

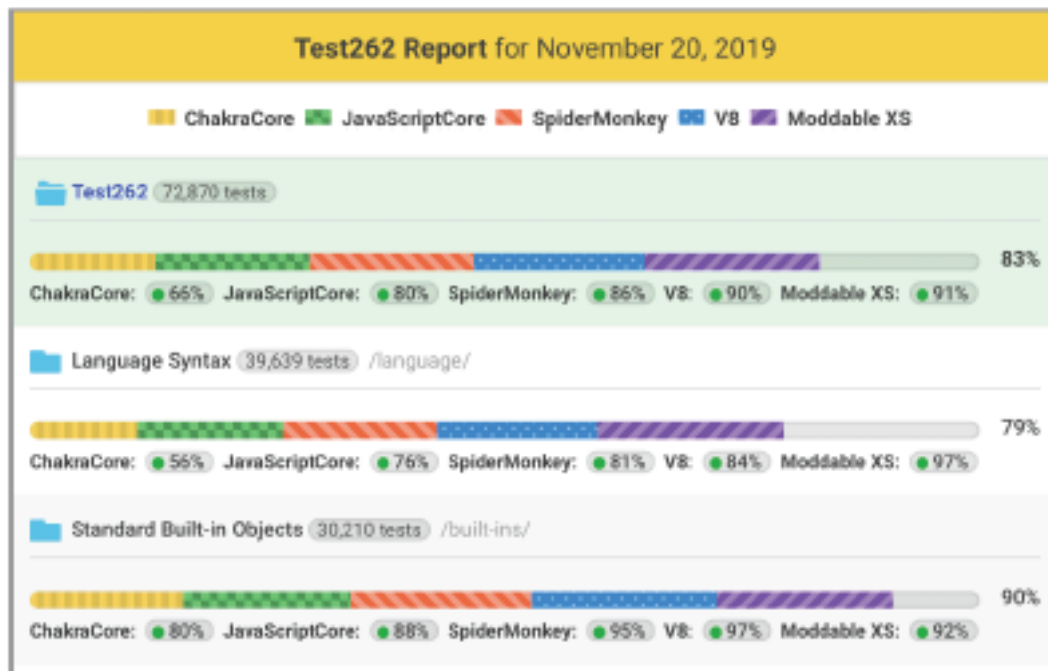


21.2.3.1 RegExp (*pattern*, *flags*)

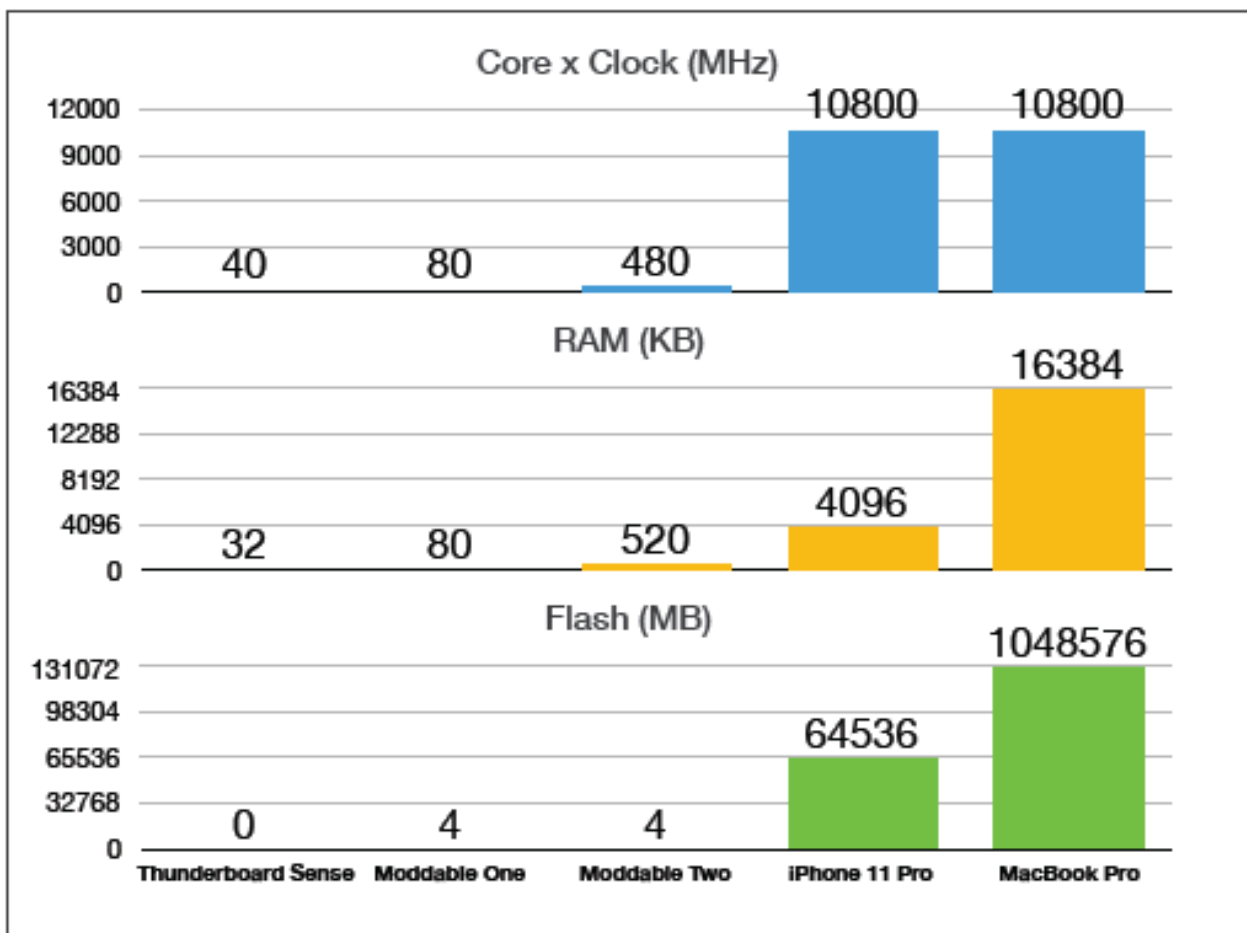
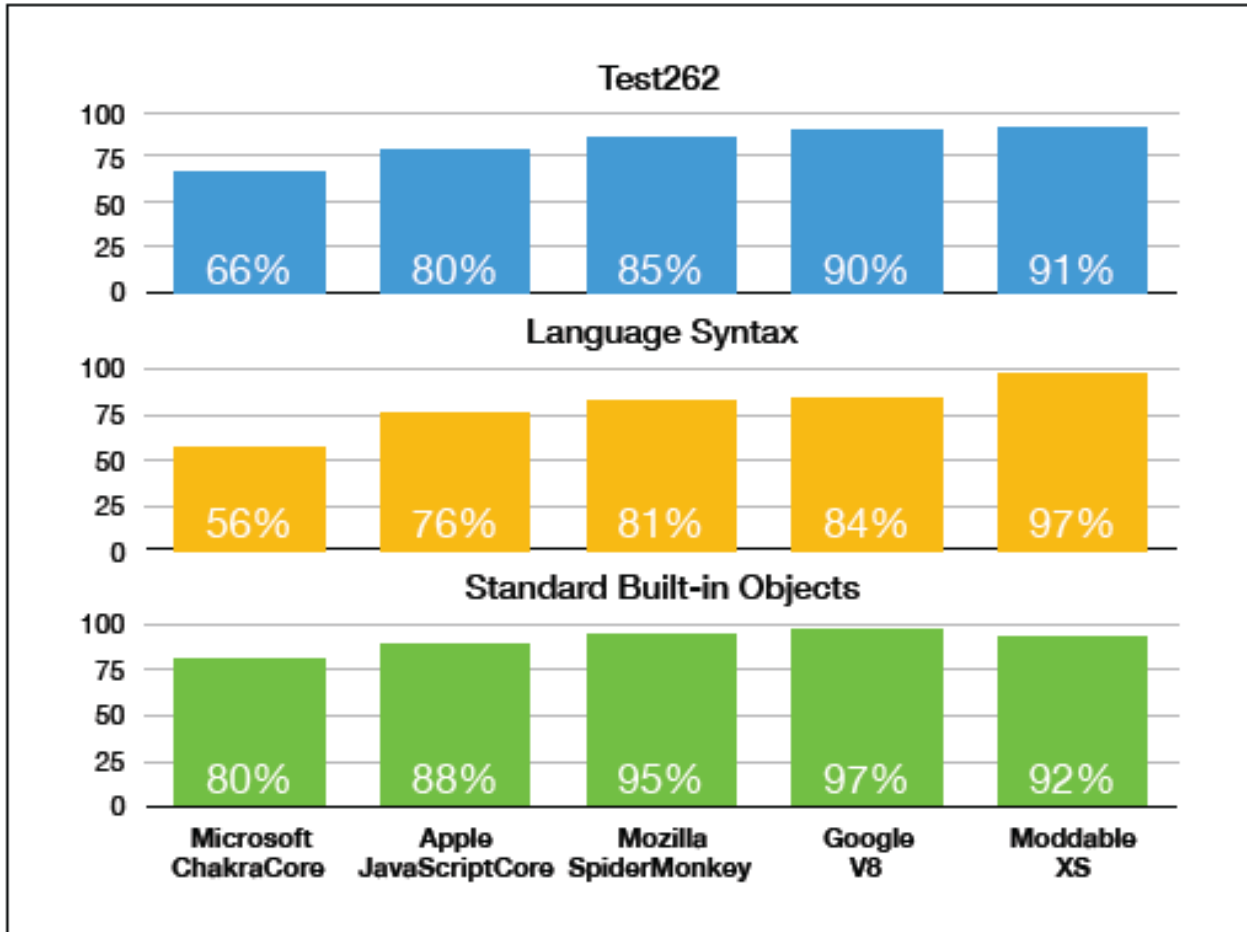
The following steps are taken:

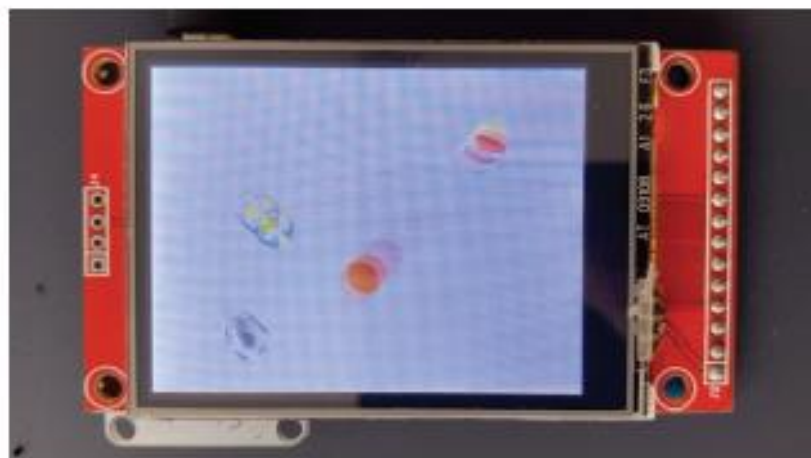
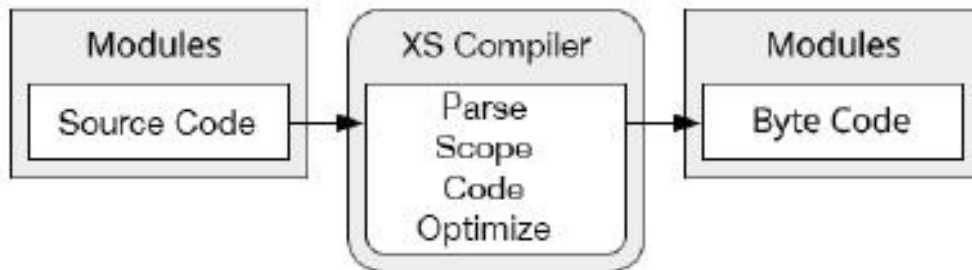
1. Let *patternsRegExp* be ? IsRegExp(*pattern*).
2. If *NewTarget* is **undefined**, then
 - a. Let *newTarget* be the active function object.
 - b. If *patternsRegExp* is **true** and *flags* is **undefined**, then
 - i. Let *patternConstructor* be ? Get(*pattern*, "constructor").
 - ii. If SameValue(*newTarget*, *patternConstructor*) is **true**, return *pattern*.
3. Else, let *newTarget* be *NewTarget*.
4. If Type(*pattern*) is Object and *pattern* has a [[RegExpMatcher]] internal slot, then
 - a. Let *P* be *pattern*.[[OriginalSource]].
 - b. If *flags* is **undefined**, let *F* be *pattern*.[[OriginalFlags]].
 - c. Else, let *F* be *flags*.
5. Else if *patternsRegExp* is **true**, then
 - a. Let *P* be ? Get(*pattern*, "source").
 - b. If *flags* is **undefined**, then
 - i. Let *F* be ? Get(*pattern*, "flags").
 - c. Else, let *F* be *flags*.
6. Else,
 - a. Let *P* be *pattern*.
 - b. Let *F* be *flags*.
7. Let *O* be ? RegExpAlloc(*newTarget*).
8. Return ? RegExpInitialize(*O*, *P*, *F*).

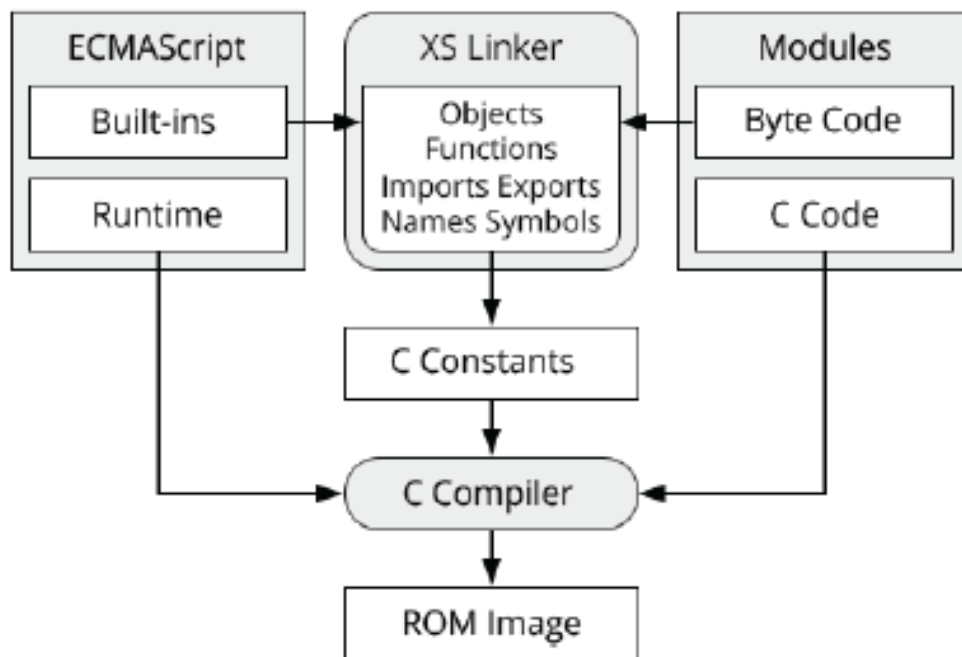
<https://test262.report>



System	Processor	Core	Clock	RAM	Flash
Thunderboard Sense	Gecko ARM Cortex M4	1	40 MHz	32 KB	256 KB
Moddable One	8266 ESP	1	80 MHz	80 KB	4 MB
Moddable Two	32 ESP	2	240 MHz	520 KB	4 MB
iPhone 11 Pro	Apple A13 Bionic	6	1.8 GHz	4 GB	64 GB
MacBook Pro	Intel Core i7	4	2.7 GHz	16 GB	1 TB







```

    /Users/ps/Projects/moddable/examples/piu/balls/main.js
    15 constructor() {
    16     super();
    17 }
    18 onCreate(ball, delta) {
    19     this.dx = delta;
    20     this.dy = delta;
    21 }
    22 onDisplaying(ball) {
    23     trace("Hello, xdebug!\n");
    24     this.x = ball.x;
    25     this.y = ball.y;
    26     this.width = ball.container.width - ball.width;
    27     this.height = ball.container.height - ball.height;
    28     ball.start();
    29 }
    30 onTimeChanged(ball) {
    31     var dx = this.dx;
    32     var dy = this.dy;
    33     ball.moveBy(dx, dy);
    34     var x = this.x + dx;
    35     var y = this.y + dy;
    36     if ((x < 0) || (x > this.width)) dx = -dx;
  
```

LOCALS

- (return) = undefined
- newTarget = undefined
- (function)
- ▼ this
 - ▶ (.)
 - dx = 3
 - dy = -3
 - height = 290
 - width = 210
 - x = 135
 - y = 77
 - ▶ ball
 - dx = undefined
 - dy = undefined

