyncGeneratorDeclaration [Yield, Await, Default] :
    FormalParameters[+Yield, +Await] ) { AsyncGeneratorBody }


AsyncGeneratorExpression :  
AsyncGeneratorMethod [Yield, Await] :  
AsyncGeneratorBody :  
FunctionBody [+Yield, +Await]  
AsyncFunctionDeclaration [Yield, Await, Default] :  
[+Default] async [no LineTerminator here] function ( FormalParameters [~Yield, +Await] ) { AsyncFunctionBody }  
AsyncFunctionExpression :  
AsyncMethod [Yield, Await] :  
AsyncFunctionBody :  
FunctionBody [~Yield, +Await]  
AwaitExpression [~Yield] :  
await UnaryExpression [~Yield, +Await]  
ClassDeclaration [Yield, Await, Default] :  
class BindingIdentifier [?Yield, ?Await] ClassTail [?Yield, ?Await]  
[+Default] class ClassTail [?Yield, ?Await]  
ClassExpression [Yield, Await] :  
class BindingIdentifier [?Yield, ?Await] opt ClassTail  
ClassTail [Yield, Await] :  
ClassHeritage [?Yield, ?Await] opt { ClassBody [?Yield, ?Await] opt }  
ClassBody [Yield, Await] :  
ClassElementList [?Yield, ?Await]  
ClassElementList [Yield, Await] :  
ClassElement [?Yield, ?Await]  
ClassElement [Yield, Await] :  
MethodDefinition [?Yield, ?Await]  
static MethodDefinition [?Yield, ?Await]  
FieldDefinition [?Yield, ?Await] ;  
static FieldDefinition [?Yield, ?Await] ;  
ClassStaticBlock ;  
FieldDefinition [Yield, Await] :
A.5 Scripts and Modules

Script:
  ScriptBody[+opt]
ScriptBody:
  StatementList[~Yield, ~Await, ~Return] opt

Module:
  ModuleBody[+opt]
ModuleBody:
  ModuleItemList
ModuleItemList:
  ModuleItem
ModuleItem:
  ImportDeclaration
  ExportDeclaration
  StatementListItem[~Yield, +Await, ~Return]
ModuleExportName:
  IdentifierName
  StringLiteral
ImportDeclaration:
  import ImportClause FromClause ;
  import ModuleSpecifier ;
ImportClause:
  ImportedDefaultBinding
  NameSpaceImport
  NamedImports
  ImportedDefaultBinding , NameSpaceImport
  ImportedDefaultBinding , NamedImports
ImportedDefaultBinding:
  ImportedBinding
NameSpaceImport:
  * as ImportedBinding
NamedImports:
  { }
  { ImportsList }
  { ImportsList , }
FromClause:
  from ModuleSpecifier
ImportsList:
  ImportSpecifier
  ImportsList , ImportSpecifier
ImportSpecifier:
   ImportedBinding
   ModuleExportName as ImportedBinding
ModuleSpecifier:
   StringLiteral
ImportedBinding:
   BindingIdentifier[-Yield, +Await]
ExportDeclaration:
   export ExportFromClause FromClause ;
   export NamedExports ;
   export VariableStatement[-Yield, +Await]
   export Declaration[-Yield, +Await]
   export default HoistableDeclaration[-Yield, +Await, +Default]
   export default ClassDeclaration[-Yield, +Await, +Default]
   export default [lookahead ∈ { function, async [no LineTerminator here] function, class }] AssignmentExpression[+In, -Yield, +Await] ;
ExportFromClause:
   *
   * as ModuleExportName
   NamedExports
NamedExports:
   { }
   { ExportsList } { ExportsList , } ExportsList:
   ExportSpecifier
   ExportsList , ExportSpecifier
ExportSpecifier:
   ModuleExportName
   ModuleExportName as ModuleExportName

A.6 Number Conversions

StringNumericLiteral :::
   StrWhiteSpaceopt
   StrWhiteSpaceopt StrNumericLiteral StrWhiteSpaceopt
StrWhiteSpace :::
   StrWhiteSpaceChar StrWhiteSpaceopt
StrWhiteSpaceChar :::
  WhiteSpace
   LineTerminator
StrNumericLiteral :::
   StrDecimalLiteral
   NonDecimalIntegerLiteral[-Sep]
StrDecimalLiteral :::
   StrUnsignedDecimalLiteral
   + StrUnsignedDecimalLiteral
   - StrUnsignedDecimalLiteral
StrUnsignedDecimalLiteral :::
   Infinity
All grammar symbols not explicitly defined by the `StringNumericLiteral` grammar have the definitions used in the Lexical Grammar for numeric literals.

```
StringIntegerLiteral ::= 
    StrWhiteSpaceopt 
    StrIntegerLiteral StrWhiteSpaceopt

StrIntegerLiteral ::= 
    SignedInteger [~Sep] 
    NonDecimalIntegerLiteral [~Sep]
```

### A.7 Universal Resource Identifier Character Classes

```
uri ::= 
    uriCharactersopt
uriCharacters ::= 
    uriCharacter uriCharactersopt
uriCharacter ::= 
    uriReserved 
    uriUnescaped 
    uriEscaped
uriReserved ::= one of 
    ; / ? : @ & = + $ ,
uriUnescaped ::= 
    uriAlpha 
    DecimalDigit 
    uriMark
uriEscaped ::= 
    % HexDigit HexDigit
uriAlpha ::= one of 
    a b c d e f g h i j k l m n o p q r s t u v w x y z A B C D E F G H I J K L M N 
    O P Q R S T U V W X Y Z
uriMark ::= one of 
    - _ . ! ~ * ' ()
```

### A.8 Regular Expressions

```
Pattern[UnicodeMode, N] ::
    Disjunction[?UnicodeMode, ?N]

Disjunction[UnicodeMode, N] ::
    Alternative[?UnicodeMode, ?N] 
    Alternative[?UnicodeMode, ?N] | Disjunction[?UnicodeMode, ?N]

Alternative[UnicodeMode, N] ::
    [empty]
    Alternative[?UnicodeMode, ?N] Term[?UnicodeMode, ?N]

Term[UnicodeMode, N] ::
    Assertion[?UnicodeMode, ?N]
```
Atom[?UnicodeMode, ?N]
Atom[?UnicodeMode, ?N]  Quantifier

Assertion[UnicodeMode, N] ::
  ^ $ \ b \ B
   ( ? = Disjunction[?UnicodeMode, ?N] )
   ( ? ! Disjunction[?UnicodeMode, ?N] )
   ( ? <= Disjunction[?UnicodeMode, ?N] )
   ( ? <1 Disjunction[?UnicodeMode, ?N] )

Quantifier ::
  QuantifierPrefix
  QuantifierPrefix ?

QuantifierPrefix ::
  * + ?
   { DecimalDigits[~Sep] }
   { DecimalDigits[~Sep] , }
   { DecimalDigits[~Sep] , DecimalDigits[~Sep] }

Atom[UnicodeMode, N] ::
  PatternCharacter
  . \ AtomEscape[?UnicodeMode, ?N]
CharacterClass[?UnicodeMode]
   ( GroupSpecifier[?UnicodeMode] Disjunction[?UnicodeMode, ?N] )
   ( ? : Disjunction[?UnicodeMode, ?N] )

SyntaxCharacter :: one of
  ^ $ \ . * + ? ( ) [ ] { } |

PatternCharacter ::
  SourceCharacter but not SyntaxCharacter

AtomEscape[UnicodeMode, N] ::
  DecimalEscape
  CharacterClassEscape[?UnicodeMode]
  CharacterEscape[?UnicodeMode]
   [+N] k GroupName[?UnicodeMode]

CharacterEscape[?UnicodeMode] ::
  ControlEscape
c ControlLetter
0 [lookahead e DecimalDigit]
HexEscapeSequence
RegExpUnicodeEscapeSequence[?UnicodeMode]
IdentityEscape[?UnicodeMode]

ControlEscape :: one of
  fn rt v

ControlLetter :: one of
  abcdefghijklmnopqrstuvwxyzABCDEFGHIJKLMNOPQRSTUVWXYZOPQRSTUVWXYZ
GroupSpecifier
GroupSpecifier::
  [empty]
  ? GroupName
GroupName
GroupName::
  < RegExpIdentifierName >
RegExpIdentifierName
RegExpIdentifierName::
  RegExpIdentifierStart
  RegExpIdentifierName
  RegExpIdentifierPart
RegExpIdentifierStart
RegExpIdentifierStart::
  IdentifierStartChar
  \ RegexpUnicodeEscapeSequence [+UnicodeMode]
  [-UnicodeMode] UnicodeLeadSurrogate UnicodeTrailSurrogate
RegExpIdentifierPart
RegExpIdentifierPart::
  IdentifierPartChar
  \ RegexpUnicodeEscapeSequence [+UnicodeMode]
  [-UnicodeMode] UnicodeLeadSurrogate UnicodeTrailSurrogate
RegExpUnicodeEscapeSequence
RegExpUnicodeEscapeSequence::
  [+UnicodeMode] u HexLeadSurrogate \u HexTrailSurrogate
  [+UnicodeMode] u HexLeadSurrogate
  [+UnicodeMode] u HexTrailSurrogate
  [+UnicodeMode] u HexNonSurrogate
  [-UnicodeMode] u Hex4Digits
  [+UnicodeMode] u{ CodePoint }
UnicodeLeadSurrogate
UnicodeLeadSurrogate::
  any Unicode code point in the inclusive range 0xD800 to 0xDBFF
UnicodeTrailSurrogate
UnicodeTrailSurrogate::
  any Unicode code point in the inclusive range 0xDC00 to 0xDFFF

Each \u HexTrailSurrogate for which the choice of associated \u HexLeadSurrogate is ambiguous shall be associated with the nearest possible \u HexLeadSurrogate that would otherwise have no corresponding \u HexTrailSurrogate.

HexLeadSurrogate
HexLeadSurrogate::
  Hex4Digits but only if the MV of Hex4Digits is in the inclusive range 0xD800 to 0xDBFF
HexTrailSurrogate
HexTrailSurrogate::
  Hex4Digits but only if the MV of Hex4Digits is in the inclusive range 0xDC00 to 0xDFFF
HexNonSurrogate
HexNonSurrogate::
  Hex4Digits but only if the MV of Hex4Digits is not in the inclusive range 0xD800 to 0xDFFF
IdentityEscape
IdentityEscape::
  [+UnicodeMode] SyntaxCharacter
  [+UnicodeMode] /
  [-UnicodeMode] SourceCharacter but not UnicodeIDContinue
DecimalEscape
DecimalEscape::
  NonZeroDigit DecimalDigits [-Sep] opt [lookahead \u DecimalDigit]
CharacterClassEscape
CharacterClassEscape::
  d
  D
  s
  S
  w
UnicodePropertyValueExpression ::
  UnicodePropertyName = UnicodePropertyValue
                LoneUnicodePropertyNameOrValue

UnicodePropertyName ::
  UnicodePropertyNameCharacters

UnicodePropertyNameCharacters ::
  UnicodePropertyNameCharacter UnicodePropertyNameCharacters_opt

UnicodePropertyValue ::
  UnicodePropertyValueCharacters

LoneUnicodePropertyNameOrValue ::
  UnicodePropertyValueCharacters

UnicodePropertyValueCharacters ::
  UnicodePropertyValueCharacter UnicodePropertyValueCharacters_opt

UnicodePropertyValueCharacter ::
  UnicodePropertyNameCharacter
  DecimalDigit

UnicodePropertyNameCharacter ::
  ControlLetter

CharacterClass [UnicodeMode] ::
  [ lookahead != ^ ] ClassRanges [UnicodeMode] ]
  [ ^ ClassRanges [UnicodeMode] ]

ClassRanges [UnicodeMode] ::
  [empty]
  NonemptyClassRanges [UnicodeMode]

NonemptyClassRanges [UnicodeMode] ::
  ClassAtom [UnicodeMode]
  ClassAtom [UnicodeMode]  NonemptyClassRangesNoDash [UnicodeMode]
  ClassAtom [UnicodeMode]  -  ClassAtom [UnicodeMode]  ClassRanges [UnicodeMode]

NonemptyClassRangesNoDash [UnicodeMode] ::
  ClassAtom [UnicodeMode]
  ClassAtomNoDash [UnicodeMode]  NonemptyClassRangesNoDash [UnicodeMode]
  ClassAtomNoDash [UnicodeMode]  -  ClassAtom [UnicodeMode]  ClassRanges [UnicodeMode]

ClassAtom [UnicodeMode] ::
  -

ClassAtomNoDash [UnicodeMode] ::
  SourceCharacter but not one of \ or ] or -
    \ CharacterEscape [UnicodeMode]

CharacterEscape [UnicodeMode] ::
  b
    [UnicodeMode] -
  CharacterClassEscape [UnicodeMode]
  CharacterEscape [UnicodeMode]
Annex B
(normative)

Additional ECMAScript Features for Web Browsers

The ECMAScript language syntax and semantics defined in this annex are required when the ECMAScript host is a web browser. The content of this annex is normative but optional if the ECMAScript host is not a web browser.

NOTE
This annex describes various legacy features and other characteristics of web browser ECMAScript hosts. All of the language features and behaviours specified in this annex have one or more undesirable characteristics and in the absence of legacy usage would be removed from this specification. However, the usage of these features by large numbers of existing web pages means that web browsers must continue to support them. The specifications in this annex define the requirements for interoperable implementations of these legacy features.

These features are not considered part of the core ECMAScript language. Programmers should not use or assume the existence of these features and behaviours when writing new ECMAScript code. ECMAScript implementations are discouraged from implementing these features unless the implementation is part of a web browser or is required to run the same legacy ECMAScript code that web browsers encounter.

B.1 Additional Syntax

B.1.1 HTML-like Comments

The syntax and semantics of 12.4 is extended as follows except that this extension is not allowed when parsing source text using the goal symbol Module:

Syntax

Comment ::
   MultiLineComment
   SingleLineComment
   SingleLineHTMLOpenComment
   SingleLineHTMLCloseComment
   SingleLineDelimitedComment

MultiLineComment ::
   /* FirstCommentLine_opt LineTerminator MultiLineCommentChars_opt */
   HTMLCloseComment_opt

FirstCommentLine ::
   SingleLineDelimitedCommentChars

SingleLineHTMLOpenComment ::
   <!-- SingleLineCommentChars_opt

SingleLineHTMLCloseComment ::
   -->
Similar to a MultiLineComment that contains a line terminator code point, a SingleLineHTMLCloseComment is considered to be a LineTerminator for purposes of parsing by the syntactic grammar.

B.1.2 Regular Expressions Patterns

The syntax of 22.2.1 is modified and extended as follows. These changes introduce ambiguities that are broken by the ordering of grammar productions and by contextual information. When parsing using the following grammar, each alternative is considered only if previous production alternatives do not match.

This alternative pattern grammar and semantics only changes the syntax and semantics of BMP patterns. The following grammar extensions include productions parameterized with the [UnicodeMode] parameter. However, none of these extensions change the syntax of Unicode patterns recognized when parsing with the [UnicodeMode] parameter present on the goal symbol.

Syntax

```
Term[UnicodeMode, N] ::
  [+UnicodeMode] Assertion[+UnicodeMode, ?N]
  [+UnicodeMode] Atom[+UnicodeMode, ?N]
  [-UnicodeMode] QuantifiableAssertion[?N] Quantifier
  [-UnicodeMode] Assertion[-UnicodeMode, ?N]
  [-UnicodeMode] ExtendedAtom[?N] Quantifier
  [-UnicodeMode] ExtendedAtom[?N]

Assertion[UnicodeMode, N] ::
  ^
  $        
  \ b
  \ B
```
[*UnicodeMode] ( ? = \Disjunction [+UnicodeMode, ?N] )
[*UnicodeMode] ( ? ! \Disjunction [+UnicodeMode, ?N] )
[-UnicodeMode] QuantifiableAssertion[?N]
( ? <= \Disjunction [+UnicodeMode, ?N] )
( ? <! \Disjunction [+UnicodeMode, ?N] )

QuantifiableAssertion[?N] ::
  ( ? = \Disjunction [+UnicodeMode, ?N] )
  ( ? ! \Disjunction [+UnicodeMode, ?N] )

ExtendedAtom[?N] ::
  .
  \AtomEscape[+UnicodeMode, ?N]
  \CharacterClass[+UnicodeMode]
    ( \Disjunction [+UnicodeMode, ?N] )
    ( ? : \Disjunction [+UnicodeMode, ?N] )
  \InvalidBracedQuantifier

InvalidBracedQuantifier ::
  { \DecimalDigits[-Sep] }
  { \DecimalDigits[-Sep] , }
  { \DecimalDigits[-Sep] , \DecimalDigits[-Sep] }

ExtendedPatternCharacter ::
  \SourceCharacter but not one of \^ $ . * + ? ( ) [ ]

AtomEscape[+UnicodeMode, N] ::
  \DecimalEscape
  \CharacterClass\Escape[+UnicodeMode]
  \Range\EscapeSequence\ but only if the CapturingGroupNumber of \DecimalEscape is \le N\CapturingParen\s
  \Character\Escape[+UnicodeMode]

CharacterEscape[+UnicodeMode, ?N]
[+*N] k \GroupName[+UnicodeMode]

CharacterEscape[+UnicodeMode, N] ::
  \Control\Escape
c \ControlLetter
0 [lookahead \∉ \DecimalDigit]

Hex\EscapeSequence
RegExp\Unicode\EscapeSequence[+UnicodeMode]
[-UnicodeMode] Legacy\Octal\EscapeSequence

Identity\Escape[+UnicodeMode, ?N]

Identity\Escape[+UnicodeMode, N] ::
  \SyntaxCharacter

Source\CharacterIdentity\Escape[+UnicodeMode, ?N]
[+*N] Source\Character but not one of c

Class\Atom\No\Dash[+UnicodeMode, N] ::
  Source\Character but not one of \ or j or –

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\( ClassEscape \) \([?\text{UnicodeMode}, ?N]\)
\( [\text{lookahead} = c] \)

\( ClassEscape \) \([\text{UnicodeMode}, N]\) ::

\( b \)
\( [+\text{UnicodeMode}] - \)
\( [-\text{UnicodeMode}] c \) \( ClassControlLetter \)

CharacterClassEscape \([?\text{UnicodeMode}]\)

CharacterEscape \([?\text{UnicodeMode}, ?N]\)

\( ClassControlLetter \) ::

\( \text{DecimalDigit} \)

\( - \)

NOTE  When the same left-hand sides occurs with both \([+\text{UnicodeMode}]\) and \([-\text{UnicodeMode}]\) guards it is to control the disambiguation priority.

B.1.2.1 Static Semantics: Early Errors

The semantics of 22.2.1 is extended as follows:

\( \text{ExtendedAtom} \) :: \( \text{InvalidBracedQuantifier} \)

- It is a Syntax Error if any source text is matched by this production.

Additionally, the rules for the following productions are modified with the addition of the highlighted text:

\( \text{NonemptyClassRanges} \) :: \( \text{ClassAtom} - \text{ClassAtom} \text{ClassRanges} \)

- It is a Syntax Error if \( \text{IsCharacterClass} \) of the first \( \text{ClassAtom} \) is \( \text{true} \) or \( \text{IsCharacterClass} \) of the second \( \text{ClassAtom} \) is \( \text{true} \) and this production has a \([\text{UnicodeMode}]\) parameter.
- It is a Syntax Error if \( \text{IsCharacterClass} \) of the first \( \text{ClassAtom} \) is \( \text{false} \) and \( \text{IsCharacterClass} \) of the second \( \text{ClassAtom} \) is \( \text{false} \) and the CharacterValue of the first \( \text{ClassAtom} \) is larger than the CharacterValue of the second \( \text{ClassAtom} \).

\( \text{NonemptyClassRangesNoDash} \) :: \( \text{ClassAtomNoDash} - \text{ClassAtom} \text{ClassRanges} \)

- It is a Syntax Error if \( \text{IsCharacterClass} \) of \( \text{ClassAtomNoDash} \) is \( \text{true} \) or \( \text{IsCharacterClass} \) of \( \text{ClassAtom} \) is \( \text{true} \) and this production has a \([\text{UnicodeMode}]\) parameter.
- It is a Syntax Error if \( \text{IsCharacterClass} \) of \( \text{ClassAtomNoDash} \) is \( \text{false} \) and \( \text{IsCharacterClass} \) of \( \text{ClassAtom} \) is \( \text{false} \) and the CharacterValue of \( \text{ClassAtomNoDash} \) is larger than the CharacterValue of \( \text{ClassAtom} \).

B.1.2.2 Static Semantics: IsCharacterClass

The semantics of 22.2.3 is extended as follows:

\( \text{ClassAtomNoDash} \) :: \( [\text{lookahead} = c] \)

1. Return \text{false}.

B.1.2.3 Static Semantics: CharacterValue

The semantics of 22.2.4 is extended as follows:

\( \text{ClassAtomNoDash} \) :: \( [\text{lookahead} = c] \)

1. Return the numeric value of U+005C (REVERSE SOLIDUS).
ClassEscape :: c  ClassControlLetter

1. Let \( ch \) be the code point matched by ClassControlLetter.
2. Let \( i \) be the numeric value of \( ch \).
3. Return the remainder of dividing \( i \) by 32.

CharacterEscape :: LegacyOctalEscapeSequence

1. Return the MV of LegacyOctalEscapeSequence (see 12.8.4.3).

### B.1.2.4 Runtime Semantics: CompileSubpattern

The semantics of CompileSubpattern is extended as follows:

Within the rule for `Term :: Atom Quantifier`, references to “Atom :: ( GroupSpecifier Disjunction )” are to be interpreted as meaning “Atom :: ( GroupSpecifier Disjunction )” or “ExtendedAtom :: ( Disjunction )”.

The rule for `Term :: QuantifiableAssertion Quantifier` is the same as for `Term :: Atom Quantifier` but with QuantifiableAssertion substituted for Atom.

The rule for `Term :: ExtendedAtom Quantifier` is the same as for `Term :: Atom Quantifier` but with ExtendedAtom substituted for Atom.

The rule for `Term :: ExtendedAtom` is the same as for `Term :: Atom` but with ExtendedAtom substituted for Atom.

### B.1.2.5 Runtime Semantics: CompileAssertion

CompileAssertion rules for the `Assertion :: (? = Disjunction)` and `Assertion :: (? ! Disjunction)` productions are also used for the QuantifiableAssertion productions, but with QuantifiableAssertion substituted for Assertion.

### B.1.2.6 Runtime Semantics: CompileAtom

CompileAtom rules for the Atom productions except for Atom :: PatternCharacter are also used for the ExtendedAtom productions, but with ExtendedAtom substituted for Atom. The following rules, with parameter direction, are also added:

\[ \text{ExtendedAtom} :: \backslash \text{[lookahead = c]} \]

1. Let \( A \) be the CharSet containing the single character \( \backslash U+005C \) (REVERSE SOLIDUS).
2. Return CharacterSetMatcher\((A, \text{false}, \text{direction})\).

\[ \text{ExtendedAtom} :: \text{ExtendedPatternCharacter} \]

1. Let \( ch \) be the character represented by ExtendedPatternCharacter.
2. Let \( A \) be a one-element CharSet containing the character \( ch \).
3. Return CharacterSetMatcher\((A, \text{false}, \text{direction})\).

### B.1.2.7 Runtime Semantics: CompileToCharSet

The semantics of 22.2.2.9 is extended as follows:

The following two rules replace the corresponding rules of CompileToCharSet.
NonemptyClassRanges :: ClassAtom - ClassAtom ClassRanges

1. Let \( A \) be CompileToCharSet of the first ClassAtom.
2. Let \( B \) be CompileToCharSet of the second ClassAtom.
3. Let \( C \) be CompileToCharSet of ClassRanges.
4. Let \( D \) be CharacterRangeOrUnion\( (A, B) \).
5. Return the union of \( D \) and \( C \).

NonemptyClassRangesNoDash :: ClassAtomNoDash - ClassAtom ClassRanges

1. Let \( A \) be CompileToCharSet of ClassAtomNoDash.
2. Let \( B \) be CompileToCharSet of ClassAtom.
3. Let \( C \) be CompileToCharSet of ClassRanges.
4. Let \( D \) be CharacterRangeOrUnion\( (A, B) \).
5. Return the union of \( D \) and \( C \).

In addition, the following rules are added to CompileToCharSet.

ClassEscape :: c ClassControlLetter

1. Let \( cv \) be the CharacterValue of this ClassEscape.
2. Let \( c \) be the character whose character value is \( cv \).
3. Return the CharSet containing the single character \( c \).

ClassAtomNoDash :: \ [lookahead = c] \n
1. Return the CharSet containing the single character \( \backslash \) U+005C (REVERSE SOLIDUS).

**NOTE** This production can only be reached from the sequence \( \backslash c \) within a character class where it is not followed by an acceptable control character.

B.1.2.7.1 CharacterRangeOrUnion ( \( A, B \) )

The abstract operation CharacterRangeOrUnion takes arguments \( A \) (a CharSet) and \( B \) (a CharSet) and returns a CharSet. It performs the following steps when called:

1. If Unicode is false, then
   a. If \( A \) does not contain exactly one character or \( B \) does not contain exactly one character, then
      i. Let \( C \) be the CharSet containing the single character \( - \) U+002D (HYPHEN-MINUS).
      ii. Return the union of CharSet \( A, B \) and \( C \).
   2. Return CharacterRange\( (A, B) \).

B.2 Additional Built-in Properties

When the ECMAScript host is a web browser the following additional properties of the standard built-in objects are defined.

B.2.1 Additional Properties of the Global Object

The entries in Table 93 are added to Table 6.
Table 93: Additional Well-known Intrinsic Objects

<table>
<thead>
<tr>
<th>Intrinsic Name</th>
<th>Global Name</th>
<th>ECMAScript Language Association</th>
</tr>
</thead>
<tbody>
<tr>
<td>%escape%</td>
<td>escape</td>
<td>The escape function (B.2.1.1)</td>
</tr>
<tr>
<td>%unescape%</td>
<td>unescape</td>
<td>The unescape function (B.2.1.2)</td>
</tr>
</tbody>
</table>

### B.2.1.1 escape (string)

The escape function is a property of the global object. It computes a new version of a String value in which certain code units have been replaced by a hexadecimal escape sequence.

For those code units being replaced whose value is \(0x00FF\) or less, a two-digit escape sequence of the form \%xx\ is used. For those characters being replaced whose code unit value is greater than \(0x00FF\), a four-digit escape sequence of the form \%u\xxxx\ is used.

The escape function is the \%escape\ intrinsic object. When the escape function is called with one argument string, the following steps are taken:

1. Set string to ?ToString(string).
2. Let length be the number of code units in string.
3. Let R be the empty String.
4. Let k be 0.
5. Repeat, while \(k < length\),
   a. Let char be the code unit (represented as a 16-bit unsigned integer) at index k within string.
   b. If char is one of the code units in "ABCDEFGHIJKLMNOPQRSTUVWXYZabcdefghijklmnopqrstuvwxyz0123456789@*_+-./",
      i. Let S be the String value containing the single code unit char.
   c. Else if char ≥ 256, then
      i. Let n be the numeric value of char.
      ii. Let S be the string-concatenation of:
         - "%u"
         - the String representation of \(n\), formatted as a four-digit uppercase hexadecimal number, padded to the left with zeroes if necessary
   d. Else,
      i. Assert: char < 256.
      ii. Let n be the numeric value of char.
      iii. Let S be the string-concatenation of:
         - "%"
         - the String representation of \(n\), formatted as a two-digit uppercase hexadecimal number, padded to the left with a zero if necessary
   e. Set R to the string-concatenation of R and S.
   f. Set k to \(k + 1\).
6. Return R.

**NOTE**

The encoding is partly based on the encoding described in RFC 1738, but the entire encoding specified in this standard is described above without regard to the contents of RFC 1738. This encoding does not reflect changes to RFC 1738 made by RFC 3986.
B.2.1.2 `unescape (string)`

The `unescape` function is a property of the global object. It computes a new version of a String value in which each escape sequence of the sort that might be introduced by the `escape` function is replaced with the code unit that it represents.

The `unescape` function is the `%unescape%` intrinsic object. When the `unescape` function is called with one argument `string`, the following steps are taken:

1. Set `string` to `ToString(string)`.
2. Let `length` be the number of code units in `string`.
3. Let `R` be the empty String.
4. Let `k` be 0.
5. Repeat, while `k ≠ length`,
   a. Let `c` be the code unit at index `k` within `string`.
   b. If `c` is the code unit 0x0025 (PERCENT SIGN), then
      i. Let `hexEscape` be the empty String.
      ii. Let `skip` be 0.
      iii. If `k ≤ length - 6` and the code unit at index `k + 1` within `string` is the code unit 0x0075 (LATIN SMALL LETTER U), then
          1. Set `hexEscape` to the substring of `string` from `k + 2` to `k + 6`.
          2. Set `skip` to 5.
      iv. Else if `k ≤ length - 3`, then
          1. Set `hexEscape` to the substring of `string` from `k + 1` to `k + 3`.
          2. Set `skip` to 2.
      v. If `hexEscape` can be interpreted as an expansion of `HexDigits[~Sep]`, then
          1. Let `hexIntegerLiteral` be the string-concatenation of "0x" and `hexEscape`.
          2. Let `n` be `ToNumber(hexIntegerLiteral)`.
          3. Set `c` to the code unit whose value is `ℝ(n)`.
          4. Set `k` to `k + skip`.
   c. Set `R` to the string-concatenation of `R` and `c`.
   d. Set `k` to `k + 1`.
6. Return `R`.

B.2.2 Additional Properties of the String.prototype Object

B.2.2.1 `String.prototype.substr (start, length)`

The `substr` method takes two arguments, `start` and `length`, and returns a substring of the result of converting the this value to a String, starting from index `start` and running for `length` code units (or through the end of the String if `length` is `undefined`). If `start` is negative, it is treated as `sourceLength + start` where `sourceLength` is the length of the String. The result is a String value, not a String object. The following steps are taken:

1. Let `O` be `RequireObjectCoercible(this value)`.
2. Let `S` be `ToString(O)`.
3. Let `size` be the length of `S`.
4. Let `intStart` be `ToIntegerOrInfinity(start)`.
5. If `intStart` is `--`, set `intStart` to 0.
6. Else if `intStart < 0`, set `intStart` to `max(size + intStart, 0)`. 
7. If `length` is `undefined`, let `intLength` be `size`; otherwise let `intLength` be `? ToIntegerOrInfinity(length)`.

8. If `intStart` is `+∞`, `intLength` ≤ 0, or `intLength` is `+∞`, return the empty String.

9. Let `intEnd` be `min(intStart + intLength, size)`.

10. If `intStart` ≥ `intEnd`, return the empty String.

11. Return the substring of `S` from `intStart` to `intEnd`.

**NOTE**
The `substr` 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.

---

**B.2.2.2 String.prototype.anchor ( name )**

When the `anchor` method is called with argument `name`, the following steps are taken:

1. Let `S` be the `this` value.
2. Return `? CreateHTML(S, "a", "name", name)`.

**B.2.2.2.1 CreateHTML ( string, tag, attribute, value )**

The abstract operation CreateHTML takes arguments `string`, `tag` (a String), `attribute` (a String), and `value` and returns either a normal completion containing a String or an abrupt completion. It performs the following steps when called:

1. Let `str` be `? RequireObjectCoercible(string)`.
2. Let `S` be `? ToString(str)`.
3. Let `p1` be the string-concatenation of "<" and `tag`.
4. If `attribute` is not the empty String, then
   a. Let `V` be `? ToString(value)`.
   b. Let `escapedV` be the String value that is the same as `V` except that each occurrence of the code unit 0x0022 (QUOTATION MARK) in `V` has been replaced with the six code unit sequence "&quot;.
   c. Set `p1` to the string-concatenation of:
      - `p1`
      - the code unit 0x0020 (SPACE)
      - `attribute`
      - the code unit 0x003D (EQUALS SIGN)
      - the code unit 0x0022 (QUOTATION MARK)
      - `escapedV`
      - the code unit 0x0022 (QUOTATION MARK)
5. Let `p2` be the string-concatenation of `p1` and ">".
6. Let `p3` be the string-concatenation of `p2` and `S`.
7. Let `p4` be the string-concatenation of `p3`, "<", `tag`, and ">".

**B.2.2.3 String.prototype.big ( )**

When the `big` method is called with no arguments, the following steps are taken:

1. Let `S` be the `this` value.
B.2.2.4 String.prototype.blink ()

When the **blink** method is called with no arguments, the following steps are taken:

1. Let $S$ be the this value.
2. Return ? CreateHTML($S$, "blink", "", "").

B.2.2.5 String.prototype.bold ()

When the **bold** method is called with no arguments, the following steps are taken:

1. Let $S$ be the this value.
2. Return ? CreateHTML($S$, "b", "", "").

B.2.2.6 String.prototype.fixed ()

When the **fixed** method is called with no arguments, the following steps are taken:

1. Let $S$ be the this value.
2. Return ? CreateHTML($S$, "tt", "", "").

B.2.2.7 String.prototype.fontcolor ( **color **)

When the **fontcolor** method is called with argument **color**, the following steps are taken:

1. Let $S$ be the this value.
2. Return ? CreateHTML($S$, "font", "color", **color**).

B.2.2.8 String.prototype.fontsize ( **size **)

When the **fontsize** method is called with argument **size**, the following steps are taken:

1. Let $S$ be the this value.
2. Return ? CreateHTML($S$, "font", "size", **size**).

B.2.2.9 String.prototype.italics ()

When the **italics** method is called with no arguments, the following steps are taken:

1. Let $S$ be the this value.
2. Return ? CreateHTML($S$, "i", "", "").

B.2.2.10 String.prototype.link ( **url **)

When the **link** method is called with argument **url**, the following steps are taken:

1. Let $S$ be the this value.
2. Return ? CreateHTML($S$, "a", "href", **url**).
B.2.2.11 String.prototype.small ()

When the `small` method is called with no arguments, the following steps are taken:

1. Let \( S \) be the `this` value.
2. Return \( \text{CreateHTML}(S, "\text{small}\), '''', '''').\)

B.2.2.12 String.prototype.strike ()

When the `strike` method is called with no arguments, the following steps are taken:

1. Let \( S \) be the `this` value.
2. Return \( \text{CreateHTML}(S, "\text{strike}\), '''', '''').\)

B.2.2.13 String.prototype.sub ()

When the `sub` method is called with no arguments, the following steps are taken:

1. Let \( S \) be the `this` value.
2. Return \( \text{CreateHTML}(S, "\text{sub}\), '''', '''').\)

B.2.2.14 String.prototype.sup ()

When the `sup` method is called with no arguments, the following steps are taken:

1. Let \( S \) be the `this` value.
2. Return \( \text{CreateHTML}(S, "\text{sup}\), '''', '''').\)

B.2.2.15 String.prototype.trimLeft ()

NOTE The property "trimStart" is preferred. The "trimLeft" property is provided principally for compatibility with old code. It is recommended that the "trimStart" property be used in new ECMAScript code.

The initial value of the "trimLeft" property is %String.prototype.trimStart%, defined in 22.1.3.32.

B.2.2.16 String.prototype.trimRight ()

NOTE The property "trimEnd" is preferred. The "trimRight" property is provided principally for compatibility with old code. It is recommended that the "trimEnd" property be used in new ECMAScript code.

The initial value of the "trimRight" property is %String.prototype.trimEnd%, defined in 22.1.3.31.

B.2.3 Additional Properties of the Date.prototype Object
B.2.3.1 Date.prototype.getYear ( )

The `getFullYear` method is preferred for nearly all purposes, because it avoids the "year 2000 problem."

When the `getYear` method is called with no arguments, the following steps are taken:

1. Let `t` be `thisTimeValue(this value).`
2. If `t` is `NaN`, return `NaN`.
3. Return `YearFromTime(LocalTime(t)) - 1900F`.

B.2.3.2 Date.prototype.setYear (year)

The `setFullYear` method is preferred for nearly all purposes, because it avoids the "year 2000 problem."

When the `setYear` method is called with one argument `year`, the following steps are taken:

1. Let `t` be `thisTimeValue(this value).`
2. Let `y` be `ToNumber(year).`
3. If `t` is `NaN`, set `t` to `+0F`; otherwise, set `t` to `LocalTime(t)`.
4. If `y` is `NaN`, then
   a. Set the [[DateValue]] internal slot of this Date object to `NaN`.
   b. Return `NaN`.
5. Let `yi` be `ToIntegerOrInfinity(yi)`.
6. If `0 ≤ yi ≤ 99`, let `yyyy` be `1900F + F(yi)`.
7. Else, let `yyyy` be `y`.
8. Let `d` be `MakeDay/yyyy, MonthFromTime(t), DateFromTime(t)`.
9. Let `date` be `UTC(MakeDate(d, TimeWithinDay(t)))`.
10. Set the [[DateValue]] internal slot of this Date object to `TimeClip(date)`.
11. Return the value of the [[DateValue]] internal slot of this Date object.

B.2.3.3 Date.prototype.toGMTString ( )

The `toUTCString` method is preferred. The `toGMTString` method is provided principally for compatibility with old code.

The initial value of the "toGMTString" property is `%Date.prototype.toUTCString%`, defined in 21.4.4.43.

B.2.4 Additional Properties of the RegExp.prototype Object

B.2.4.1 RegExp.prototype.compile (pattern, flags)

When the `compile` method is called with arguments `pattern` and `flags`, the following steps are taken:

1. Let `O` be the this value.
2. Perform `RequireInternalSlot(O, [[RegExpMatcher]])`. 
a. If `flags` is not `undefined`, throw a `TypeError` exception.
b. Let `P` be `pattern.[[OriginalSource]]`.
c. Let `F` be `pattern.[[OriginalFlags]]`.

4. Else,
   a. Let `P` be `pattern`.
   b. Let `F` be `flags`.

5. Return `RegExpInitialize(O, P, F)`.

NOTE
The `compile` method completely reinitializes the `this` value `RegExp` with a new pattern and flags. An implementation may interpret use of this method as an assertion that the resulting `RegExp` object will be used multiple times and hence is a candidate for extra optimization.

B.3 Other Additional Features

B.3.1 Labelled Function Declarations

Prior to ECMAScript 2015, the specification of `LabelledStatement` did not allow for the association of a statement label with a `FunctionDeclaration`. However, a labelled `FunctionDeclaration` was an allowable extension for non-strict code and most browser-hosted ECMAScript implementations supported that extension. In ECMAScript 2015 and later, the grammar production for `LabelledStatement` permits use of `FunctionDeclaration` as a `LabelledItem` but 14.13.1 includes an Early Error rule that produces a Syntax Error if that occurs. That rule is modified with the addition of the highlighted text:

```
LabelledItem : FunctionDeclaration
```

- It is a Syntax Error if any source text that is strict mode code is matched by this production.

NOTE
The early error rules for `WithStatement`, `IfStatement`, and `IterationStatement` prevent these statements from containing a labelled `FunctionDeclaration` in non-strict code.

B.3.2 Block-Level Function Declarations Web Legacy Compatibility Semantics

Prior to ECMAScript 2015, the ECMAScript specification did not define the occurrence of a `FunctionDeclaration` as an element of a `Block` statement's `StatementList`. However, support for that form of `FunctionDeclaration` was an allowable extension and most browser-hosted ECMAScript implementations permitted them. Unfortunately, the semantics of such declarations differ among those implementations. Because of these semantic differences, existing web ECMAScript code that uses `Block` level function declarations is only portable among browser implementations if the usage only depends upon the semantic intersection of all of the browser implementations for such declarations. The following are the use cases that fall within that intersection semantics:

1. A function is declared and only referenced within a single block.
   - One or more `FunctionDeclaration` whose `BindingIdentifier` is the name `f` occur within the function code of an enclosing function `g` and that declaration is nested within a `Block`.
   - No other declaration of `f` that is not a `var` declaration occurs within the function code of `g`.
   - All occurrences of `f` as an `IdentifierReference` are within the `StatementList` of the `Block` containing the declaration of `f`.

2. A function is declared and possibly used within a single `Block` but also referenced by an inner function definition that is not contained within that same `Block`.
One or more `FunctionDeclaration` whose `BindingIdentifier` is the name `f` occur within the function code of an enclosing function `g` and that declaration is nested within a `Block`.

No other declaration of `f` that is not a `var` declaration occurs within the function code of `g`.

There may be occurrences of `f` as an `IdentifierReference` within the `StatementList` of the `Block` containing the declaration of `f`.

There is at least one occurrence of `f` as an `IdentifierReference` within another function `h` that is nested within `g` and no other declaration of `f` shadows the references to `f` from within `h`.

All invocations of `h` occur after the declaration of `f` has been evaluated.

3. A function is declared and possibly used within a single block but also referenced within subsequent blocks.

One or more `FunctionDeclaration` whose `BindingIdentifier` is the name `f` occur within the function code of an enclosing function `g` and that declaration is nested within a `Block`.

No other declaration of `f` that is not a `var` declaration occurs within the function code of `g`.

There may be occurrences of `f` as an `IdentifierReference` within the `StatementList` of the `Block` containing the declaration of `f`.

There is at least one occurrence of `f` as an `IdentifierReference` within the function code of `g` that lexically follows the `Block` containing the declaration of `f`.

The first use case is interoperable with the semantics of `Block` level function declarations provided by ECMAScript 2015. Any pre-existing ECMAScript code that employs that use case will operate using the Block level function declarations semantics defined by clauses 10, 14, and 15.

ECMAScript 2015 interoperability for the second and third use cases requires the following extensions to the clause 10, clause 15, clause 19.2.1 and clause 16.1.7 semantics.

If an ECMAScript implementation has a mechanism for reporting diagnostic warning messages, a warning should be produced when code contains a `FunctionDeclaration` for which these compatibility semantics are applied and introduce observable differences from non-compatibility semantics. For example, if a var binding is not introduced because its introduction would create an early error, a warning message should not be produced.

### B.3.2.1 Changes to FunctionDeclarationInstantiation

During `FunctionDeclarationInstantiation` the following steps are performed in place of step 29:

29. If `strict` is `false`, then
   a. For each `FunctionDeclaration` `f` that is directly contained in the `StatementList` of a `Block`, `CaseClause`, or `DefaultClause`, do
      i. Let `F` be `StringValue` of the `BindingIdentifier` of `f`.
      ii. If replacing the `FunctionDeclaration` `f` with a `VariableStatement` that has `F` as a `BindingIdentifier` would not produce any Early Errors for `func` and `F` is not an element of `parameterNames`, then
         1. NOTE: A var binding for `F` is only instantiated here if it is neither a `VarDeclaredName`, the name of a formal parameter, or another `FunctionDeclaration`.
         2. If `initializedBindings` does not contain `F` and `F` is not "arguments", then
            a. Perform `! varEnv.CreateMutableBinding(F, false)`.
            b. Perform `! varEnv.InitializeBinding(F, undefined)`.
            c. Append `F` to `instantiatedVarNames`.
      3. When the `FunctionDeclaration` `f` is evaluated, perform the following steps in place of the `FunctionDeclaration` Evaluation algorithm provided in 15.2.6:
         a. Let `fenv` be the running execution context's VariableEnvironment.
         b. Let `benv` be the running execution context's LexicalEnvironment.
         c. Let `fobj` be `! benv.GetBindingValue(F, false)`.
         d. Perform `! fenv.SetMutableBinding(F, fobj, false)`.
During GlobalDeclarationInstantiation the following steps are performed in place of step 12:

12. Perform the following steps:
   a. Let `strict` be `IsStrict of script`.
   b. If `strict` is `false`, then
      i. Let `declaredFunctionOrVarNames` be the list-concatenation of `declaredFunctionNames` and `declaredVarNames`.
      ii. For each `FunctionDeclaration f` that is directly contained in the `StatementList` of a `Block`, `CaseClause`, or `DefaultClause` Contained within `script`, do
         1. Let `F` be `StringValue of the BindingIdentifier of f`.
         2. If replacing the `FunctionDeclaration f` with a `VariableStatement` that has `F` as a `BindingIdentifier` would not produce any Early Errors for `script`, then
            a. If `env.HasLexicalDeclaration(F)` is `false`, then
               i. Let `fnDefinable` be `? env.CanDeclareGlobalVar(F)`.
               ii. If `fnDefinable` is `true`, then
                  i. NOTE: A var binding for `F` is only instantiated here if it is neither a VarDeclaredName nor the name of another `FunctionDeclaration`.
                  ii. If `declaredFunctionOrVarNames` does not contain `F`, then
                     i. Perform `? env.CreateGlobalVarBinding(F, false)`.
                     ii. Append `F` to `declaredFunctionOrVarNames`.
               iii. When the `FunctionDeclaration f` is evaluated, perform the following steps in place of the `FunctionDeclaration` Evaluation algorithm provided in 15.2.6:
                  i. Let `genv` be the running execution context’s VariableEnvironment.
                  ii. Let `benv` be the running execution context’s LexicalEnvironment.
                  iii. Let `fobj` be `! benv.GetBindingValue(F, false)`.
            v. Return `unused`.
   
During EvalDeclarationInstantiation the following steps are performed in place of step 11:

11. If `strict` is `false`, then
    a. Let `declaredFunctionOrVarNames` be the list-concatenation of `declaredFunctionNames` and `declaredVarNames`.
    b. For each `FunctionDeclaration f` that is directly contained in the `StatementList` of a `Block`, `CaseClause`, or `DefaultClause` Contained within `body`, do
       i. Let `F` be `StringValue of the BindingIdentifier of f`.
       ii. If replacing the `FunctionDeclaration f` with a `VariableStatement` that has `F` as a `BindingIdentifier` would not produce any Early Errors for `body`, then
          1. Let `bindingExists` be `false`.
          2. Let `thisEnv` be `lexEnv`.
          3. Assert: The following loop will terminate.
Repeat, while thisEnv is not the same as varEnv,
  a. If thisEnv is not an object Environment Record, then
     i. If thisEnv.HasBinding(F) is true, then
        i. Let bindingExists be true.
  b. Set thisEnv to thisEnv.[[OuterEnv]].
5. If bindingExists is false and varEnv is a global Environment Record, then
   a. If varEnv.HasLexicalDeclaration(F) is false, then
      i. Let fnDefinable be ? varEnv.CanDeclareGlobalVar(F).
   b. Else,
      i. Let fnDefinable be false.
6. Else,
   a. Let fnDefinable be true.
7. If bindingExists is false and fnDefinable is true, then
   a. If declaredFunctionOrVarNames does not contain F, then
      i. If varEnv is a global Environment Record, then
         i. Perform ? varEnv.CreateGlobalVarBinding(F, true).
      ii. Else,
         i. Let bindingExists be ! varEnv.HasBinding(F).
         ii. If bindingExists is false, then
             i. Perform ! varEnv.CreateMutableBinding(F, true).
             ii. Perform ! varEnv.InitializeBinding(F, undefined).
      iii. Append F to declaredFunctionOrVarNames.
   b. When the FunctionDeclaration f is evaluated, perform the following steps in place of the FunctionDeclaration Evaluation algorithm provided in 15.2.6:
      i. Let genv be the running execution context's VariableEnvironment.
      ii. Let benv be the running execution context's LexicalEnvironment.
      iii. Let fobj be ! benv.GetBindingValue(F, false).
      v. Return unused.

B.3.2.4 Changes to Block Static Semantics: Early Errors

The rules for the following production in 14.2.1 are modified with the addition of the highlighted text:

\[
\text{Block} : \{ \text{StatementList} \}
\]

- It is a Syntax Error if the LexicallyDeclaredNames of StatementList contains any duplicate entries, unless the source text matched by this production is not strict mode code and the duplicate entries are only bound by FunctionDeclarations.
- It is a Syntax Error if any element of the LexicallyDeclaredNames of StatementList also occurs in the VarDeclaredNames of StatementList.

B.3.2.5 Changes to switch Statement Static Semantics: Early Errors

The rules for the following production in 14.12.1 are modified with the addition of the highlighted text:

\[
\text{SwitchStatement} : \text{switch} ( \text{Expression} ) \text{ CaseBlock}
\]

- It is a Syntax Error if the LexicallyDeclaredNames of CaseBlock contains any duplicate entries, unless the source text matched by this production is not strict mode code and the duplicate entries are only bound by FunctionDeclarations.
- It is a Syntax Error if any element of the `LexicallyDeclaredNames` of `CaseBlock` also occurs in the `VarDeclaredNames` of `CaseBlock`.

**B.3.2.6 Changes to BlockDeclarationInstantiation**

During `BlockDeclarationInstantiation` the following steps are performed in place of step 3.a.ii.1:

1. If `env.HasBinding(dn)` is false, then
   a. Perform `env.CreateMutableBinding(dn, false)`.

During `BlockDeclarationInstantiation` the following steps are performed in place of step 3.b.iii:

iii. Perform the following steps:

1. If the binding for `fn` in `env` is an uninitialized binding, then
   a. Perform `env.InitializeBinding(fn, fo)`.
2. Else,
   a. Assert: `d` is a `FunctionDeclaration`.
   b. Perform `env.SetMutableBinding(fn, fo, false)`.

**B.3.3 FunctionDeclarations in IfStatement Statement Clauses**

The following augments the `IfStatement` production in 14.6:

\[
\text{IfStatement} \left[ \text{Yield, Await, Return} \right] : \\
\text{if} \ \text{( Expression } \left[ \text{+In, ?Yield, ?Await} \right] \text{ ) FunctionDeclaration } \left[ \text{?Yield, ?Await, ~Default} \right] \text{ else } \\
\text{Statement} \left[ \text{?Yield, ?Await, ?Return} \right] \text{ else } \\
\text{if} \ \text{( Expression } \left[ \text{+In, ?Yield, ?Await} \right] \text{ ) Statement } \left[ \text{?Yield, ?Await, ~Default} \right] \text{ else } \\
\text{if} \ \text{( Expression } \left[ \text{+In, ?Yield, ?Await} \right] \text{ ) FunctionDeclaration } \left[ \text{?Yield, ?Await, ~Default} \right] \text{ else } \\
\text{if} \ \text{( Expression } \left[ \text{+In, ?Yield, ?Await} \right] \text{ ) FunctionDeclaration } \left[ \text{?Yield, ?Await, ~Default} \right] \text{ [lookahead ≠ else]}
\]

This production only applies when parsing non-strict code. Source text matched by this production is processed as if each matching occurrence of `FunctionDeclaration` was the sole `StatementListItem` of a `BlockStatement` occupying that position in the source text. The semantics of such a synthetic `BlockStatement` includes the web legacy compatibility semantics specified in B.3.2.

**B.3.4 VariableStatements in Catch Blocks**

The content of subclause 14.15.1 is replaced with the following:

\[
\text{Catch} : \text{catch} \ ( \text{CatchParameter} ) \text{ Block}
\]

- It is a Syntax Error if `BoundNames` of `CatchParameter` contains any duplicate elements.
- It is a Syntax Error if any element of the `BoundNames` of `CatchParameter` also occurs in the `LexicallyDeclaredNames` of `Block`.
- It is a Syntax Error if any element of the `BoundNames` of `CatchParameter` also occurs in the `VarDeclaredNames` of `Block` unless `CatchParameter` is `CatchParameter : BindingIdentifier`.
NOTE

The Block of a Catch clause may contain var declarations that bind a name that is also bound by the CatchParameter. At runtime, such bindings are instantiated in the VariableDeclarationEnvironment. They do not shadow the same-named bindings introduced by the CatchParameter and hence the Initializer for such var declarations will assign to the corresponding catch parameter rather than the var binding.

This modified behaviour also applies to var and function declarations introduced by direct eval calls contained within the Block of a Catch clause. This change is accomplished by modifying the algorithm of 19.2.1.3 as follows:

Step 3.d.i.2.a.i is replaced by:

i. If thisEnv is not the Environment Record for a Catch clause, throw a SyntaxError exception.

Step 11.b.ii.4.a.i.i is replaced by:

i. If thisEnv is not the Environment Record for a Catch clause, let bindingExists be true.

B.3.5 Initializers in ForIn Statement Heads

The following augments the ForInOfStatement production in 14.7.5:

```
ForInOfStatement[Yield, Await, Return] :
```

This production only applies when parsing non-strict code.

The static semantics of ContainsDuplicateLabels in 8.2.1 are augmented with the following:

```
ForInOfStatement : for ( var BindingIdentifier Initializer in Expression ) Statement
    1. Return ContainsDuplicateLabels of Statement with argument labelSet.
```

The static semantics of ContainsUndefinedBreakTarget in 8.2.2 are augmented with the following:

```
ForInOfStatement : for ( var BindingIdentifier Initializer in Expression ) Statement
    1. Return ContainsUndefinedBreakTarget of Statement with argument labelSet.
```

The static semantics of ContainsUndefinedContinueTarget in 8.2.3 are augmented with the following:

```
ForInOfStatement : for ( var BindingIdentifier Initializer in Expression ) Statement
    1. Return ContainsUndefinedContinueTarget of Statement with arguments iterationSet and « ».
```

The static semantics of IsDestructuring in 14.7.5.2 are augmented with the following:

```
BindingIdentifier : Identifier
    yield
    await
    1. Return false.
```

The static semantics of VarDeclaredNames in 8.1.6 are augmented with the following:
**ForInOfStatement**: `for ( var BindingIdentifier Initializer in Expression )` Statement

1. Let `names1` be the `BoundNames` of `BindingIdentifier`.
2. Let `names2` be the `VarDeclaredNames` of `Statement`.
3. Return the list-concatenation of `names1` and `names2`.

The static semantics of `VarScopedDeclarations` in 8.1.7 are augmented with the following:

**ForInOfStatement**: `for ( var BindingIdentifier Initializer in Expression )` Statement

1. Let `declarations1` be `« BindingIdentifier »`.
2. Let `declarations2` be the `VarScopedDeclarations` of `Statement`.
3. Return the list-concatenation of `declarations1` and `declarations2`.

The runtime semantics of `ForInOfLoopEvaluation` in 14.7.5.5 are augmented with the following:

**ForInOfStatement**: `for ( var BindingIdentifier Initializer in Expression )` Statement

1. Let `bindingId` be `StringValue` of `BindingIdentifier`.
2. Let `lhs` be `? ResolveBinding(bindingId)`.
3. If `IsAnonymousFunctionDefinition(Initializer)` is `true`, then
   a. Let `value` be `? NamedEvaluation` of `Initializer` with argument `bindingId`.
4. Else,
   a. Let `rhs` be the result of evaluating `Initializer`.
   b. Let `value` be `? GetValue(rhs)`.
5. Perform `? PutValue(lhs, value)`.
6. Let `keyResult` be `? ForIn/OfHeadEvaluation(« », Expression, enumerate)`.
7. Return `? ForIn/OfBodyEvaluation(BindingIdentifier, Statement, keyResult, enumerate, varBinding, labelSet)`.

B.3.6 The `[[IsHTMLDDA]]` Internal Slot

An `[[IsHTMLDDA]]` internal slot may exist on host-defined objects. Objects with an `[[IsHTMLDDA]]` internal slot behave like `undefined` in the `ToBoolean` and `IsLooselyEqual` abstract operations and when used as an operand for the `typeof` operator.

NOTE Objects with an `[[IsHTMLDDA]]` internal slot are never created by this specification. However, the `document.all` object in web browsers is a host-defined exotic object with this slot that exists for web compatibility purposes. There are no other known examples of this type of object and implementations should not create any with the exception of `document.all`.

B.3.6.1 Changes to `ToBoolean`

The result column in Table 12 for an argument type of `Object` is replaced with the following algorithm:

1. If `argument` has an `[[IsHTMLDDA]]` internal slot, return `false`.
2. Return `true`.

B.3.6.2 Changes to `IsLooselyEqual`

During `IsLooselyEqual` the following steps are performed in place of step 4:
Perform the following steps:

a. If $\text{Type}(x)$ is Object and $x$ has an $\text{[[IsHTMLDDA]]}$ internal slot and $y$ is either null or undefined, return true.

b. If $x$ is either null or undefined and $\text{Type}(y)$ is Object and $y$ has an $\text{[[IsHTMLDDA]]}$ internal slot, return true.

B.3.6.3 Changes to the typeof Operator

The following step replaces step 4 of the evaluation semantics for typeof:

4. If $\text{Type}(val)$ is Object and $val$ has an $\text{[[IsHTMLDDA]]}$ internal slot, return "undefined".
Annex C
(informative)

The Strict Mode of ECMAScript

The strict mode restriction and exceptions

- `implements interface let package private protected public static yield` are reserved words within strict mode code. (12.6.2).
- A conforming implementation, when processing strict mode code, must disallow instances of the productions `NumericLiteral :: LegacyOctalIntegerLiteral` and `DecimalIntegerLiteral :: NonOctalDecimalIntegerLiteral`.
- A conforming implementation, when processing strict mode code, must disallow instances of the productions `EscapeSequence :: LegacyOctalEscapeSequence` and `EscapeSequence :: NonOctalDecimalEscapeSequence`.
- Assignment to an undeclared identifier or otherwise unresolvable reference does not create a property in the global object. When a simple assignment occurs within strict mode code, its `LeftHandSideExpression` must not evaluate to an unresolvable Reference. If it does a `ReferenceError` exception is thrown (6.2.4.6). The `LeftHandSideExpression` also may not be a reference to a data property with the attribute value `{[Writable]: false}`, to an accessor property with the attribute value `{[[Set]]: undefined}`, nor to a non-existent property of an object whose `[[Extensible]]` internal slot is `false`. In these cases a `TypeError` exception is thrown (13.15).
- An `IdentifierReference` with the `StringValue "eval"` or `arguments` may not appear as the `LeftHandSideExpression` of an Assignment operator (13.15) or of an `UpdateExpression` (13.4) or as the `UnaryExpression` operated upon by a Prefix Increment (13.4.4) or a Prefix Decrement (13.4.5) operator.
- Arguments objects for strict functions define a non-configurable accessor property `"callee"` which throws a `TypeError` exception on access (10.4.4.6).
- Arguments objects for strict functions do not dynamically share their array-indexed property values with the corresponding formal parameter bindings of their functions. (10.4.4).
- For strict functions, if an arguments object is created the binding of the local identifier `arguments` to the `arguments` object is immutable and hence may not be the target of an assignment expression. (10.2.11).
- It is a `SyntaxError` if the `StringValue` of a `BindingIdentifier` is `"eval"` or `"arguments"` within strict mode code (13.1.1).
- Strict mode eval code cannot instantiate variables or functions in the variable environment of the caller to eval. Instead, a new variable environment is created and that environment is used for declaration binding instantiation for the eval code (19.2.1).
- If this is evaluated within strict mode code, then the `this` value is not coerced to an object. A `this` value of `undefined` or `null` is not converted to the global object and primitive values are not converted to wrapper objects. The `this` value passed via a function call (including calls made using `Function.prototype.apply` and `Function.prototype.call`) do not coerce the passed `this` value to an object (10.2.1.2, 20.2.3.1, 20.2.3.3).
- When a `delete` operator occurs within strict mode code, a `SyntaxError` is thrown if its `UnaryExpression` is a direct reference to a variable, function argument, or function name (13.5.1.1).
- When a `delete` operator occurs within strict mode code, a `TypeError` is thrown if the property to be deleted has the attribute `{[[Configurable]]: false}` or otherwise cannot be deleted (13.5.1.2).
- Strict mode code may not include a `WithStatement`. The occurrence of a `WithStatement` in such a context is a `SyntaxError` (14.11.1).
- It is a `SyntaxError` if a `CatchParameter` occurs within strict mode code and `BoundNames` of `CatchParameter` contains either `eval` or `arguments` (14.15.1).
- It is a `SyntaxError` if the same `BindingIdentifier` appears more than once in the `FormalParameters` of a strict function. An attempt to create such a function using a Function, Generator, or AsyncFunction constructor is a `SyntaxError` (15.2.1, 20.2.1.1.1).
• An implementation may not extend, beyond that defined in this specification, the meanings within strict functions of properties named “caller” or “arguments” of function instances.
Annex D
(informative)
Host Layering Points

See 4.2 for the definition of host.

D.1 Host Hooks

HostCallJobCallback(...)
HostEnqueueFinalizationRegistryCleanupJob(...)
HostEnqueuePromiseJob(...)
HostEnsureCanCompileStrings(...)
HostFinalizeImportMeta(...)
HostGetImportMetaProperties(...)
HostHasSourceTextAvailable(...)
HostImportModuleDynamically(...)
HostMakeJobCallback(...)
HostPromiseRejectionTracker(...)
HostResolveImportedModule(...)
InitializeHostDefinedRealm(...)

D.2 Host-defined Fields

[[HostDefined]] on Realm Records: See Table 27.
[[HostDefined]] on Script Records: See Table 43.
[[HostDefined]] on Module Records: See Table 44.
[[HostDefined]] on JobCallback Records: See Table 31.
[[HostSynchronizesWith]] on Candidate Executions: See Table 92.
[[IsHTMLDDA]]: See B.3.6.
D.3 Host-defined Objects

The global object: See clause 19.

D.4 Running Jobs

Preparation steps before, and cleanup steps after, invocation of Job Abstract Closures. See 9.5.

D.5 Internal Methods of Exotic Objects

Any of the essential internal methods in Table 4 for any exotic object not specified within this specification.

D.6 Built-in Objects and Methods

Any built-in objects and methods not defined within this specification, except as restricted in 17.1.
Annex E

(informative)

Corrections and Clarifications in ECMAScript 2015 with Possible Compatibility Impact

9.1.4.15-9.1.4.18 Edition 5 and 5.1 used a property existence test to determine whether a global object property corresponding to a new global declaration already existed. ECMAScript 2015 uses an own property existence test. This corresponds to what has been most commonly implemented by web browsers.

10.4.2.1: The 5th Edition moved the capture of the current array length prior to the integer conversion of the array index or new length value. However, the captured length value could become invalid if the conversion process has the side-effect of changing the array length. ECMAScript 2015 specifies that the current array length must be captured after the possible occurrence of such side-effects.

21.4.1.14: Previous editions permitted the TimeClip abstract operation to return either +0𝔽 or -0𝔽 as the representation of a 0 time value. ECMAScript 2015 specifies that +0𝔽 always returned. This means that for ECMAScript 2015 the time value of a Date is never observably -0𝔽 and methods that return time values never return -0𝔽.

21.4.1.15: If a UTC offset representation is not present, the local time zone is used. Edition 5.1 incorrectly stated that a missing time zone should be interpreted as "z".

21.4.4.36: If the year cannot be represented using the Date Time String Format specified in 21.4.1.15 a RangeError exception is thrown. Previous editions did not specify the behaviour for that case.

21.4.4.41: Previous editions did not specify the value returned by Date.prototype.toString when this time value is NaN. ECMAScript 2015 specifies the result to be the String value "Invalid Date".

22.2.3.1, 22.2.3.2.5: Any LineTerminator code points in the value of the "source" property of a RegExp instance must be expressed using an escape sequence. Edition 5.1 only required the escaping of /.

22.2.5.8, 22.2.5.11: In previous editions, the specifications for String.prototype.match and String.prototype.replace was incorrect for cases where the pattern argument was a RegExp value whose global flag is set. The previous specifications stated that for each attempt to match the pattern, if lastIndex did not change it should be incremented by 1. The correct behaviour is that lastIndex should be incremented by one only if the pattern matched the empty String.

23.1.3.28: Previous editions did not specify how a NaN value returned by a comparefn was interpreted by Array.prototype.sort. ECMAScript 2015 specifies that such as value is treated as if +0𝔽 was returned from the comparefn. ECMAScript 2015 also specifies that ToNumber is applied to the result returned by a comparefn. In previous editions, the effect of a comparefn result that is not a Number value was implementation-defined. In practice, implementations call ToNumber.
6.2.4: In ECMAScript 2015, Function calls are not allowed to return a Reference Record.

7.1.4.1: In ECMAScript 2015, ToNumber applied to a String value now recognizes and converts `BinaryIntegerLiteral` and `OctalIntegerLiteral` numeric strings. In previous editions such strings were converted to NaN.

9.3: In ECMAScript 2018, Template objects are canonicalized based on Parse Node (source location), instead of across all occurrences of that template literal or tagged template in a Realm in previous editions.

12.2: In ECMAScript 2016, Unicode 8.0.0 or higher is mandated, as opposed to ECMAScript 2015 which mandated Unicode 5.1. In particular, this caused U+180E MONGOLIAN VOWEL SEPARATOR, which was in the Space_Separator (Zs) category and thus treated as whitespace in ECMAScript 2015, to be moved to the Format (Cf) category (as of Unicode 6.3.0). This causes whitespace-sensitive methods to behave differently. For example, `"\u180E".trim().length` was 0 in previous editions, but 1 in ECMAScript 2016 and later. Additionally, ECMAScript 2017 mandated always using the latest version of the Unicode Standard.

12.6: In ECMAScript 2015, the valid code points for an `IdentifierName` are specified in terms of the Unicode properties "ID_Start" and "ID_Continue". In previous editions, the valid `IdentifierName` or `Identifier` code points were specified by enumerating various Unicode code point categories.

12.9.1: In ECMAScript 2015, Automatic Semicolon Insertion adds a semicolon at the end of a do-while statement if the semicolon is missing. This change aligns the specification with the actual behaviour of most existing implementations.

13.2.5.1: In ECMAScript 2015, it is no longer an early error to have duplicate property names in Object Initializers.

13.15.1: In ECMAScript 2015, strict mode code containing an assignment to an immutable binding such as the function name of a `FunctionExpression` does not produce an early error. Instead it produces a runtime error.

14.2: In ECMAScript 2015, a `StatementList` beginning with the token `let` followed by the input elements `LineTerminator` then `Identifier` is the start of a `LexicalDeclaration`. In previous editions, automatic semicolon insertion would always insert a semicolon before the `Identifier` input element.

14.5: In ECMAScript 2015, a `StatementListItem` beginning with the token `let` followed by the token `[` is the start of a `LexicalDeclaration`. In previous editions such a sequence would be the start of an `ExpressionStatement`.

14.6.2: In ECMAScript 2015, the normal result of an `IfStatement` is never the value empty. If no `Statement` part is evaluated or if the evaluated `Statement` part produces a normal completion containing empty, the result of the `IfStatement` is `undefined`.

14.7: In ECMAScript 2015, if the `(` token of a for statement is immediately followed by the token sequence `let` then the `let` is treated as the start of a `LexicalDeclaration`. In previous editions such a token sequence would be the start of an `Expression`.

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14.7: In ECMAScript 2015, if the ( token of a for-in statement is immediately followed by the token sequence \texttt{let}\ [ then the \texttt{let} is treated as the start of a \texttt{ForDeclaration}. In previous editions such a token sequence would be the start of an \texttt{LeftHandSideExpression}.

14.7: Prior to ECMAScript 2015, an initialization expression could appear as part of the \texttt{VariableDeclaration} that precedes the \texttt{in} keyword. In ECMAScript 2015, the \texttt{ForBinding} in that same position does not allow the occurrence of such an initializer. In ECMAScript 2017, such an initializer is permitted only in \texttt{non-strict code}.

14.7: In ECMAScript 2015, the result of evaluating an \texttt{IterationStatement} is never a normal completion whose \([\text{Value}]\) is empty. If the \texttt{Statement} part of an \texttt{IterationStatement} is not evaluated or if the final evaluation of the \texttt{Statement} part produces a normal completion whose \([\text{Value}]\) is empty, the result of evaluating the \texttt{IterationStatement} is a normal completion whose \([\text{Value}]\) is \texttt{undefined}.

14.11.2: In ECMAScript 2015, the result of evaluating a \texttt{WithStatement} is never a normal completion whose \([\text{Value}]\) is empty. If evaluation of the \texttt{Statement} part of a \texttt{WithStatement} produces a normal completion whose \([\text{Value}]\) is empty, the result of evaluating the \texttt{WithStatement} is a normal completion whose \([\text{Value}]\) is \texttt{undefined}.

14.12.4: In ECMAScript 2015, the result of evaluating a \texttt{SwitchStatement} is never a normal completion whose \([\text{Value}]\) is empty. If evaluation of the \texttt{CaseBlock} part of a \texttt{SwitchStatement} produces a normal completion whose \([\text{Value}]\) is empty, the result of evaluating the \texttt{SwitchStatement} is a normal completion whose \([\text{Value}]\) is \texttt{undefined}.

14.15: In ECMAScript 2015, it is an \texttt{early error} for a \texttt{Catch} clause to contain a \texttt{var} declaration for the same \texttt{Identifier} that appears as the \texttt{Catch} clause parameter. In previous editions, such a variable declaration would be instantiated in the enclosing variable environment but the declaration’s \texttt{Initializer} value would be assigned to the \texttt{Catch} parameter.

14.15, 19.2.1.3: In ECMAScript 2015, a runtime \texttt{SyntaxError} is thrown if a \texttt{Catch} clause evaluates a non-strict direct \texttt{eval} whose eval code includes a \texttt{var} or \texttt{FunctionDeclaration} declaration that binds the same \texttt{Identifier} that appears as the \texttt{Catch} clause parameter.

14.15: In ECMAScript 2015, the result of a \texttt{TryStatement} is never the value empty. If the \texttt{Block} part of a \texttt{TryStatement} evaluates to a normal completion containing empty, the result of the \texttt{TryStatement} is \texttt{undefined}. If the \texttt{Block} part of a \texttt{TryStatement} evaluates to a throw completion and it has a \texttt{Catch} part that evaluates to a normal completion containing empty, the result of the \texttt{TryStatement} is \texttt{undefined} if there is no \texttt{Finally} clause or if its \texttt{Finally} clause evaluates to an empty normal completion.

15.4.5 In ECMAScript 2015, the function objects that are created as the values of the \([\text{Get}]\) or \([\text{Set}]\) attribute of \texttt{accessor properties} in an \texttt{ObjectLiteral} are not \texttt{constructor} functions and they do not have a "prototype" own property. In the previous edition, they were \texttt{constructors} and had a "prototype" property.

20.1.2.6: In ECMAScript 2015, if the argument to \texttt{Object.freeze} is not an object it is treated as if it was a non-extensible \texttt{ordinary object} with no own properties. In the previous edition, a non-object argument always causes a \texttt{TypeError} to be thrown.

20.1.2.8: In ECMAScript 2015, if the argument to \texttt{Object.getOwnPropertyDescriptors} is not an object an attempt is made to coerce the argument using \texttt{ToObject}. If the coercion is successful the result is used in place of the original argument value. In the previous edition, a non-object argument always causes a \texttt{TypeError} to be thrown.

20.1.2.10: In ECMAScript 2015, if the argument to \texttt{Object.getOwnPropertyNames} is not an object an attempt is made to coerce the argument using \texttt{ToObject}. If the coercion is successful the result is used in place of the original argument value. In the previous edition, a non-object argument always causes a \texttt{TypeError} to be thrown.

20.1.2.12: In ECMAScript 2015, if the argument to \texttt{Object.getPrototypeOf} is not an object an attempt is made to coerce the argument using \texttt{ToObject}. If the coercion is successful the result is used in place of the original argument value. In the previous edition, a non-object argument always causes a \texttt{TypeError} to be thrown.
20.1.2.15: In ECMAScript 2015, if the argument to `Object.isExtensible` is not an object it is treated as if it was a non-extensible ordinary object with no own properties. In the previous edition, a non-object argument always causes a `TypeError` to be thrown.

20.1.2.16: In ECMAScript 2015, if the argument to `Object.isFrozen` is not an object it is treated as if it was a non-extensible ordinary object with no own properties. In the previous edition, a non-object argument always causes a `TypeError` to be thrown.

20.1.2.17: In ECMAScript 2015, if the argument to `Object.isSealed` is not an object it is treated as if it was a non-extensible ordinary object with no own properties. In the previous edition, a non-object argument always causes a `TypeError` to be thrown.

20.1.2.18: In ECMAScript 2015, if the argument to `Object.keys` is not an object an attempt is made to coerce the argument using `ToObject`. If the coercion is successful the result is used in place of the original argument value. In the previous edition, a non-object argument always causes a `TypeError` to be thrown.

20.1.2.19: In ECMAScript 2015, if the argument to `Object.preventExtensions` is not an object it is treated as if it was a non-extensible ordinary object with no own properties. In the previous edition, a non-object argument always causes a `TypeError` to be thrown.

20.1.2.21: In ECMAScript 2015, if the argument to `Object.seal` is not an object it is treated as if it was a non-extensible ordinary object with no own properties. In the previous edition, a non-object argument always causes a `TypeError` to be thrown.

20.2.3.2: In ECMAScript 2015, the `[[Prototype]]` internal slot of a bound function is set to the `[[GetPrototypeOf]]` value of its target function. In the previous edition, `[[Prototype]]` was always set to `%Function.prototype%`.

20.2.4.1: In ECMAScript 2015, the "length" property of function instances is configurable. In previous editions it was non-configurable.

20.5.6.2: In ECMAScript 2015, the `[[Prototype]]` internal slot of a `NativeError` constructor is the Error constructor. In previous editions it was the Function prototype object.

21.4.4 In ECMAScript 2015, the Date prototype object is not a Date instance. In previous editions it was a Date instance whose TimeValue was NaN.

22.1.3.11 In ECMAScript 2015, the `String.prototype.localeCompare` function must treat Strings that are canonically equivalent according to the Unicode Standard as being identical. In previous editions implementations were permitted to ignore canonical equivalence and could instead use a bit-wise comparison.

22.1.3.27 and 22.1.3.29 In ECMAScript 2015, lowercase/upper conversion processing operates on code points. In previous editions such the conversion processing was only applied to individual code units. The only affected code points are those in the Deseret block of Unicode.

22.1.3.30 In ECMAScript 2015, the `String.prototype.trim` method is defined to recognize white space code points that may exist outside of the Unicode BMP. However, as of Unicode 7 no such code points are defined. In previous editions such code points would not have been recognized as white space.

22.2.3.1 In ECMAScript 2015, if the pattern argument is a RegExp instance and the flags argument is not undefined, a new RegExp instance is created just like pattern except that pattern's flags are replaced by the argument flags. In previous editions a TypeError exception was thrown when pattern was a RegExp instance and flags was not undefined.

22.2.5 In ECMAScript 2015, the RegExp prototype object is not a RegExp instance. In previous editions it was a RegExp instance whose pattern is the empty String.

22.2.5 In ECMAScript 2015, "source", "global", "ignoreCase", and "multiline" are accessor properties defined on the RegExp prototype object. In previous editions they were data properties defined on RegExp instances.
25.4.13: In ECMAScript 2019, `Atomics.wake` has been renamed to `Atomics.notify` to prevent confusion with `Atomics.wait`.

27.1.4.4, 27.6.3.6: In ECMAScript 2019, the number of Jobs enqueued by `await` was reduced, which could create an observable difference in resolution order between a `then()` call and an `await` expression.
Bibliography


   NOTE There are no normative changes between IEEE 754-2008 and IEEE 754-2019 that affect the ECMA-262 specification.

11. IANA Time Zone Database, available at <https://www.iana.org/time-zones>
12. ISO 8601:2004(E) Data elements and interchange formats — Information interchange — Representation of dates and times
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Colophon

This specification is authored on GitHub in a plaintext source format called Ecmarkup. Ecmarkup is an HTML and Markdown dialect that provides a framework and toolset for authoring ECMAScript specifications in plaintext and processing the specification into a full-featured HTML rendering that follows the editorial conventions for this document. Ecmarkup builds on and integrates a number of other formats and technologies including Grammarkdown for defining syntax and Ecmarkdown for authoring algorithm steps. PDF renderings of this specification are produced by printing the HTML rendering to a PDF.

Prior editions of this specification were authored using Word—the Ecmarkup source text that formed the basis of this edition was produced by converting the ECMAScript 2015 Word document to Ecmarkup using an automated conversion tool.