

## [MS-ES5EX]:

# Internet Explorer Extensions to the ECMA-262 ECMAScript Language Specification (Fifth Edition)

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## Revision Summary

Date	Revision History	Revision Class	Comments
9/8/2010	0.1	New	Released new document.
10/13/2010	0.2	Minor	Clarified the meaning of the technical content.
2/10/2011	1.0	Minor	Clarified the meaning of the technical content.
2/28/2011	1.1	Minor	Clarified the meaning of the technical content.
2/22/2012	2.0	Major	Significantly changed the technical content.
7/25/2012	2.1	Minor	Clarified the meaning of the technical content.
6/26/2013	3.0	Major	Significantly changed the technical content.
3/31/2014	3.0	None	No changes to the meaning, language, or formatting of the technical content.
1/22/2015	4.0	Major	Updated for new product version.
7/7/2015	4.1	Minor	Clarified the meaning of the technical content.
11/2/2015	4.1	None	No changes to the meaning, language, or formatting of the technical content.
1/20/2016	4.2	Minor	Clarified the meaning of the technical content.
3/22/2016	4.3	Minor	Clarified the meaning of the technical content.
11/2/2016	4.3	None	No changes to the meaning, language, or formatting of the technical content.
3/14/2017	4.3	None	No changes to the meaning, language, or formatting of the technical content.

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# 1 Introduction

This document describes extensions to the ECMAScript language implemented in Microsoft web browsers. The extensions are in these rendering modes: IE9 Mode, IE10 Mode, IE11 Mode, and EdgeHTML Mode. IE9 Mode is based on ECMAScript Language Specification 5th Edition [\[ECMA-262/5\]](#); the other modes are based on ECMAScript Language Specification 5.1 Edition [\[ECMA-262/51\]](#).

Section 2 of this specification is normative. All other sections and examples in this specification are informative.

## 1.1 Glossary

**MAY, SHOULD, MUST, SHOULD NOT, MUST NOT:** These terms (in all caps) are used as defined in [\[RFC2119\]](#). All statements of optional behavior use either MAY, SHOULD, or SHOULD NOT.

## 1.2 References

Links to a document in the Microsoft Open Specifications library point to the correct section in the most recently published version of the referenced document. However, because individual documents in the library are not updated at the same time, the section numbers in the documents may not match. You can confirm the correct section numbering by checking the [Errata](#).

### 1.2.1 Normative References

We conduct frequent surveys of the normative references to assure their continued availability. If you have any issue with finding a normative reference, please contact [dochelp@microsoft.com](mailto:dochelp@microsoft.com). We will assist you in finding the relevant information.

[ECMA-262/51] ECMA International, "Standard ECMA-262 ECMAScript Language Specification", 5.1 Edition (June 2011), <http://www.ecma-international.org/ecma-262/5.1/index.html>

[ECMA-262/5] ECMA International, "Standard ECMA-262 ECMAScript Language Specification", 5th Edition (December 2009), <http://www.ecma-international.org/publications/files/ECMA-ST-ARCH/ECMA-262%205th%20edition%20December%202009.pdf>

[MS-ES51] Microsoft Corporation, "[Internet Explorer ECMA-262 ECMAScript Language Specification \(5.1 Edition\) Standards Support](#)".

[RFC2119] Bradner, S., "Key words for use in RFCs to Indicate Requirement Levels", BCP 14, RFC 2119, March 1997, <http://www.rfc-editor.org/rfc/rfc2119.txt>

### 1.2.2 Informative References

[MS-ES3EX] Microsoft Corporation, "[Microsoft JScript Extensions to the ECMAScript Language Specification Third Edition](#)".

[MS-ES3] Microsoft Corporation, "[Microsoft JScript ECMA-262-1999 ECMAScript Language Specification Standards Support Document](#)".

[MS-ES5EX] Microsoft Corporation, "[Internet Explorer Extensions to the ECMA-262 ECMAScript Language Specification \(Fifth Edition\)](#)".

[MS-ES5] Microsoft Corporation, "[Internet Explorer ECMA-262 ECMAScript Language Specification \(Fifth Edition\) Standards Support Document](#)".

## 1.3 Extension Overview (Synopsis)

IE9 Mode extends the [\[ECMA-262/5\]](#) specification. The extensions are described in the following sections of this document. The relevant section of the specification is shown in parentheses.

### [2.1](#) Lexical Conventions (section 7)

- [2.1.1](#) Conditional Source Text Processing
- [2.1.2](#) Numeric Literals (section 7.8.3)
- [2.1.3](#) String Literals (section 7.8.4)

### [2.2](#) Types (section 8)

### [2.3](#) Type Conversion and Testing (section 9)

### [2.4](#) Executable Code and Execution Contexts (section 10)

### [2.5](#) Expressions (section 11)

### [2.6](#) Statements (section 12)

### [2.7](#) Function Definition (section 13)

### [2.8](#) Native ECMAScript Objects (section 15)

- [2.8.1](#) Function Properties of the Global Object (section 15.1.2)
- [2.8.2](#) Constructor Properties of the Global Object (section 15.1.4)
- [2.8.3](#) Properties of Function Instances (section 15.3.5)
- [2.8.4](#) String.prototype HTML Wrapper Properties
- [2.8.5](#) Properties of the Date Prototype Object (section 15.9.5)
- [2.8.6](#) Properties of the RegExp Constructor (section 15.10.5)
- [2.8.7](#) Properties of the RegExp Prototype Object (section 15.10.6)
- [2.8.8](#) Properties of RegExp Instances (section 15.10.7)
- [2.8.9](#) The Error Constructor (section 15.11.2)
- [2.8.10](#) Properties of Error Instances (section 15.11.5)
- [2.8.11](#) NativeError Instances (section 15.11.6)
- [2.8.12](#) The Debug Object
- [2.8.13](#) Enumerator Objects
- [2.8.14](#) VBArray Objects
- [2.8.15](#) ActiveXObject Objects

Modes other than IE9 Mode extend the [\[ECMA-262/51\]](#) specification. The extensions are described in the following sections of this document. The relevant section of the specification is shown in parentheses.

### [2.9](#) ECMAScript 5.1



- [2.9.1](#) Typed Arrays
- [2.9.2](#) Properties of Error Constructor (section 15.11.2)
- [2.9.3](#) Properties of Error Instances (section 15.11.5)
- [2.9.4](#) Properties of the Object Prototype Object (section 15.2.4)

### 1.3.1 Organization of This Documentation

This document is organized as follows:

1. **Conditional Source Text Processing:** Processing of source text by Internet Explorer ECMAScript.
2. **Extensions to Types:** Types defined by Internet Explorer ECMAScript that supplement types of [\[ECMA-262/5\]](#).
3. **Extensions to Statements:** A statement defined by Internet Explorer ECMAScript that supplements statements of [\[ECMA-262/5\]](#).
4. **Extensions to Native ECMAScript Objects:** Object extensions defined by Internet Explorer ECMAScript are listed according to object at the highest level.
5. **Properties:** The object properties defined by Internet Explorer ECMAScript, typically functions, methods, or data formats, are described at the next levels.

### 1.4 Relationship to Standards and Other Extensions

This document defines extensions to [\[ECMA-262/5\]](#) and [\[ECMA-262/51\]](#). Variations from [\[ECMA-262/5\]](#) are defined in [\[MS-ES5\]](#). Variations from [\[ECMA-262/51\]](#) are defined in [\[MS-ES51\]](#).

The following documents describe variations and extensions from versions 3 and 5 of the ECMAScript Language:

Document Type	Reference	Title
Variations	<a href="#">[MS-ES3]</a>	Internet Explorer ECMA-262 ECMAScript Language Specification Standards Support Document
Variations	[MS-ES5]	Internet Explorer ECMA-262 ECMAScript Language Specification (Fifth Edition) Standards Support Document
Extensions	<a href="#">[MS-ES3EX1]</a>	Microsoft JScript Extensions to the ECMAScript Language Specification Third Edition
Extensions	<a href="#">[MS-ES5EX1]</a>	Internet Explorer Extensions to the ECMA-262 ECMAScript Language Specification (Fifth Edition)

### 1.5 Applicability Statement

This document specifies a set of extensions to the [\[ECMA-262/5\]](#) and [\[ECMA-262/51\]](#) specifications. The extensions provide features for these modes of Windows Internet Explorer and Microsoft Edge: IE9 Mode, IE10 Mode, IE11 Mode, and EdgeHTML Mode.

## 2 Extensions

IE9 Mode is based on ECMAScript Language Specification 5th Edition [\[ECMA-262/5\]](#). Sections [2.1](#) to [2.8](#) of this document specify extensions to that standard that are available in IE9 Mode.

Later modes (IE10 Mode, IE11 Mode, and EdgeHTML Mode) are based on ECMAScript Language Specification 5.1 Edition [\[ECMA-262/5.1\]](#). Section [2.9](#) of this document specifies extensions to that standard that are available in these modes. The extensions in IE9 Mode described in sections 2.1 to 2.8 are available in these modes also. However there are these exceptions:

- The extensions in section [2.9.4](#) are not available in IE9 Mode or IE10 Mode.
- The extensions in section [2.1.1](#) are not available in IE11 Mode or EdgeHTML Mode.
- The extensions in sections [2.1.1.1](#), [2.1.1.2](#), [2.7.2](#), [2.8.2](#), [2.8.13](#) and [2.8.15](#) are not available in EdgeHTML Mode.

The extensions are as follows:

- Extensions to Lexical Conventions
- [Extensions to Types](#)
- [Extensions to Type Conversion and Testing](#)
- [Extensions to Executable Code and Execution Contexts](#)
- [Extensions to Expressions](#)
- [Extensions to Statements](#)
- [Extensions to Function Definition](#)
- Extensions to Native ECMAScript Objects

### 2.1 Extensions to Lexical Conventions

The following section defines Internet Explorer ECMAScript extensions to [\[ECMA-262/5\]](#) lexical conventions.

The extensions are as follows:

- [Conditional Source Text Processing](#)
- [Global State](#)
- [Conditional Processing Algorithm](#)
- [Extensions to Numeric Literals](#)
- [Extensions to String Literals](#)

#### 2.1.1 Conditional Source Text Processing

Conditional source text processing is available only in IE9 Mode and IE10 Mode.

When converting source text into input elements, Internet Explorer ECMAScript first does the processing necessary to remove or replace any conditional text spans and then does the input element conversion using the results of that processing as the actual source text input to the identification of lexical input elements.

Each *Program* (see [\[ECMA-262/5\]](#) section 14), whether presented as either a discrete source text or as the argument to the eval built-in function, and each *FunctionBody* (see [\[ECMA-262/5\]](#) section 13) processed by the standard built-in Function constructor ([\[ECMA-262/5\]](#) section 15.3.2.1) has conditional source text processing performed independently upon it.

**NOTE**

*This specification defines conditional source text processing as if it were performed over an entire source text prior to any input element identification. It is an unobservable implementation detail whether this processing is actually performed in that manner or whether it is performed incrementally interweaved with input element identification.*

**2.1.1.1 Global State**

The state value extensions described in this section are not available in EdgeHTML Mode.

The following state is shared by the conditional source text processing of all independent source texts that make up an ECMAScript program (see [\[ECMA-262/5\]](#) section 14). The state is initialized prior to the first such processing as follows:

1. *SubstitutionEnabled*     **Boolean** flag with an initial value of **false**.
2. *CCvariables*             A set of associations between string valued keys and values. The keys are strings. The values may be either ECMAScript **Number** ([\[ECMA-262/5\]](#) section 8.5) or **Boolean** ([\[ECMA-262/5\]](#) section 8.3) values. The initial associations are defined in the following table.

Key	Initial Value
"_win32"	Defined as <b>true</b> if this Internet Explorer ECMAScript implementation is a Microsoft 32-bit-based implementation. Otherwise, this association is not initially defined.
"_win64"	Defined as <b>true</b> if this Internet Explorer ECMAScript implementation is a Microsoft 64-bit-based implementation. Otherwise, this association is not initially defined.
"_x86"	Defined as <b>true</b> when running on a processor using the x86-based architecture. Otherwise, this association is not initially defined.
"_ia64"	Defined as <b>true</b> when running on a processor using the Itanium 64-bit architecture. Otherwise, this association is not initially defined.
"_amd64"	Defined as <b>true</b> when running on a processor using the x64 architecture. Otherwise, this association is not initially defined.
"_jscript"	<b>true</b>
"_jscript_build"	<b>Number</b> value that identifies the specific build of the Internet Explorer ECMAScript implementation that is running.
"_jscript_version"	<b>Number</b> value that represents the version of the Internet Explorer ECMAScript language implementation. The value 9 indicates that the implementation only supports features of the Internet Explorer 9 ECMAScript language.
"_microsoft"	Defined as <b>true</b> when running on a Microsoft ECMAScript implementation provided by Microsoft. Otherwise, this association is not initially defined.

**2.1.1.2 Conditional Processing Algorithm**

The conditional compilation extension described in this section is not available in EdgeHTML Mode.

For each source text to be processed, let *source* be the original source text (a sequence of Unicode characters) and let *output* initially be an empty sequence of Unicode characters. Let *IfNestingLevel* be 0.

Processing of *source* proceeds by recognizing specific input elements from *source* and then taking specified actions. The processing is organized into several states. The specific input elements that are recognized and the subsequent semantic action that is taken varies among states. The semantic action taken for a recognized input element may include transitioning to a different state. Processing of a source text begins by recognizing *CCInputElementState0* if *SubstitutionEnabled* is **false** and *CCInputElementState1* if *SubstitutionEnabled* is **true**.

The input elements for conditional processing are defined by the following grammar, which has Unicode characters as terminal symbols. Some rules of the grammar are defined using rules of the ECMAScript lexical grammar.

## Syntax

NOTE:

*CCInputElementState0* is recognized during top-level conditional processing when *SubstitutionEnabled* is **false**. When recognizing a *RegularExpressionLiteral* in this state, the contextual distinction between *RegularExpressionLiteral* and *DivPunctuator* (see [\[ECMA-262/5\]](#) section 7) must be respected.

```
CCInputElementState0 ::  
    RegularExpressionLiteralStringLiteralCCOnCCSet0CCIf0CCMultiLineComment0CCSingleLinecom  
    ment0SourceCharacter
```

```
CCOn ::  
    @ CCOnId  
    /*@ CCOnId  
    //@ CCOnId
```

```
CCOnId ::  
    cc_on [lookahead ≠ IdentifierPart ]
```

```
CCSet0 ::  
    @set [lookahead ≠ IdentifierPart ]
```

```
CCIf0 ::  
    @if [lookahead ≠ IdentifierPart ]
```

```
CCMultiLineComment0 ::  
    /* [lookahead ≠ CCOnId ] MultiLineCommentCharsopt */
```

```
SingleLineComment0 ::  
    // [lookahead ≠ CCOnId ] SingleLineCommentCharsopt
```

## Semantics

If *CCInputElementState0* cannot be recognized because there are no remaining characters in *source*, then Conditional Source processing is completed and the characters of the output supply the Unicode characters for subsequent input element processing. If *CCInputElementState0* cannot be recognized and there are characters in *source*, a **SyntaxError** exception is thrown.

The productions *CCInputElementState0* :: *RegularExpressionLiteral*, *CCInputElementState0* :: *StringLiteral*, *CCInputElementState0* :: *CCMultiLineComment0*, *CCInputElementState0* :: *CCSingleLinecomment0*, and *CCInputElementState0* :: *SourceCharacter* upon recognition perform the following actions:

1. Append to the end of output, in left-to-right sequence, the Unicode characters from *source* that were recognized by the production. Remove the recognized characters from *source*.
2. Use *CCInputElementState0* to recognize the next input element from *source*.

The production *CCInputElementState0* :: *CCOn* upon recognition performs the following actions:

1. Set *SubstitutionEnable* to **true**.
2. Append a <SP> character to the end of output. Remove the recognized characters from *source*.
3. Use *CCInputElementState1* to recognize the next input element from *source*.

The production *CCInputElementState0* :: *CCSet0* upon recognition performs the following actions:

1. Set *SubstitutionEnable* to **true**.
2. Append a <SP> character to the end of output. Remove the recognized characters from *source*.
3. Use *CCInputElementStateSetLHS* to recognize the next input element from *source*.

The production *CCInputElementState0* :: *CCIf0* upon recognition performs the following actions:

1. Set *SubstitutionEnable* to **true**.
2. Append a <SP> character to the end of output. Remove the recognized characters from *source*.
3. Increment the value of *IfNestingLevel* by 1.
4. Use *CCInputElementStateIfPredicate* to recognize the next input element from *source*.

## Syntax

NOTE:

*CCInputElementState1* is recognized during active conditional processing when *SubstitutionEnabled* is **true**. This may be at the top level or in the clause of an **@if** statement that represents the "true" condition. When recognizing a *RegularExpressionLiteral* in this state the contextual distinction between *RegularExpressionLiteral* and *DivPunctuator* (see [ECMA-262/5] section 7) must be respected.

*CCInputElementState1* ::

*RegularExpressionLiteralStringLiteralCCOnCCSet1CCIf1CCElif1CCElse1CCEnd1CCSubstitution1C  
CStartMarkerCCEndMarkerCCMultiLineComment1CCSingleLinecomment1SourceCharacter*

*CCSet1* ::

```
@set [lookahead ∉ IdentifierPart ]
/*@set [lookahead ∉ IdentifierPart ]
//@set [lookahead ∉ IdentifierPart ]
```

*CCIf1* ::

```
@if [lookahead ∉ IdentifierPart ]
/*@if [lookahead ∉ IdentifierPart ]
//@if [lookahead ∉ IdentifierPart ]
```

*CCElif1* ::

```
@elif [lookahead ∉ IdentifierPart ]
/*@elif [lookahead ∉ IdentifierPart ]
//@elif [lookahead ∉ IdentifierPart ]
```

**CCElse1 ::**

```
@else [lookahead ≠ IdentifierPart ]
/*@else [lookahead ≠ IdentifierPart ]
/*@else [lookahead ≠ IdentifierPart ]
```

**CCEnd1 ::**

```
@end [lookahead ≠ IdentifierPart ]
/*@end [lookahead ≠ IdentifierPart ]
/*@end [lookahead ≠ IdentifierPart ]
```

**CCSubstitution1 ::**

```
@ CCSubIdentifier
/*@ CCSubIdentifier
/*@ CCSubIdentifier
```

**CCStartMarker ::**

```
/*@
/*@
```

**CCEndMarker ::**

```
@*/
```

**CCMultiLineComment1 ::**

```
/* [lookahead ≠ @ ] MultiLineCommentCharsopt */
```

**SingleLineComment1 ::**

```
// [lookahead ≠ @] SingleLineCommentCharsopt
```

**CCSubIdentifier ::**

```
[lookahead ≠ CCKeyword ] IdentifierName
```

**CCKeyword ::**

```
cc_on setifelif
elseend
```

## Semantics

If *CCInputElementState1* cannot be recognized because there are no remaining characters in *source*, then Conditional Source processing is completed and the characters of the output supply the Unicode characters for subsequent input element processing. If *CCInputElementState1* cannot be recognized and there are characters in *source*, a **SyntaxError** exception is thrown.

The productions *CCInputElementState1 :: RegularExpressionLiteral*, *CCInputElementState1 :: StringLiteral*, *CCInputElementState1 :: CCMultiLineComment1*, *CCInputElementState1 :: CCSingleLinecomment1*, and *CCInputElementState1 :: SourceCharacter* upon recognition perform the following actions:

1. Append to the end of output, in left-to-right sequence, the Unicode characters from *source* that were recognized by the production. Remove the recognized characters from *source*.
2. Use *CCInputElementState1* to recognize the next input element from *source*.

The productions *CCInputElementState1* :: *CCOn*, *CCInputElementState1* :: *CCStartMarker*, *CCInputElementState1* :: *CCEndMarker* upon recognition perform the following actions:

1. Append a <SP> character to the end of output. Remove the recognized characters from *source*.
2. Use *CCInputElementState1* to recognize the next input element from *source*.

The production *CCInputElementState1* :: *CCSet1* upon recognition performs the following actions:

1. Append a <SP> character to the end of output. Remove the recognized characters from *source*.
2. Use *CCInputElementStateSetLHS* to recognize the next input element from *source*.

The production *CCInputElementState1* :: *CCIf1* upon recognition performs the following actions:

1. Append a <SP> character to the end of output. Remove the recognized characters from *source*.
2. Increment the value of *IfNestingLevel* by 1.
3. Use *CCInputElementStateIfPredicate* to recognize the next input element from *source*.

The production *CCInputElementState1* :: *CCEIf1* upon recognition performs the following actions:

1. Remove the recognized characters from *source*.
2. If *IfNestingLevel* is 0, throw a **SyntaxError** exception.
3. Use *CCInputElementStateFalseIfTail* to recognize the next input element from *source*.

The production *CCInputElementState1* :: *CCElse1* upon recognition performs the following actions:

1. Remove the recognized characters from *source*.
2. If *IfNestingLevel* is 0, throw a **SyntaxError** exception.
3. Use *CCInputElementStateFalseIfTail* to recognize the next input element from *source*.

The production *CCInputElementState1* :: *CCEnd* upon recognition performs the following actions:

1. Append a <SP> character to the end of output. Remove the recognized characters from *source*.
2. If *IfNestingLevel* is 0, throw a **SyntaxError** exception.
3. Decrement the value of *IfNestingLevel* by 1.
4. Use *CCInputElementState1* to recognize the next input element from *source*.

The production *CCInputElementState1* :: *CCSubstitution1* upon recognition performs the following actions:

1. Let *var* be the string of characters recognized as the *CCSubIdentifier* element of *CCSubstitution1*.
2. If the value of *var* is a key of *CCVariables*, then let the value be the associated value. Otherwise, let *value* be the string "NaN".
3. Let *value* be *ToString(value)*.
4. Append the characters of the string value of *value* to the end of output.

5. Remove the recognized characters from *source*.
6. Use *CCInputElementStateIfPredicate* to recognize the next input element from *source*.

### Syntax

NOTE:

*CCInputElementStateSetLHS* is recognized during active conditional processing of the body of an **@set** statement.

```
CCInputElementStateSetLHS ::  
    WhiteSpaceopt @ IdentifierName WhiteSpaceopt = CCEXpression
```

### Semantics

If *CCInputElementStateSetLHS* cannot be recognized a **SyntaxError** exception is thrown.

The production *CCInputElementStateSetLHS* :: *WhiteSpace*<sub>opt</sub> @ *IdentifierName* *WhiteSpace*<sub>opt</sub> = *CCEXpression* upon recognition performs the following actions:

1. Let *setName* be the string of characters recognized as the *IdentifierName* element of *CCSubstitution1*.
2. Let *value* be the result of evaluating *CCEXpression*.
3. Create an association within *CCVariables* where the key is the string value of *setName* and where the value is *value*. If an association with that key already exists, replace it.
4. Remove the recognized characters from *source*.
5. Use *CCInputElementState1* to recognize the next input element from *source*.

### Syntax

NOTE:

*CCInputElementStateIfPredicate* is recognized during active conditional processing of the predicate portion of an **@if** or **@elif** statement.

```
CCInputElementStateIfPredicate ::  
    WhiteSpaceopt ( CCEXpression WhiteSpaceopt )
```

### Semantics

If *CCInputElementStateIfPredicate* cannot be recognized, a **SyntaxError** exception is thrown.

The production *CCInputElementStateSetIfPredicate* :: *WhiteSpace*<sub>opt</sub> ( *CCEXpression* *WhiteSpace*<sub>opt</sub> ) upon recognition performs the following actions:

1. Let *predicate* be the result of evaluating *CCEXpression*.
2. Increment the value of *IfNestingLevel* by 1.
3. Set *SkippedIfNestingLevel* to 0.
4. Remove the recognized characters from *source*.
5. If *ToBoolean*(*predicate*) is `true`, then use *CCInputElementState1* to recognize the next input element from *source*.
6. Otherwise, use *CCInputElementStateFalseThen* to recognize the next input element from *source*.

### Syntax



NOTE:

*CCInputElementStateFalseThen* is recognized during processing of false clauses of an **@if** statement for which the true clause has not yet been processed. The current clause may be a "then" clause, an **@elif** clause, or an **@else** clause.

*CCInputElementStateFalseThen* ::

```
@if [lookahead ≠ IdentifierPart ]
@elif [lookahead ≠ IdentifierPart ]
@else [lookahead ≠ IdentifierPart ]
@end [lookahead ≠ IdentifierPart ]
SourceCharacter
```

## Semantics

If *CCInputElementStateFalseThen* cannot be recognized, a **SyntaxError** exception is thrown.

The production *CCInputElementStateFalseThen* :: **@if** [lookahead *IdentifierPart*] upon recognition performs the following actions:

1. Increment the value of *SkippedIfNestingLevel* by 1.
2. Remove the recognized characters from *source*.
3. Use *CCInputElementStateFalseThen* to recognize the next input element from *source*.

The production *CCInputElementStateFalseThen* :: **@elif** [lookahead *IdentifierPart*] upon recognition performs the following actions:

1. Remove the recognized characters from *source*.
2. If *SkippedIfNestingLevel* > 0, then use *CCInputElementStateFalseThen* to recognize the next input element from *source*.
3. Otherwise, use *CCInputElementStateIfPredicate* to recognize the next input element from *source*.

The production *CCInputElementStateFalseThen* :: **@else** [lookahead *IdentifierPart*] upon recognition performs the following actions:

1. Remove the recognized characters from *source*.
2. If *SkippedIfNestingLevel* > 0, then use *CCInputElementStateFalseThen* to recognize the next input element from *source*.
3. Otherwise, use *CCInputElementState1* to recognize the next input element from *source*.

The production *CCInputElementStateFalseThen* :: **@end** [lookahead *IdentifierPart*] upon recognition performs the following actions:

1. Remove the recognized characters from *source*.
2. If *SkippedIfNestingLevel* is 0, then go to step 6.
3. Decrement the value of *SkippedIfNestingLevel* by 1.
4. Use *CCInputElementStateFalseThen* to recognize the next input element from *source*.
5. Return.
6. Decrement the value of *IfNestingLevel* by 1.
7. Use *CCInputElementState1* to recognize the next input element from *source*.

The production *CCInputElementStateFalseThen* :: *SourceCharacter* upon recognition performs the following actions:

1. Remove the recognized characters from *source*.
2. Use *CCInputElementStateFalseThen* to recognize the next input element from *source*.

### Syntax

NOTE:

*CCInputElementStateFalseThen* is recognized during processing of false clauses of an **@if** statement for which the true clause has already been processed. It is also used during processing of all clauses of a **@if** statement that is nested within a false clause of an enclosing **@if** statement. The current clause may be a "then" clause, an **@elif** clause or an **@else** clause.

*CCInputElementStateFalseIfTail* ::

```
@if [lookahead ≠ IdentifierPart ]
@elif [lookahead ≠ IdentifierPart ]
@else [lookahead ≠ IdentifierPart ]
@end [lookahead ≠ IdentifierPart ]
SourceCharacter
```

### Semantics

If *CCInputElementStateFalseIfTail* cannot be recognized, a **SyntaxError** exception is thrown.

The production *CCInputElementStateFalseIfTail* :: **@if** [lookahead *IdentifierPart*] upon recognition performs the following actions:

1. Increment the value of *SkippedIfNestingLevel* by 1.
2. Remove the recognized characters from *source*.
3. Use *CCInputElementStateFalseIfTail* to recognize the next input element from *source*.

The productions *CCInputElementStateFalseIfTail* :: **@elif** [lookahead *IdentifierPart*] and *CCInputElementStateFalseIfTail* :: **@else** [lookahead *IdentifierPart*] upon recognition perform the following actions:

1. Remove the recognized characters from *source*.
2. Use *CCInputElementStateFalseIfTail* to recognize the next input element from *source*.

The production *CCInputElementStateFalseIfTail* :: **@end** [lookahead *IdentifierPart*] upon recognition performs the following actions:

1. Remove the recognized characters from *source*.
2. If *SkippedIfNestingLevel* is 0, then go to step 6.
3. Decrement the value of *SkippedIfNestingLevel* by 1.
4. Use *CCInputElementStateFalseIfTail* to recognize the next input element from *source*.
5. Return.
6. Decrement the value of *IfNestingLevel* by 1.
7. Use *CCInputElementState1* to recognize the next input element from *source*.

The production *CCInputElementStateFalseIfTail* :: *SourceCharacter* upon recognition performs the following actions:

1. Remove the recognized characters from *source*.
2. Use *CCInputElementStateFalseIfTail* to recognize the next input element from *source*.

## Syntax

*CCExpression* ::

```
CCLogicalANDExpression CCLogicalANDExpression CCExpression WhiteSpaceopt ||
CCLogicalANDExpression
```

*CCLogicalANDExpression* ::

```
CCBitwiseORExpressionCCLogicalANDExpression WhiteSpaceopt &&
CCBitwiseORExpression
```

*CCBitwiseORExpression* ::

```
CCBitwiseXORExpressionCCBitwiseORExpression WhiteSpaceopt | CCBitwiseXORExpression
```

*CCBitwiseXORExpression* ::

```
CCBitwiseANDExpressionCCBitwiseXORExpression WhiteSpaceopt ^ CCBitwiseANDExpression
```

*CCBitwiseANDExpression* ::

```
CCEqualityExpressionCCBitwiseANDExpression WhiteSpaceopt & CCEqualityExpression
```

*CCEqualityExpression* ::

```
CCRelationalExpressionCCEqualityExpression WhiteSpaceopt ==
CCRelationalExpressionCCEqualityExpression WhiteSpaceopt !=
CCRelationalExpressionCCEqualityExpression WhiteSpaceopt ===
CCRelationalExpressionCCEqualityExpression WhiteSpaceopt !== CCRelationalExpression
```

*CCRelationalExpression* ::

```
CCShiftExpressionCCRelationalExpression WhiteSpaceopt <
CCShiftExpressionCCRelationalExpression WhiteSpaceopt >
CCShiftExpressionCCRelationalExpression WhiteSpaceopt <=
CCShiftExpressionCCRelationalExpression WhiteSpaceopt >= CCShiftExpression
```

*CCShiftExpression* ::

```
CCAdditiveExpressionCCShiftExpression WhiteSpaceopt << CCAdditiveExpressionCCShiftExpression
WhiteSpaceopt >> CCAdditiveExpressionCCShiftExpression WhiteSpaceopt >>> CCAdditiveExpression
```

*CCAdditiveExpression* ::

```
CCMultiplicativeExpressionCCAdditiveExpression WhiteSpaceopt +
CCMultiplicativeExpressionCCAdditiveExpression WhiteSpaceopt - CCMultiplicativeExpression
```

### *CCMultiplicativeExpression* ::

```
CCUnaryExpressionCCMultiplicativeExpression WhiteSpaceopt *  
CCUnaryExpressionCCMultiplicativeExpression WhiteSpaceopt /  
CCUnaryExpressionCCMultiplicativeExpression WhiteSpaceopt % CCUnaryExpression
```

### *UnaryExpression* ::

```
CCPrimaryExpressionWhiteSpaceopt + CCUnaryExpressionWhiteSpaceopt -  
CCUnaryExpressionWhiteSpaceopt ~ CCUnaryExpressionWhiteSpaceopt ! CCUnaryExpression
```

### *CCPrimaryExpression* ::

```
CCVariableCCLiteralWhiteSpaceopt ( Expression )
```

### *CCLiteral* ::

```
WhiteSpaceopt true [lookahead ∉ IdentifierPart ]  
WhiteSpaceopt false [lookahead ∉ IdentifierPart ]  
WhiteSpaceopt Infinity [lookahead ∉ IdentifierPart ]  
WhiteSpaceopt NumericLiteral
```

### *CCVariable* ::

```
WhiteSpaceopt @ IdentifierName
```

## Semantics

Unless otherwise specified in this section, the productions of *CCExpression* are evaluated using the same semantic rules as the analogous productions of the ECMAScript syntactic grammar for Expression in [ECMA-262/5] section 11. However, only values of types **Number** and **Boolean** can occur during the evaluation of *CCExpression* productions, so any semantic steps that are relative to other types of values are not relevant.

The production *CCLiteral* :: *WhiteSpaceopt true* [lookahead *IdentifierPart*] is evaluated by returning the value `true`.

The production *CCLiteral* :: *WhiteSpaceopt false* [lookahead *IdentifierPart*] is evaluated by returning the value `false`.

The production *CCLiteral* :: *WhiteSpaceopt Infinity* [lookahead *IdentifierPart*] is evaluated by returning the value `+∞`.

The production *CCVariable* :: *WhiteSpaceopt @ IdentifierName* is evaluated by performing the following steps:

1. Let *var* be the string of characters recognized as the *IdentifierName* element of *CCVariable*.
2. If the value of *var* is a key of *CCVariables*, then let *value* be the associated value. Otherwise, let *value* be "NaN".
3. Return *value*.

### 2.1.2 Extensions to Numeric Literals

Internet Explorer ECMAScript supports the Numeric Literal extensions that are defined by [\[ECMA-262/5\]](#) Annex B, section B.1.1.

### 2.1.3 Extensions to String Literals

Internet Explorer ECMAScript supports the String Literal extensions that are defined by [ECMA-262/5](#) Annex B, section B.1.2.

In addition, the production *EscapeSequence* is extended to include the characters 8 and 9 as right-hand-side alternatives, as follows:

*EscapeSequence* ::

```
CharacterEscapeSequence  
OctalEscapeSequence  
HexEscapeSequence  
UnicodeEscapeSequence  
8  
9
```

The character values (CV) are defined as follows:

1. The CV of *EscapeSequence* :: 8 is a character 8 (Unicode value 0038).
2. The CV of *EscapeSequence* :: 9 is a character 9 (Unicode value 0039).

## 2.2 Extensions to Types

The following section defines an Internet Explorer ECMAScript extension to [ECMA-262/5](#) types.

### 2.2.1 SafeArray Type

The **SafeArray** type is the set of all references to Microsoft COM SAFEARRAY data structures.

**SafeArray** values can be created only by host objects and host functions. SafeArray values can be manipulated similarly to other ECMAScript data types.

### 2.2.2 VarDate Type

The **VarDate** type is the set of all references to Microsoft COM VARIANT data structures that have a VARTYPE enumeration value of VT\_DATE.

**VarDate** values can be created only by host objects and host functions, or by calling the **getVarDate** method by using the prototype property of the **Date** object: **Date.prototype.getVarDate**. **VarDate** values can be manipulated similarly to other ECMAScript data types.

## 2.3 Extensions to Type Conversion and Testing

The following extensions to [ECMA-262/5](#) are necessary to support the **SafeArray** and **VarDate** extended types.

Conversion operation	Argument type	Operation
<b>ToPrimitive</b>	<b>SafeArray</b>	Returns the input argument (no conversion is applied).
<b>ToPrimitive</b>	<b>VarDate</b>	Returns the input argument (no conversion is applied).
<b>ToBoolean</b>	<b>SafeArray</b>	Returns a value of <b>false</b> .
<b>ToBoolean</b>	<b>VarDate</b>	Returns a value of <b>false</b> .

Conversion operation	Argument type	Operation
<b>ToNumber</b>	<b>SafeArray</b>	Throws a <b>TypeError</b> exception.
<b>ToNumber</b>	<b>VarDate</b>	Returns the <b>Number</b> value that represents the internal numerical value of the <b>VT_Date</b> value.
<b>ToString</b>	<b>SafeArray</b>	Applies the following steps: Let <i>objValue</i> be <b>ToObject</b> (input <i>argument</i> ). Returns the value of <b>ToString</b> ( <i>objValue</i> ).
<b>ToString</b>	<b>VarDate</b>	Returns a <b>String</b> value that contains a representation of the <b>VarDate</b> value in the same representational format as <b>Date.prototype.toString</b> . For more information, see[ECMA-262/5], Section 15.9.5.2.
<b>ToObject</b>	<b>SafeArray</b>	Creates a new <b>VBAArray</b> object in the same manner as the following ECMAScript expression: <code>new VBAArray(argument)</code> In this case, <i>argument</i> is a value of type <b>SafeArray</b> .
<b>ToObject</b>	<b>VarDate</b>	Throws a <b>TypeError</b> exception.
<b>CheckObjectCoercible</b>	<b>SafeArray</b>	Returns with no return value.
<b>CheckObjectCoercible</b>	<b>VarDate</b>	Throws a <b>TypeError</b> exception.

## 2.4 Extensions to Executable Code and Execution Contexts

The following section defines Internet Explorer ECMAScript extensions to [\[ECMA-262/5\]](#) executable code and execution contexts.

The extensions are as follows:

- [Extensions to Declaration Binding Instantiation](#)

### 2.4.1 Extensions to Declaration Binding Instantiation

Internet Explorer ECMAScript allows a *FunctionDeclaration* language syntactic element to appear anywhere that a *Statement* can appear. *FunctionDeclaration* items are processed during step 5 of the Declaration Binding Instantiation algorithm (which is defined by [\[ECMA-262/5\]](#), section 10.5). However, a *FunctionDeclaration* item that defines an event handler is excluded from the processing of step 5. Such a *FunctionDeclaration* item is evaluated when an ECMAScript *SourceElement* production is evaluated.

## 2.5 Extensions to Expressions

The following section defines Internet Explorer ECMAScript extensions to [\[ECMA-262/5\]](#) expressions.

### 2.5.1 Extensions to typeof Operator

Internet Explorer ECMAScript adds the following **typeof** operator results to Table 20 in [\[ECMA-262/5\]](#), section 11.4.3.

Typeof val	Result
SafeArray	"unknown"
VarDate	"date"

## 2.6 Extensions to Statements

The following section defines an Internet Explorer ECMAScript extension to [\[ECMA-262/5\]](#) statements.

### 2.6.1 Extension Grammar Production for Statement

Internet Explorer ECMAScript adds a *FunctionDeclaration* language syntactic element as an additional alternative to the *Statement* grammar production of [\[ECMA-262/5\]](#), section 12:

#### Syntax Extension

Statement:

*FunctionDeclaration*

A *FunctionDeclaration* element can occur in any context where a *Statement* production is required. The semantics of such declarations are specified in section [2.4.1](#) of this document.

## 2.7 Extensions to Function Definition

The following section defines an Internet Explorer ECMAScript extension to [\[ECMA-262/5\]](#) functions.

### 2.7.1 Function Definition Used As a Statement

#### Semantic Extensions

Internet Explorer ECMAScript allows a *FunctionDeclaration* element to be evaluated as a *Statement* production, as follows:

*FunctionDeclaration* : **function** *Identifier* ( *FormalParameterList*<sub>opt</sub> ) { *FunctionBody* }

When this production is evaluated, the following step is performed:

1. Return (**normal, empty, empty**).

### 2.7.2 Event Handler Function Definitions

The extensions described in this section are not available in EdgeHTML Mode.

Internet Explorer ECMAScript adds an additional alternative to the *FunctionDeclaration* grammar production of [\[ECMA-262/5\]](#), section 13, as follows:

#### Syntax Extension

*FunctionDeclaration* :

**function** *Identifier* ( *FormalParameterList*<sub>opt</sub> ) { *FunctionBody* }

**function** *ObjectPath* :: *Identifier* ( *FormalParameterList*<sub>opt</sub> ) { *FunctionBody* }

*ObjectPath* :

*Identifier*

*ObjectPath* *NameQualifier* *Identifier*

*NameQualifier* : .

### Semantic Extensions

Internet Explorer ECMAScript allows a *FunctionDeclaration* element to be evaluated as a *Statement* production, as follows:

```
FunctionDeclaration : function ObjectPath :: Identifier ( FormalParameterListopt ) {  
  FunctionBody }
```

When this production is evaluated, the following steps are performed:

1. Let *p* be the result of the evaluation of *ObjectPath*.
2. Let *o* be **ToObject(GetValue(*p*))**.
3. If *o* is not a host object that supports event attachment, throw a **TypeError** exception.
4. Let *eventName* be a string that contains the text of *Identifier*.
5. Let *h* be the result of creating a new **Function** object, as specified in [ECMA-262/5], section 13.2, with the parameters specified by *FormalParameterList*<sub>opt</sub> and the body specified by *FunctionBody*.
  1. Pass in the **VariableEnvironment** component of the running execution context as the *Scope*.
  2. Pass in a value of **true** as the *Strict* flag if the *FunctionDeclaration* element is contained in strict code or if its *FunctionBody* element is strict code.
6. Perform event handler attachment of *h* to *o* by using *eventName* as the event name.
7. Return (**normal, empty, empty**).

An event handler function *h* is attached to a host object *o* with *eventName* *n* as follows:

1. If *o* implements the **IBindEventHandler** COM interface ([http://msdn.microsoft.com/en-us/library/56zc7scb\(VS.85\).aspx](http://msdn.microsoft.com/en-us/library/56zc7scb(VS.85).aspx)), perform the following actions:
  1. Call the **BindHandler** COM method of *o*, passing arguments *n* and the function entry point *h*. This call hooks up the direct event.
  2. Return.
2. If *o* does not implement the **IBindEventHandler** COM interface, retain the information (*o*, *n*, and *h*), and defer the event binding until the script engine is placed into "connected" mode, as defined by the SCRIPTSTATE\_CONNECTED constant value of the Microsoft Windows Script Technologies SCRIPTSTATE enumeration ([http://msdn.microsoft.com/en-us/library/f7z7cxxa\(VS.85\).aspx](http://msdn.microsoft.com/en-us/library/f7z7cxxa(VS.85).aspx)). When the script engine is placed into the connected mode, the retained information is used to bind the event with an event sinking process. The event binding is performed immediately if the script is already in connected mode.
3. Return.

The **IConnectionPointContainer** COM interface ([http://msdn.microsoft.com/en-us/library/ms683857\(VS.85\).aspx](http://msdn.microsoft.com/en-us/library/ms683857(VS.85).aspx)) is used to perform the event binding in step 2, regardless of whether the binding is performed immediately or is deferred.



## 2.8 Extensions to Native ECMAScript Objects

Internet Explorer ECMAScript defines extensions to the native ECMAScript objects of [\[ECMA-262/5\]](#). These extensions are described in the following sections.

### 2.8.1 Function Properties of the Global Object

Internet Explorer ECMAScript defines additional properties of the Global object of [\[ECMA-262/5\]](#). These properties are described in the following sections.

#### 2.8.1.1 ScriptEngine

When the **ScriptEngine** function is called, it returns a string value that specifies the implementation-defined name of the ECMAScript implementation that is executing the call. The Internet Explorer ECMAScript implementations within Internet Explorer 9 always return the string "JScript".

#### 2.8.1.2 ScriptEngineBuildVersion

When the **ScriptEngineBuildVersion** function is called, it returns a value that uniquely identifies the specific build of the ECMAScript implementation that is executing the call.

#### 2.8.1.3 ScriptEngineMajorVersion

When the **ScriptEngineMajorVersion** function is called, it returns a value that identifies the major revision level of the implementation, not the revision level of the ECMAScript or JavaScript language specification that is currently supported by the implementation.

An implementation of Internet Explorer ECMAScript that supports distinct document modes (that separately implement other versions of the language, such as JScript 5.7 and JScript 5.8 functionality) can return a single value that does not vary among modes. The return value cannot be used as a reliable indicator of the availability or lack of availability of specific language features.

The ECMAScript implementations within Internet Explorer 9 always return a value of 9, even when Internet Explorer 9 is operating in Quirks, IE7, or IE8 document modes.

#### 2.8.1.4 ScriptEngineMinorVersion

When the **ScriptEngineMinorVersion** function is called, it returns a value that identifies the minor revision level of the implementation, not the revision level of the ECMAScript or JavaScript language specification that is currently supported by the implementation. This return value cannot be used as a reliable indicator of the availability or lack of availability of specific language features.

The ECMAScript implementation within Microsoft Internet Explorer 9 always returns a value of 0, even when Internet Explorer 9 is operating in Quirks, IE7, or IE8 document modes.

#### 2.8.1.5 CollectGarbage

When the **CollectGarbage** function is called, the Internet Explorer ECMAScript implementation may attempt to reclaim unused or unneeded resources that are associated with the currently running application. Whether or not any action is actually taken depends on the current state of the execution environment and the resource management strategies and heuristics used by the implementation. An application may call this function to request that any such pending reclamation activities be completed immediately. However, an Internet Explorer ECMAScript implementation is not required to honor such a request.

## 2.8.2 Constructor Properties of the Global Object

The **Enumerator** and **ActiveXObject** constructor property extensions of the **Global** object are not available in EdgeHTML Mode.

Internet Explorer ECMAScript defines the following additional constructor properties of the Global object:

1. [Debug](#)
2. [Enumerator](#)
3. [VBArray](#)
4. [ActiveXObject](#)

## 2.8.3 Properties of Function Instances

Internet Explorer ECMAScript defines additional properties of Function instances of [\[ECMA-262/5\]](#). These properties are described in the following sections.

### 2.8.3.1 The arguments Property

The value of the arguments property of a function instance is null. This property has the attributes { **[[Configurable]]**: true, **[[Writable]]**: false, **[[Enumerable]]**: false }. However, function instances also have a special **[[Get]]** internal method which in certain circumstances will return a value other than null when accessing the arguments property.

### 2.8.3.2 The caller Property

The value of the caller property of a function instance is null. This property has the attributes { **[[Configurable]]**: true, **[[Writable]]**: false, **[[Enumerable]]**: false }. However, function instances also have a special **[[Get]]** internal method which in certain circumstances will return a value other than null when accessing the caller property.

### 2.8.3.3 The **[[Get]]** (P) Method of a Function Object

When the **[[Get]]** method of *F* is called with value *P*, the following steps are taken:

1. If *P* is the string 'arguments', take the following steps:
  1. If an active execution context for *F* does not exist, go to step 3.
  2. Let *X* be the most recently created active execution context for *F*.
  3. If *X* is marked as having a partially accessible arguments object, let *A* be the original arguments object for *X*; otherwise, let *A* be the value of the property named 'arguments' of the variable object of *X*.

**Note:** JScript 5.x under Internet Explorer 9 (in all document modes) marks the current execution context as having a partially accessible arguments object when the function's *FormalParameterList* contains the name 'arguments' or the function's *FunctionBody* contains a direct reference to the function's original arguments object or the function's *FunctionBody* contains a direct call to **eval**.

4. Return *A*.

2. If *P* is the string 'caller', take the following steps:
  1. Let *X* be the most recently created active execution context for *F*.
  2. If *X* does not have an execution context to which it could normally exit, return **null**.
  3. Let *R* be the execution context which would become the current execution context if *X* exited normally (not via an exception).
  4. If *R* is an execution context for a built-in function or a host object function, return **null**.
  5. If *R* is an execution context for global code or for eval code, return **null**.
  6. *R* must be an execution context for function code, so let *rf* be the function object that contains the call that caused *R* to be created.
  7. If *rf* is a strict mode **Function** object, throw a **TypeError** exception.
  8. Return *rf*.
3. Return the result of calling the default **[[Get]]** method ([\[ECMA-262/5\]](#) section 8.12.3), passing *P* as the argument.

#### 2.8.4 String.prototype HTML Wrapper Properties

Internet Explorer ECMAScript defines **String.prototype** functions that wrap the string value of a **this** value with an HTML tag. The following abstraction is used to specify the behavior of these functions.

The abstract operation **WrapWithHTML** is called with arguments **body**, **tag**, **attribute**, and **data**. The **tag** and **attribute** arguments must be strings; **attribute** and **data** may be omitted. The following steps are performed:

1. Append the character "<" to the characters of *tag*.
2. If *attribute* is not present, go to Step 7.
3. Append to *Result(1)* a single-space character followed by the characters of *attribute*.
4. Append to *Result(3)* the characters "=" and "".
5. Append to *Result(4)* the characters of the string returned by **ToString**(*data*).
6. Append to *Result(5)* the character "".
7. If *attribute* is present, use *Result(6)*; otherwise, use *Result(1)*.
8. Append to *Result(7)* the character ">".
9. Append to *Result(8)* the characters of the string returned by **ToString**(*body*).
10. Append to *Result(9)* the characters "<" and "/".
11. Append to *Result(10)* the characters of *tag*.
12. Append to *Result(11)* the character ">".
13. Return the string value of the characters from *Result(12)*.

##### 2.8.4.1 String.prototype.anchor(name)

Return the result of **WrapWithHTML**(**this value**, "A", "NAME", **name**).

#### **2.8.4.2 String.prototype.big( )**

Return the result of **WrapWithHTML**(this **value**, "BIG").

#### **2.8.4.3 String.prototype.blink( )**

Return the result of **WrapWithHTML**(this **value**, "BLINK").

#### **2.8.4.4 String.prototype.bold( )**

Return the result of **WrapWithHTML**(this **value**, "B").

#### **2.8.4.5 String.prototype.fixed( )**

Return the result of **WrapWithHTML**(this **value**, "TT").

#### **2.8.4.6 String.prototype.fontcolor(color)**

Return the result of **WrapWithHTML**(this **value**, "FONT", "COLOR", **color**).

#### **2.8.4.7 String.prototype.fontSize(size)**

Return the result of **WrapWithHTML**(this **value**, "FONT", "SIZE", **size**).

#### **2.8.4.8 String.prototype.italics( )**

Return the result of **WrapWithHTML**(this **value**, "I").

#### **2.8.4.9 String.prototype.link(url)**

Return the result of **WrapWithHTML**(this **value**, "A", "HREF", **url**).

#### **2.8.4.10 String.prototype.small( )**

Return the result of **WrapWithHTML**(this **value**, "SMALL").

#### **2.8.4.11 String.prototype.strike( )**

Return the result of **WrapWithHTML**(this **value**, "STRIKE").

#### **2.8.4.12 String.prototype.sub( )**

Return the result of **WrapWithHTML**(this **value**, "SUB").

#### **2.8.4.13 String.prototype.sup( )**

Return the result of **WrapWithHTML**(this **value**, "SUP").

### **2.8.5 Properties of the Date Prototype Object**

Internet Explorer ECMAScript defines an additional method of the **Date** prototype object of [\[ECMA-262/5\]](#). This method is described in the following section.

### 2.8.5.1 Date.prototype.getVarDate ( )

The **getVarDate** method is implemented as follows:

1. Let *t* be the time value.
2. If the value of *t* is "NaN", return a **VarDate** value for which the value of **ToNumber** is "NaN".
3. Otherwise, return a **VarDate** value that corresponds to the time value *t*.

## 2.8.6 Properties of the RegExp Constructor

Internet Explorer ECMAScript defines additional properties of the RegExp constructor of [\[ECMA-262/5\]](#). These properties are described in the following sections.

### 2.8.6.1 RegExp.input

The initial value of **RegExp.input** is the empty string. This property shall have the attributes { **[[Enumerable]]**: false, **[[Configurable]]**: false, **[[Writable]]**: true }. The value of this property may be modified by calls to **RegExp.prototype.exec**. The properties **RegExp.input** and **RegExp.\$\_** always have the same value. When one is set to some value, the other is automatically also set to that same value. Unlike most other **RegExp** constructor properties, this property is writable.

### 2.8.6.2 RegExp.lastIndex

The initial value of **RegExp.lastIndex** is the number -1. This property shall have the attributes { **DontEnum**, **DontDelete**, **ReadOnly** }. Even though this property is { **[[Writable]]**: false }, its value may be modified by calls to **RegExp.prototype.exec**.

### 2.8.6.3 RegExp.lastMatch

The initial value of **RegExp.lastMatch** is the empty string. This property shall have the attributes { **[[Enumerable]]**: false, **[[Configurable]]**: false, **[[Writable]]**: false }. Even though this property is { **[[Writable]]**: false }, its value may be modified by calls to **RegExp.prototype.exec**.

### 2.8.6.4 RegExp.lastParen

The initial value of **RegExp.lastParen** is the empty string. This property shall have the attributes { **[[Enumerable]]**: false, **[[Configurable]]**: false, **[[Writable]]**: false }. Even though this property is { **[[Writable]]**: false }, its value may be modified by calls to **RegExp.prototype.exec**.

### 2.8.6.5 RegExp.leftContext

The initial value of **RegExp.leftContext** is the empty string. This property shall have the attributes { **[[Enumerable]]**: false, **[[Configurable]]**: false, **[[Writable]]**: false }. Even though this property is { **[[Writable]]**: false }, its value may be modified by calls to **RegExp.prototype.exec**.

### 2.8.6.6 RegExp.rightContext

The initial value of **RegExp.rightContext** is the empty string. This property shall have the attributes { **[[Enumerable]]**: false, **[[Configurable]]**: false, **[[Writable]]**: false }. Even though this property is { **[[Writable]]**: false }, its value may be modified by calls to **RegExp.prototype.exec**.

### 2.8.6.7 RegExp.\$1 - RegExp.\$9

The initial value of **RegExp.rightContext** is the empty string. This property shall have the attributes { **[[Enumerable]]: false**, **[[Configurable]]: false**, **[[Writable]]: false** }. Even though these are { **[[Writable]]: false** } properties, their values may be modified by calls to **RegExp.prototype.exec**.

### 2.8.6.8 RegExp.\$\_

The initial value of each of the properties **RegExp.\$1**, **RegExp.\$2**, **RegExp.\$3**, **RegExp.\$4**, **RegExp.\$5**, **RegExp.\$6**, **RegExp.\$7**, **RegExp.\$8**, and **RegExp.\$9** is the empty string. These properties shall have the attributes { **[[Enumerable]]: false**, **[[Configurable]]: false**, **[[Writable]]: false** }. The value of this property may be modified by calls to **RegExp.prototype.exec**. The properties **RegExp.input** and **RegExp.\$\_** always have the same value. When one of these properties is set to some value, the other is automatically also set to that same value. Unlike most other **RegExp** constructor properties, this property is writable.

### 2.8.6.9 RegExp['\$&']

The initial value of **RegExp['\$&']** is the empty string. This property shall have the attributes { **[[Enumerable]]: false**, **[[Configurable]]: false**, **[[Writable]]: false** }. Even though this property is { **[[Writable]]: false** }, its value may be modified by calls to **RegExp.prototype.exec**.

### 2.8.6.10 RegExp['\$+']

The initial value of **RegExp['\$+']** is the empty string. This property shall have the attributes { **[[Enumerable]]: false**, **[[Configurable]]: false**, **[[Writable]]: false** }. Even though this property is { **[[Writable]]: false** }, its value may be modified by calls to **RegExp.prototype.exec**.

### 2.8.6.11 RegExp["\$`"]

The initial value of **RegExp["\$`"]** is the empty string. This property shall have the attributes { **[[Enumerable]]: false**, **[[Configurable]]: false**, **[[Writable]]: false** }. Even though this property is { **[[Writable]]: false** }, its value may be modified by calls to **RegExp.prototype.exec**.

### 2.8.6.12 RegExp["\$"]

The initial value of **RegExp["\$"]** is the empty string. This property shall have the attributes { **[[Enumerable]]: false**, **[[Configurable]]: false**, **[[Writable]]: false** }. Even though this property is { **[[Writable]]: false** }, its value may be modified by calls to **RegExp.prototype.exec**.

## 2.8.7 Properties of the RegExp Prototype Object

Internet Explorer ECMAScript defines additional properties of the **RegExp** prototype object of [ECMA-262/5.1](#) (see section 15.10.6). These properties are described in the following sections.

### 2.8.7.1 RegExp.prototype.compile(pattern, flags)

If *pattern* is an object *R* that has a **[[Class]]** property "RegExp" and *flags* is undefined, let *P* be the pattern used to construct *R*, and let *F* be the flags used to construct *R*. If *pattern* is an object *R* that has a **[[Class]]** property "RegExp", and *flags* is not undefined, throw a **SyntaxError** exception. Otherwise, let *P* be "(?)" if *pattern* is undefined and **ToString**(*pattern*) otherwise, and let *F* be the empty string if *flags* is undefined and **ToString**(*flags*) otherwise.

The global property of this **RegExp** object is set to a **Boolean** value that is **true** if *F* contains the character "g" and that is **false** otherwise.

The `ignoreCase` property of this **RegExp** object is set to a **Boolean** value that is **true** if *F* contains the character "i" and that is **false** otherwise.

The `multiline` property of this **RegExp** object is set to a **Boolean** value that is **true** if *F* contains the character "m" and that is **false** otherwise.

If *F* contains any character other than "g", "i", or "m", throw a **SyntaxError** exception.

If the characters in *P* do not have the form *Pattern*, throw a **SyntaxError** exception. Otherwise, let the newly constructed object have a **[[Match]]** property obtained by evaluating ("compiling") *Pattern*.

The `source` property of this **RegExp** object is set as follows:

1. When *pattern* is an object *R* that has a **[[Class]]** property of "RegExp", this **RegExp** object is set to the same string value as the value of the `source` property of *pattern*. Otherwise, the `source` property of this **RegExp** object is set to *P*.
2. The `lastIndex` property of this **RegExp** object is set to 0.
3. The `options` property of this **RegExp** object is set as described in section [2.8.8.1](#) of this document.
4. This **RegExp** object is optimized using the assumption that it will be executed multiple times.

## 2.8.8 Properties of RegExp Instances

Internet Explorer ECMAScript defines an additional property of the **RegExp** instances of [\[ECMA-262/5\]](#). This property is described in the following section.

### 2.8.8.1 options

The value of the `options` property is a string that specifies the values of the `global`, `ignoreCase`, and `multiline` properties of this **RegExp** instance. If the value of the `ignoreCase` property is **true**, the string contains the character "i". If the value of the `global` property is **true**, the string contains the character "g". If the value of the `multiline` property is **true**, the string contains the character "m". When present, the characters appear in the order "igm". If all of the `global`, `ignoreCase`, and `multiline` properties have the value **false**, the value of this property is the empty string. This property shall have the attributes { **[[Enumerable]]: false, [[Configurable]]: false, [[Writable]]: false** }.

## 2.8.9 The Error Constructor

Internet Explorer ECMAScript defines additional behaviors of the **Error** constructor of [\[ECMA-262/5\]](#).

These behaviors are described in the following sections:

- [new Error \(\)](#)
- [new Error \(number, message\)](#)

### 2.8.9.1 new Error ()

When the **Error** constructor is called with no arguments, the call is equivalent to calling the **Error** constructor and passing the number zero as the only argument.

### 2.8.9.2 new Error(number, message)

When the **Error** constructor is called with two or more arguments, the following steps are taken:

1. The **[[Prototype]]** property of the newly constructed object is set to the original **Error** prototype object, the one that is the initial value of **Error.prototype** (see [\[ECMA-262/5\]](#) section 15.11.3.1).
2. The **[[Class]]** property of the newly constructed **Error** object is set to "Error".
3. Let *num* be **ToNumber**(*number*).
4. Let *msg* be **ToString**(*message*).
5. The **description** property of the newly constructed object is set to *msg*.
6. The **message** property of the newly constructed object is set to *msg*.
7. The **name** property of the newly constructed object is set to "Error".
8. The **number** property of the newly constructed object is set to *num*.
9. Return the newly constructed object.

### 2.8.10 Properties of Error Instances

Internet Explorer ECMAScript defines additional error instances inherited from the **[[Prototype]]** object of [\[ECMA-262/5\]](#). These error instances are described in the following sections.

#### 2.8.10.1 description

The initial value of **description** is the same as the initial value of **message**.

#### 2.8.10.2 number

An **Error** instance only initially has a **number** property if the first argument passed to the **Error** constructor was a number or could be converted to a number. The initial value of **number** is the number value passed to the constructor.

### 2.8.11 Properties of NativeError Instances

**Error** instances inherit properties from their **[[Prototype]]** object and **Error** prototype as specified previously. In addition, those **NativeError** instances that are created to represent a runtime error that is detected by the Internet Explorer ECMAScript implementation have the following properties.

#### 2.8.11.1 description

An **Error** instance only initially has a **description** property if it is created by the Internet Explorer ECMAScript implementation in response to the occurrence of a runtime error. The initial value of **description** is the same as the initial value of **message**.

#### 2.8.11.2 number

An **Error** instance only initially has a **number** property if it is created by the Internet Explorer ECMAScript implementation in response to the occurrence of a runtime error. The initial value of **number** is the number value passed to the constructor.

### 2.8.12 The Debug Object

The **Debug** object is a single object that has some named properties, all of which are functions.



The value of the internal **[[Prototype]]** property of the **Debug** object is the **Object** prototype object (15.2.3.1). The value of the internal **[[Class]]** property of the **Debug** object is "Object".

The **Debug** object does not have a **[[Construct]]** property; it is not possible to use the **Debug** object as a constructor with the new operator.

The **Debug** object does not have a **[[Call]]** property; it is not possible to invoke the **Debug** object as a function.

### 2.8.12.1 Function Properties of the Debug Object

The **Debug** object inherits properties from the **Object** prototype object as specified previously, and also has the following properties.

#### 2.8.12.1.1 write ([ item1 [, item2 [, ...]])

If a host-dependent debugging facility is available, **ToString** is called once, in order, on each item argument. The result of the call is passed to the debugging facility with the intent that the result be output to the user without the addition of any line terminator characters. The function returns **undefined** regardless of whether or not a debugging facility is present.

The **length** property of the **write** function is 0.

#### 2.8.12.1.2 writeln ([ item1 [, item2 [, ...]])

If a host-dependent debugging facility is available, **ToString** is called once, in order, on each item argument. The result of the call is passed to the debugging facility with the intent that the result be output to the user without the insertion of any line terminator characters between item results. A line terminator should be output after the last item or if there are no item arguments. The function returns **undefined** regardless of whether a debugging facility is present.

The **length** property of the **write** function is 0.

### 2.8.13 Enumerator Objects

The **Enumerator** constructor property extension of the **Global** object is not available in EdgeHTML Mode.

**Enumerator** objects provide an alternative mechanism for iterating over the elements of **Array** instances and certain host objects.

For such objects, the order of enumeration is the same as occurs for the **for-in** statement (see [\[ECMA-262/5\]](#) section 12.6.4).

#### 2.8.13.1 The Enumerator Constructor Called as a Function

When **Enumerator** is called as a function rather than as a constructor, it returns **undefined**.

#### 2.8.13.2 The Enumerator Constructor

When **Enumerator** is called as part of a new expression, it is a constructor: it initializes the newly created object.

##### 2.8.13.2.1 new Enumerator ([collection])

When the **Enumerator** constructor is called with zero or one argument, the following steps are taken:

1. If *collection* is not present, let *collection* be **undefined**, and then go to step 6.
2. If *collection* is an **Array** instance, go to step 5.
3. If *collection* is a host object that supports an implementation-dependent enumeration protocol, go to step 5.
4. Throw a **TypeError** exception.
5. The **[[EnumerationState]]** property of the newly created object is set to a state indicating that the enumeration is at the first item of the enumeration of *collection*. If *collection* has no enumerable items, the state will indicate that the end of the enumeration has been reached.
6. The **[[Collection]]** property of the newly created object is set to *collection*.
7. The **[[Prototype]]** property of the newly constructed object is set to the original **Error** prototype object, the one that is the initial value of **Enumerator.prototype** (see section [2.8.13.3.1](#) of this document).
8. The **[[Class]]** property of the newly constructed **Enumerator** object is set to "Object".
9. Return the newly constructed object.

### 2.8.13.3 Properties of the Enumerator Constructor

The value of the internal **[[Prototype]]** property of the **Enumerator** constructor is the **Function** prototype object (see [ECMA-262/5](#) section 15.3.4).

The value of the **length** property is 7 (seven). In addition, the **Enumerator** constructor has the following property.

#### 2.8.13.3.1 Enumerator.prototype

The initial value of **Enumerator.prototype** is the **Enumerator** prototype object (see section [2.8.13.4](#) of this document).

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

### 2.8.13.4 Properties of the Enumerator Prototype Object

The **Enumerator** prototype object is itself an **Enumerator** object with a **[[Collection]]** property of undefined, and which does not have an **[[EnumerationState]]** property.

The value of the internal **[[Prototype]]** internal property of the **Enumerator** prototype object is the **Object** prototype object (see [ECMA-262/5](#) Section 15.2.3.1).

#### 2.8.13.4.1 Enumerator.prototype.constructor

The initial value of **Enumerator.prototype.constructor** is the built-in **Enumerator** constructor.

#### 2.8.13.4.2 Enumerator.prototype.atEnd ( )

1. If the **this** object is not an **Enumerator** object, throw a **TypeError** exception.
2. Let *collection* be the value of the **this** object's **[[Collection]]** property.
3. If *collection* is undefined, return **true**.
4. Let *state* be the value of the **this** object's **[[EnumerationState]]** property.
5. If *state* indicates that the end of the enumeration has been reached, return **true**.
6. Return **false**.

#### 2.8.13.4.3 Enumerator.prototype.item ( )

1. If the **this** object is not an **Enumerator** object, throw a **TypeError** exception.
2. Let *collection* be the value of the **this** object's **[[Collection]]** property.
3. If *collection* is undefined, return **undefined**.
4. Let *state* be the value of the **this** object's **[[EnumerationState]]** property.
5. If *state* indicates that the end of the enumeration has been reached, return **undefined**.
6. Return the current enumeration item as indicated by *state*.

#### 2.8.13.4.4 Enumerator.prototype.moveFirst ( )

1. If the **this** object is not an **Enumerator** object, throw a **TypeError** exception.
2. Let *collection* be the value of the **this** object's **[[Collection]]** property.
3. If *collection* is undefined, return **undefined**.
4. Modify the **[[EnumerationState]]** property of the **this** object to a state indicating that the current enumeration of *collection* is now positioned at the original first item of the enumeration. If the current **[[EnumerationState]]** property indicates that *collection* has no enumerable items, the new *state* will indicate that the end of the enumeration has been reached.
5. Return **undefined**.

#### 2.8.13.4.5 Enumerator.prototype.moveNext ( )

1. If the **this** object is not an **Enumerator** object, throw a **TypeError** exception.
2. Let *collection* be the value of the **this** object's **[[Collection]]** property.
3. If *collection* is undefined, return **undefined**.
4. Let *state* be the value of the **this** object's **[[EnumerationState]]** property.
5. If *state* indicates that the end of the enumeration has been reached, return **undefined**.
6. Modify *state* to a state indicating that the current enumeration of *collection* is now positioned at the next item beyond the current item of the enumeration. The new *state* may indicate that the end of the enumeration has been reached.
7. Update the **[[EnumerationState]]** property of the **this** object to *state*.
8. Return **undefined**.

#### 2.8.13.5 Properties of Enumerator Instances

**Enumerator** instances inherit properties from their **[[Prototype]]** object as specified previously. In addition, **Enumerator** instances have an internal **[[Collection]]** property, and they may have an internal **[[EnumeratorState]]** property.

#### 2.8.14 VBAArray Objects

**Enumerator** objects provide an alternative mechanism for iterating over the elements of Array instances and certain host objects.

For such objects, the order of enumeration is the same as the for-in statement (see [ECMA-262/5](#) section 12.6.4).

#### 2.8.14.1 The VBAArray Constructor Called as a Function

When **VBAArray** is called as a function, it throws an exception if the argument is not a **SafeArray** value.

##### 2.8.14.1.1 VBAArray ( value)

When the **VBAArray** function is called, the following steps are taken:

1. If *Type(value)* is **SafeArray**, return *value*.

2. Throw a **TypeError** exception.

### 2.8.14.2 The VBArray Constructor

When **VBArray** is called as part of a new expression, it is a constructor: it initializes the newly created object.

#### 2.8.14.2.1 new VBArray ( value )

When the **VBArray** constructor is called with an argument value of zero or one, the following steps are taken:

1. If *Type(value)* is not **SafeArray**, throw a **TypeError** exception.
2. The **[[SArray]]** property of the newly created object is set to *value*.
3. The **[[Prototype]]** property of the newly constructed object is set to the initial value of the **VBArray prototype** object (see section [2.8.14.3.1](#) of this document).
4. The **[[Class]]** property of the newly constructed **Error** object is set to **Object**.
5. Return the newly constructed object.

### 2.8.14.3 Properties of the VBArray Constructor

The value of the internal **[[Prototype]]** property of the **VBArray constructor** is the **Function** prototype object (see [ECMA-262/5](#) section 15.3.4).

The value of the **length** property is 1. In addition, the **VBArray constructor** has the **VBArray.prototype** property (see section [2.8.14.3.1](#) of this document).

#### 2.8.14.3.1 VBArray.prototype

The initial value of **VBArray.prototype** is the **VBArray prototype object** (see section [2.8.14.4](#) of this document).

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

### 2.8.14.4 Properties of the VBArray Prototype Object

The **VBArray** prototype object is **VBArray** object with a **[[SArray]]** property that is a **SafeArray** that references a **COM SAFEARRAY** with zero dimensions.

The value of the internal **[[Prototype]]** property of the **VBArray** prototype object is the **Object** prototype object (see [ECMA-262/5](#) section 15.2.3.1).

#### 2.8.14.4.1 VBArray.prototype.constructor

The initial value of **VBArray.prototype.constructor** is the built-in **VBArray** constructor.

#### 2.8.14.4.2 VBArray.prototype.dimensions ( )

1. Call **ToObject**, passing the **this** value as the argument.
2. If *Result(1)* is not a **VBArray** instance, throw a **TypeError** exception.
3. Get the value of the **[[SArray]]** property of *Result(1)*.
4. Return the **Number** that is the number of dimensions of the **COM SAFEARRAY** referenced by *Result(3)*.

#### 2.8.14.4.3 VBArray.prototype.getItem ( dim1 [, dim2, [dim3, ...]])

1. Call **ToObject**, passing the **this** value as the argument.
2. If *Result(1)* is not a **VBAArray** instance, throw a **TypeError** exception.
3. Get the value of the **[[SArray]]** property of *Result(1)*.
4. If no arguments were passed to this call, or if the number of arguments passed is greater than *Result(3)*, throw a **RangeError** exception.
5. For each argument *dim1* through *dimN*, let *IdimX* be **ToInteger(dimX)** where *X* is the numeric suffix of the argument name.
6. For each of *Idim1* through *IdimN*, if *IdimX* is less than the **lower** bound of dimension *X* of the **COM SAFEARRAY** referenced by *Result(3)*, or if *IdimX* is greater than the **upper** bound of dimension *X*, throw a **RangeError** exception.
7. Return the value of the element identified by array indices *Idim1* through *IdimN* in the **COM SAFEARRAY** referenced by *Result(3)*.

The **length** property of the **getItem** function is 1.

#### 2.8.14.4.4 VBAArray.prototype.lbound ( [dimension] )

1. Call **ToObject**, passing the **this** value as the argument.
2. If *Result(1)* is not a **VBAArray** instance, throw a **TypeError** exception.
3. Get the value of the **[[SArray]]** property of *Result(1)*.
4. If *dimension* is not defined, use a value of 1; otherwise, use **ToInteger(dimension)**.
5. Get the **Number** that is the number of dimensions of the **COM SAFEARRAY** referenced by *Result(3)*.
6. If *Result(4)* is less than 1 or greater than *Result(5)*, throw a **RangeError** exception.
7. Return the **Number** that is the lower bound of dimension number *Result(4)* of the **COM SAFEARRAY** referenced by *Result(3)*.

The **length** property of the **lbound** function is 0.

#### 2.8.14.4.5 VBAArray.prototype.toArray ( )

The method copies all the elements of a multi-dimensional **COM SAFEARRAY** into a one-dimensional **ECMAScript** Array instance. When called with no arguments, **toArray** performs the following steps:

1. Call **ToObject**, passing the **this** value as the argument.
2. If *Result(1)* is not a **VBAArray** instance, throw a **TypeError** exception.
3. Get the value of the **[[SArray]]** property of *Result(1)*.
4. Let *SA* be the **COM SAFEARRAY** referenced by *Result(3)*.
5. Let *dim* be the number of dimensions of *SA*.
6. If *dim* is zero, return a new **Array** object that is created as if by evaluating the expression `new Array(0)` using the original **Array** constructor object.
7. Let *size* be the total number of array elements of *SA*.
8. Let *A* be a new **Array** object that is created as if by evaluating the expression `new Array(size)` using the original **Array** constructor object.
9. Access the elements of *SA* in row-major order, and store the elements in the array-indexed properties for *A* starting with property 0.
10. Return *A*.

#### 2.8.14.4.6 VBAArray.prototype.ubound ( [dimension] )

1. Call **ToObject**, passing the **this** value as the argument.
2. If *Result(1)* is not a **VBAArray** instance, throw a **TypeError** exception.
3. Get the value of the **[[SArray]]** property of *Result(1)*.
4. If *dimension* is not defined, use a value of 1; otherwise, use **ToInteger(dimension)**.
5. Get the **Number** that is the number of dimensions of the **COM SAFEARRAY** referenced by *Result(3)*.
6. If *Result(4)* is less than 1 or greater than *Result(5)*, throw a **RangeError** exception.
7. Return the **Number** that is the upper bound of dimension number *Result(4)* of the **COM SAFEARRAY** referenced by *Result(3)*.

The **length** property of the **ubound** function is 0.

#### 2.8.14.4.7 **VBAArray.prototype.valueOf ( )**

1. Call **ToObject**, passing the **this** value as the argument.
2. If *Result(1)* is not a **VBAArray** instance, throw a **TypeError** exception.
3. Get the value of the **[[SArray]]** property of *Result(1)*.
4. Return *Result(3)*.

#### 2.8.14.5 **Properties of VBAArray Instances**

A **VBAArray** instance inherits properties from the **[[Prototype]]** object, as specified in **VBAArray.prototype.valueOf ( )** (see section 2.8.14.4.7 of this document). In addition, **VBAArray** instances have an internal **[[SArray]]** property with a value that is the **SafeArray** from which the instance was constructed.

#### 2.8.15 **ActiveXObject Objects**

The **ActiveXObject** constructor property extension of the **Global** object is not available in EdgeHTML Mode.

**ActiveXObject** objects provide a mechanism for creating and interacting with host objects provided by Microsoft Windows ActiveX automation servers.

**Note:** For IE11 Mode in Internet Explorer 11, **ActiveXObject** is supported as described in this section except that **ActiveXObject** detection will fail when performed within a conditional statement.

##### 2.8.15.1 **The ActiveXObject Constructor Called as a Function**

When **ActiveXObject** is called as a function, it performs the same argument validation that it performs when it is called as part of a new expression. After successfully completing validation, it always raises an **Error** exception.

###### 2.8.15.1.1 **ActiveXObject ( name [, location] )**

When the **ActiveXObject** function is called with one or more arguments, the following steps are taken:

1. Call **toPrimitive**(*name*, *hint Number*).
2. If the type of *Result(1)* is not **String**, raise a **TypeError** exception.
3. If *Result(1)* is an empty string, raise a **TypeError** exception.
4. If *location* is not present go to step 7.
5. Call **toPrimitive**(*location*, *hint Number*).
6. If the type of *Result(5)* is not **String**, raise a **TypeError** exception.
7. Raise an **Error** exception.

##### 2.8.15.2 **The ActiveXObject Constructor**

When **ActiveXObject** is called as part of a new expression, it attempts to create a host object that corresponds to a Microsoft Windows ActiveX automation object.

### 2.8.15.2.1 new ActiveXObject (( name [, location] ) )

When the **ActiveXObject** constructor is called with one or more arguments, the following steps are taken:

1. Call **toPrimitive**(*name*, *hint Number*).
2. If the type of *Result*(1) is not **String**, raise a **TypeError** exception.
3. If *Result*(1) is an empty string, raise a **TypeError** exception.
4. If *location* is not present, go to step 7.
5. Call **toPrimitive**(*location*, *hint Number*).
6. If the type of *Result*(5) is not **String**, raise a **TypeError** exception.
7. Attempt to create a host object that can be used to communicate with the application and application-specific object identified by the *Result*(1) String. If *location* was present, *Result*(5) identifies the server where the application resides; otherwise, the default server (the current machine) is used as the location of the application.
8. If any error occurs during step 7, such that the host object cannot be created, raise an **Error** exception.
9. Return *Result*(7).

The format of the string values passed as arguments to this constructor are defined by the host operating system.

The object returned by this constructor is a host object. It is not an instance of **ActiveXObject**, and it does not inherit properties from the **ActiveXObject** prototype object or from **Object.prototype**. The specific properties of such objects will vary and are dependent upon the specific argument values passed to this constructor.

### 2.8.15.3 Properties of the ActiveXObject Constructor

The value of the internal **[[Prototype]]** property of the **ActiveXObject** constructor is the **Function** prototype object (see [ECMA-262/5](#) section 15.3.4).

The value of the length property is 1. In addition, the **ActiveXObject** constructor has the **ActiveXObject.prototype** property (see section [2.8.15.3.1](#) of this document).

#### 2.8.15.3.1 ActiveXObject.prototype

The initial value of **ActiveXObject.prototype** is the **ActiveXObject** prototype object (see section [2.8.15.4](#) of this document).

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

The value of this property is not used by the **ActiveXObject** constructor. The value is not used as the **[[Prototype]]** value of host objects returned by **ActiveXConstructor**.

### 2.8.15.4 Properties of the ActiveXObject Prototype Object

The **ActiveXObject** prototype object is an **Object** instance, not an **ActiveXObject** instance.

The value of the internal **[[Prototype]]** property of the **ActiveXObject** prototype object is the **Object** prototype object (see [ECMA-262/5](#) section 15.2.3.1).

#### 2.8.15.4.1 **ActiveXObject.prototype.constructor**

The initial value of **ActiveXObject.prototype.constructor** is the built-in **ActiveXObject** constructor.

#### 2.8.15.5 **Properties of ActiveXObject Instances**

**ActiveXObject** has no instances. Objects created by the **ActiveXObject** constructor are host objects that have properties which are determined by the external application associated with the specific host object.

### 2.9 **Extensions to ECMAScript 5.1**

The extensions to [\[ECMA-262/51\]](#) described in this section are not available in IE9 Mode.

#### 2.9.1 **Typed Arrays**

Typed arrays provide access to raw binary data and enables efficient byte-level programming ability to JavaScript developers. The functionality is implemented by the following three objects.

- **ArrayBuffer**: The ArrayBuffer object provides the ability to create and work with an opaque buffer of native memory.
- **TypedArray**: Each of the TypedArray objects provides a view over an ArrayBuffer based on the element Type, allowing typed access to the contents of the native buffer.
- **DataView**: The DataView object provides unstructured access to the contents of an ArrayBuffer, reading and writing basic data types and fixed offsets in the buffer.

##### 2.9.1.1 **ArrayBuffer Objects**

This section describes ArrayBuffer Objects.

###### 2.9.1.1.1 **The ArrayBuffer constructor called as a function**

When ArrayBuffer is called as a function rather than as a constructor, it creates and initialises a new ArrayBuffer object. Thus the function call `ArrayBuffer(...)` is equivalent to the object creation expression `new ArrayBuffer (...)` with the same arguments.

###### 2.9.1.1.2 **The ArrayBuffer constructor**

When ArrayBuffer is called as part of a new expression, it is a constructor: it initialises the newly created object.

###### 2.9.1.1.2.1 **New Array (len)**

The `[[Prototype]]` internal property of the newly constructed object is set to the original ArrayBuffer prototype object, the one that is the initial value of `ArrayBuffer.prototype` (16.1.3.1). The `[[Class]]` internal property of the newly constructed object is set to "ArrayBuffer". The `[[Extensible]]` internal property of the newly constructed object is set to `true`.

The `length` property of the newly constructed object is set to `ToUint32(len)`.

A fresh native buffer `nativeBuffer` of `length` bytes is allocated. The contents of this native buffer are zero initialized. If the requested number of bytes could not be allocated, a `RangeError` is raised. The `[[NativeBuffer]]` internal property of the newly constructed object is set to `nativeBuffer`.

###### 2.9.1.1.3 **Properties of the ArrayBuffer constructor**



The value of the `[[Prototype]]` internal property of the `ArrayBuffer` constructor is the Function prototype object (15.3.4).

Besides the internal properties and the `length` property (whose value is 1), the `ArrayBuffer` constructor has the following properties:

#### 2.9.1.1.3.1 `ArrayBuffer.isView(arg)`

This applies to Internet Explorer 11 and later.

1. If `Type(arg)` is not **Object**, return **false**.
2. If `arg` has a `[[ViewedArrayBuffer]]` internal slot, return **true**.
3. Return **false**.

#### 2.9.1.1.3.2 `ArrayBuffer.prototype`

The initial value of `ArrayBuffer.prototype` is the `ArrayBuffer` prototype object (16.1.4).

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

#### 2.9.1.1.4 Properties of the `ArrayBuffer` Prototype Object

The value of the `[[Prototype]]` internal property of the `Array` prototype object is the standard built-in Object prototype object (15.2.4). The `[[Class]]` internal property of the newly constructed object is set to "Object". The `[[Extensible]]` internal property of the newly constructed object is set to true.

##### 2.9.1.1.4.1 `ArrayBuffer.prototype.constructor`

The initial value of `ArrayBuffer.prototype.constructor` is the standard built-in `ArrayBuffer` constructor.

##### 2.9.1.1.4.2 `ArrayBuffer.prototype.slice(start, end)`

This applies to Internet Explorer 11 and later.

1. Let *O* be this value.
2. If the type of *O* is not **Object**, throw a `TypeError` exception.
3. If *O* does not have an `[[ArrayBufferData]]` internal slot throw a `TypeError` exception.
4. If the value of *O*'s `[[ArrayBufferData]]` internal slot is undefined or null, then throw a `TypeError` exception.
5. Let *len* be the value of *O*'s `[[ArrayBufferByteLength]]` internal slot.
6. Let *relativeStart* be `ToInteger(start)`.
7. If *relativeStart* is negative, let *first* be `max((len + relativeStart), 0)`; else, let *first* be `min(relativeStart, len)`.
8. If *end* is undefined, let *relativeEnd* be *len*; else let *relativeEnd* be `ToInteger(end)`.
9. If *relativeEnd* is negative, let *final* be `max((len + relativeEnd), 0)`; else let *final* be `min(relativeEnd, len)`.
10. Let *newLen* be `max(final - first, 0)`.
11. Let *ctor* be the result of calling `[[Get]]` on *O* with property name `constructor`.

12. If *ctor* does not have a `[[construct]]` internal method then throw a `TypeError` exception.
13. Let *new* be the result of calling the `[[Construct]]` internal method of *ctor* with a new List containing the single element *newLen*.
14. If *new* does not have an `[[ArrayBufferData]]` internal slot throw a `TypeError` exception.
15. If the value of *new*'s `[[ArrayBufferData]]` internal slot is undefined, then throw a `TypeError` exception.
16. If the value of *new*'s `[[ArrayBufferByteLength]]` < *newLen*, then throw a `TypeError` exception.
17. Let *fromBuf* be the value of *O*'s `[[ArrayBufferData]]` internal slot.
18. Let *toBuf* be the value of *new*'s `[[ArrayBufferData]]` internal slot.
19. Let *fromSize* be the number of bytes in *fromBuf*.
20. Let *fromIndex* be *first*.
21. Let *toSize* be the number of bytes in *toBuf*.
22. Let *toIndex* be 0.
23. Let *count* be *newLen*.
24. Repeat, while *count*>0:
  1. Set *toBuf* [*toIndex*] to the value of *fromBuf* [*fromIndex*].
  2. Increment *toIndex* and *fromIndex* each by 1.
  3. Decrement *count* by 1.
25. Return *new*.

### 2.9.1.1.5 Properties of ArrayBuffer Instances

ArrayBuffer instances inherit properties from the ArrayBuffer prototype object and their `[[Class]]` internal property value is "ArrayBuffer". ArrayBuffer instances also have the following properties.

#### 2.9.1.1.5.1 byteLength

The `byteLength` property of this ArrayBuffer object is a data property whose value is the length of the ArrayBuffer in bytes, as fixed at construction time.

The `length` property has the attributes { `[[Writable]]`: false, `[[Enumerable]]`: false, `[[Configurable]]`: false }.

### 2.9.1.2 TypedArray Objects

For each *Type* in the following table, a separate *TypedArray* constructor object, with corresponding prototype and instances as described below is available.

Type	Array Name	Size	Description	Equivalent C Type
Int8	Int8Array	1	8-bit 2's complement signed integer	signed char

Type	Array Name	Size	Description	Equivalent C Type
Uint8	Uint8ClampedArray	1	8-bit 2's complement unsigned integer	unsigned char
Int16	Int16Array	2	16-bit 2's complement signed integer	Short
Uint16	Uint16Array	2	16-bit unsigned integer	unsigned short
Int32	Int32Array	4	32-bit 2's complement signed integer	Int
Uint32	Uint32Array	4	32-bit unsigned integer	unsigned int
Float32	Float32Array	4	32-bit IEEE floating point	Float
Float64	Float64Array	8	64-bit IEEE floating point	Double

### 2.9.1.2.1 The `TypedArray` Constructor Called as a Function

When `TypedArray` is called as a function rather than as a constructor, it creates and initialises a new `TypedArray` object. Thus the function call `TypedArray(...)` is equivalent to the object creation expression `new TypedArray(...)` with the same arguments.

### 2.9.1.2.2 The `TypedArray` Constructor

When `TypedArray` is called as part of a new expression, it is a constructor: it initialises the newly created object.

#### 2.9.1.2.2.1 New `TypedArray` (`arg0` [, `arg1` [, `arg2`])

The `[[Prototype]]` internal property of the newly constructed object is set to the original `TypedArray` prototype object, the one that is the initial value of `TypedArray.prototype` (16.2.3.1). The `[[Class]]` internal property of the newly constructed object is set to `"TypedArray"`. The `[[Extensible]]` internal property of the newly constructed object is set to `true`.

The remaining properties of the newly constructed object are set as follows:

1. If the argument `arg0` is a `Number`:
  1. The `length` property of the newly constructed object is set to `ToUint32(arg0)`
  2. The `byteLength` property of the newly constructed object is set to `length` multiplied by the size in bytes of `Type`.
  3. Let `arrayBuffer` be an object constructed as if by a call to the built-in `ArrayBuffer` constructor, as `"new ArrayBuffer(byteLength)"`.
  4. The `buffer` property of the newly constructed object is set to `arrayBuffer`.
  5. The `byteOffset` property of the newly constructed object is set to `0`.
2. Otherwise if the argument `arg0` is an `Object`:
  1. Let `O` be the result of calling `ToObject(arg0)`.
  2. Let `class` be the value of the `[[Class]]` internal property of `O`.
  3. If `class` is `"ArrayBuffer"`:

1. Let `byteOffset` be the result of calling `ToUInt32` on `arg1`, if provided, or else 0.
  2. If `byteOffset` is not an integer multiple of the size in byte of `Type`, raise a `RangeError` exception.
  3. Let `bufferLength` be the result of calling `[[Get]]` on `O` with property name `"byteLength"`.
  4. Let `byteLength` be the result of calling `ToUInt32` on `arg2`, if provided, or else `bufferLength - byteOffset`.
  5. If `byteOffset + byteLength` is greater than `bufferLength`, raise a `RangeError` exception.
  6. Let `length` be the result of dividing `byteLength` by the size in bytes of `Type`.
  7. If `ToUInt32(length) !== length`, raise a `RangeError` exception.
  8. The `length` property of the newly constructed object is set to `length`.
  9. The `byteLength` property of the newly constructed object is set to `byteLength`.
  10. The `buffer` property of the newly constructed object is set to `O`.
  11. The `byteOffset` property of the newly constructed object is set to `byteOffset`.
4. Else:
    1. Let `n` to be the result of calling `[[Get]]` on `V` with property name `"length"`.
    2. Let `length` be the result of calling `ToUInt32(n)`.
    3. The `length` property of the newly constructed object is set to `length`.
    4. The `byteLength` property of the newly constructed object is set to `length` multiplied by the size in bytes of `Type`.
    5. Let `arrayBuffer` be an object constructed as if by a call to the built-in `ArrayBuffer` constructor, as `"new ArrayBuffer(byteLength)"`.
    6. Initialize `i` to be 0.
    7. While `i < length`:
      1. Let `x` be the result of calling `[[Get]]` on `arrayBuffer` with property name `Tostring(i)`.
      2. Let `indexDesc` be a property descriptor.
      3. Set `indexDesc.Writable` to `true`.
      4. Set `indexDesc.Enumerable` to `true`.
      5. Set `indexDesc.Configurable` to `false`.
      6. Set `indexDesc.Value` to `x`.
      7. Call `[[DefineOwnProperty]]` on the newly constructed object with arguments `Tostring(i)`, `indexDesc`, and `false`.
      8. Set `i` to `i + 1`.
    8. The `buffer` property of the newly constructed object is set to `arrayBuffer`.
    9. The `byteOffset` property of the newly constructed object is set to 0.
  3. Otherwise:
    1. Throw an exception

### 2.9.1.2.3 Properties of the `TypedArray` Constructor

The value of the `[[Prototype]]` internal property of the `TypedArray` constructor is the `Function` prototype object (15.3.4).

Besides the internal properties and the `length` property (whose value is 3), the `TypedArray` constructor has the following properties:

#### 2.9.1.2.3.1 `TypedArray.prototype`

The initial value of `TypedArray.prototype` is the `TypedArray` prototype object (16.2.4).

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

#### 2.9.1.2.3.2 `typedArray.BYTES_PER_ELEMENT`

The initial value of `typedArray.BYTES_PER_ELEMENT` is the size in bytes of `Type`.

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

### 2.9.1.2.4 Properties of the `TypedArray` Prototype Object

The value of the `[[Prototype]]` internal property of the `TypedArray` prototype object is the standard built-in `Object` prototype object (15.2.4). Its `[[Class]]` is `"TypedArray"`.

#### 2.9.1.2.4.1 `TypedArray.prototype.constructor`

The initial value of `TypedArray.prototype.constructor` is the standard built-in `TypedArray` constructor.

#### 2.9.1.2.4.2 `TypedArray.prototype.set(Array [, offset] )`

Set multiple values in the `TypedArray`, reading from the array input., reading input values from the array. The optional offset value indicates the index in the current array where values are written. If omitted, it is assumed to be 0.

1. If this does not have class `"TypedArray"`, throw a `TypeError`.
2. Let `offsetIndex` be `ToUint32(offset)`
3. Let `O` be the result of calling `ToObject(array)`.
4. Let `srcLength` be the result of calling `[[Get]]` on `O` with property name `"length"`.
5. Let `targetLength` be the result of calling `[[Get]]` on this with property name `"length"`
6. If `srcLength + offset > targetLength`, throw a `RangeError`.
7. Let `temp` be a new `TypedArray` created as if by a call to `"new TypedArray(srcLength)"`
8. Let `k` be 0
9. While `k < srcLength`
  1. Let `v` be the result of calling `[[Get]]` on `src` with property name `toString(k)`
  2. Call `[[Put]]` on `temp` with arguments `toString(k)`, `v`, and `false`
10. Let `k` be `offset`
11. While `k < targetLength`
  1. Let `v` be the result of calling `[[Get]]` on `temp` with property name `toString(k-offset)`
  2. Call `[[Put]]` on `temp` with arguments `toString(k)`, `v`, and `false`

#### 2.9.1.2.4.3 `TypedArray.prototype.subarray(begin [, end] )`

Returns a new `TypedArray` view of the `ArrayBuffer` store for 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.

1. If this does not have class `"TypedArray"`, throw a `TypeError`.
2. Let `srcLength` be the result of calling `[[Get]]` on this with property name `"length"`
3. Let `beginInt` be `ToInt32(begin)`
4. If `beginInt < 0`, let `beginInt` be `srcLength + beginInt`
5. Let `beginIndex` be `min(srcLength, max(0, beginInt))`
6. Let `endInt` be `ToInt32(end)` if `end` was provided, else `srcLength`.
7. If `endInt < 0`, let `endInt` be `srcLength + endInt`
8. Let `endIndex` be `max(0, min(srcLength, endInt))`
9. If `endIndex < beginIndex`, let `endIndex` be `beginIndex`
10. Return a new `TypedArray` with the following values for its properties:
  1. The `length` property of the newly constructed object is set to `endIndex - beginIndex`
  2. The `byteLength` property of the newly constructed object is set to `length` multiplied by the size in bytes of `Type`.
  3. The `buffer` property of the newly constructed object is set to `this.buffer`.
  4. The `byteOffset` property of the newly constructed object is set to `this.offset + beginIndex`.

#### 2.9.1.2.5 Properties of `TypedArray` Instances

`TypedArray` instances inherit properties from the `TypedArray` prototype object and their `[[Class]]` internal property value is `"TypedArray"`. `TypedArray` instances also have the following properties.

##### 2.9.1.2.5.1 `[[DefineOwnProperty]] (P, Desc, Throw )`

*TypedArray* objects use a variation of the `[[DefineOwnProperty]]` internal method used for other native ECMAScript objects (8.12.9).

When the `[[DefineOwnProperty]]` internal method of *A* is called with property *P*, Property Descriptor *Desc* and Boolean flag *Throw*, the following steps are taken:

1. Let *succeeded* be the result of calling the default `[[DefineOwnProperty]]` internal method (8.12.9) on *A* passing *P*, *Desc*, and *Throw* as arguments.
2. If *succeeded* is false, return false.
3. If *Desc* contains a *Value* field, let *newValue* be *Desc.Value*.
4. Let *convertedValue* be `ToType(newValue)`.
5. Let *index* be `ToUint32(P)`.
6. Call the `SetValueInBuffer` internal operation with arguments *A.buffer*.`[[NativeBuffer]]`, *A.byteOffset*, *index*, *convertedValue*, and *Type*.
7. Return true.

The internal operation `SetValueInBuffer` takes five parameters, a native buffer *nativeBuffer*, an integer *byteOffset*, an integer *index*, a value of type *Type* *newValue*, and a *Type* value *valueType*. It operates as follows:

1. Let *size* be the size in bytes of the type *valueType*.
2. Let *bytes* be the array of bytes from *nativeBuffer* between offset *byteOffset*+*(index\*size)* and offset *byteOffset*+*((index+1)\*size)-1* inclusive.
3. Let *newValueBytes* be the result of converting *newValue* to an array of bytes, using the platform endianness.
4. Set each byte of *bytes* from the corresponding byte of *newValueBytes*.

#### **2.9.1.2.5.2 `[[GetOwnProperty]]` ( *P* )**

*TypedArray* objects use a variation of the `[[GetOwnProperty]]` internal method used for other native ECMAScript objects (8.12.1). This special internal method provides access to named properties corresponding to the individual index values of the *TypedArray* objects.

When the `[[GetOwnProperty]]` internal method of *A* is called with property name *P*, the following steps are taken:

1. Let *desc* be the result of calling the default `[[GetOwnProperty]]` internal method (8.12.1) on *A* with argument *P*.
2. If *desc* is not undefined return *desc*.
3. If `Tostring(abs(ToInteger(P)))` is not the same value as *P*, return undefined.
4. Let *length* be the result of a calling `[[Get]]` on *A* with parameter "length".
5. Let *index* be `ToInteger(P)`.
6. If *length* ≤ *index*, return undefined.
7. Let *isLittleEndian* be true if the platform endianness is little endian, else false.
8. Let *value* be the result of calling the `GetValueFromBuffer` internal operation with arguments *A.buffer*.`[[NativeBuffer]]`, *A.byteOffset*, *index*, *Type*, and *isLittleEndian*.
9. Return a Property Descriptor { `[[Value]]`: *value*, `[[Enumerable]]`: true, `[[Writable]]`: true, `[[Configurable]]`: false }

The internal operation `GetValueFromBuffer` takes three parameters, a native buffer *nativeBuffer*, an integer *byteOffset*, an integer *index*, a *Type* value *valueType*, and a boolean *isLittleEndian*. It operates as follows:

1. Let *size* be the size in bytes of the type *valueType*.
2. Let *bytes* be the array of bytes from *nativeBuffer* between offset *byteOffset*+*(index\*size)* and offset *byteOffset*+*((index+1)\*size)-1* inclusive.
3. Let *rawValue* be the result of convert the array bytes to a value of type *valueType*, using little endian if *isLittleEndian* is true, otherwise big endian.

4. If valueType is Float32 and rawValue is a Float32 representation of IEEE754 NaN, return the NaN Number value.
5. Else, if valueType is Float64 and rawValue is a Float64 representation of IEEE754 NaN, return the NaN Number value.
6. Else, return the Number value that that represents the same numeric value as rawValue

### 2.9.1.2.5.3 length

The value of the length property is the length of the TypedArray object, which was fixed at creation. This property has attributes { [[Writable]]: **false**, [[Enumerable]]: **false**, [[Configurable]]: **false** }.

### 2.9.1.2.5.4 byteLength

The value of the byteLength property is the length of the TypedArray object, which was fixed at creation. This property has attributes { [[Writable]]: **false**, [[Enumerable]]: **false**, [[Configurable]]: **false** }.

### 2.9.1.2.5.5 buffer

The value of the buffer property is the length of the TypedArray object, which was fixed at creation. This property has attributes { [[Writable]]: **false**, [[Enumerable]]: **false**, [[Configurable]]: **false** }.

### 2.9.1.2.5.6 byteOffset

The value of the byteOffset property is the length of the TypedArray object, which was fixed at creation. This property has attributes { [[Writable]]: **false**, [[Enumerable]]: **false**, [[Configurable]]: **false** }.

## 2.9.1.3 DataView Objects

This section describes DataView Objects.

### 2.9.1.3.1 The DataView Constructor called as a function

When DataView is called as a function rather than as a constructor, it creates and initialises a new DataView object. Thus the function call DataView(...) is equivalent to the object creation expression new DataView(...) with the same arguments.

### 2.9.1.3.2 The DataView Constructor

When DataView is called as part of a new expression, it is a constructor: it initialises the newly created object.

#### 2.9.1.3.2.1 New DataView (buffer [, byteOffset [, byteLength]])

The [[Prototype]] internal property of the newly constructed object is set to the original DataView prototype object, the one that is the initial value of DataView.prototype (16.1.3.1). The [[Class]] internal property of the newly constructed object is set to "DataView". The [[Extensible]] internal property of the newly constructed object is set to true.

The remaining properties are set as follows:

1. Let O be ToObject(buffer)
2. If the [[Class]] internal property of O is not "ArrayBuffer", raise a TypeError.
3. Let byteOffset be the result of calling ToUInt32 on byteOffset, if provided, or else 0.
4. Let bufferLength be the result of calling [[Get]] on O with property name "byteLength".

5. Let `byteLength` be the result of calling `ToUInt32` on `byteLength`, if provided, or else `bufferLength - byteOffset`.
6. If `byteOffset + byteLength` is greater than `bufferLength`, raise a `RangeError` exception.
7. The `byteLength` property of the newly constructed object is set to `byteLength`.
8. The `buffer` property of the newly constructed object is set to `O`.
9. The `byteOffset` property of the newly constructed object is set to `byteOffset`.

### 2.9.1.3.3 Properties of the DataView Constructor

The value of the `[[Prototype]]` internal property of the `DataView` constructor is the `Function` prototype object (15.3.4).

Besides the internal properties and the `length` property (whose value is 3), the `DataView` constructor has the following properties:

#### 2.9.1.3.3.1 DataView.prototype

The initial value of `DataView.prototype` is the `DataView` prototype object (16.1.4).

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

#### 2.9.1.3.4 Properties of the DataView Prototype Object

The value of the `[[Prototype]]` internal property of the `DataView` prototype object is the standard built-in `Object`

prototype object (15.2.4). The `[[Class]]` internal property of the newly constructed object is set to **"Object"**. The `[[Extensible]]` internal property of the newly constructed object is set to **true**.

The internal operation `GetValue(byteOffset, isLittleEndian, type)` used by functions on `DataView` instances is defined as follows:

1. Let `byteOffsetInt` be `ToUInt32(byteOffset)`
2. Let `totalOffset` be `byteOffsetInt` plus the result of calling `[[Get]]` on this with parameter `"byteOffset"`
3. Let `byteLength` be the result of calling `[[Get]]` on this with parameter `"byteLength"`
4. If `totalOffset >= byteLength`, raise a `RangeError`
5. Let `value` be the result of calling the `GetValueFromBuffer` internal operation with arguments `this.buffer.[[NativeBuffer]]`, `totalOffset`, 0 and `type`.
6. Return `value`

The internal operation `SetValue(byteOffset, isLittleEndian, type, value)` used by functions on `DataView` instances is defined as follows:

1. Let `byteOffsetInt` be `ToUInt32(byteOffset)`
2. Let `totalOffset` be `byteOffsetInt` plus the result of calling `[[Get]]` on this with parameter `"byteOffset"`
3. Let `byteLength` be the result of calling `[[Get]]` on this with parameter `"byteLength"`
4. If `totalOffset >= byteLength`, raise a `RangeError`
5. Let `value` be the result of calling the `SetValueInBuffer` internal operation with arguments `this.buffer.[[NativeBuffer]]`, `totalOffset`, 0, `value` and `type`.
6. Return `value`

#### 2.9.1.3.4.1 DataView.prototype.constructor

The initial value of `DataView.prototype.constructor` is the standard built-in `DataView` constructor.

#### 2.9.1.3.4.2 DataView.prototype.GetInt8(byteOffset)



Gets the Int8 value at offset byteOffset in the DataView.

1. Let O be ToObject(this)
2. If the [[Class]] internal property of O is not "DataView", raise a TypeError.
3. Return GetValue(byteOffset, true, Int8)

#### **2.9.1.3.4.3 DataView.prototype.GetUInt8(byteOffset)**

Gets the UInt8 value at offset byteOffset in the DataView.

1. Let O be ToObject(this)
2. If the [[Class]] internal property of O is not "DataView", raise a TypeError.
3. Return GetValue(byteOffset, true, UInt8)

#### **2.9.1.3.4.4 DataView.prototype.GetInt16(byteOffset, littleEndian)**

Gets the Int16 value at offset byteOffset in the DataView, using the provided endianness.

1. Let O be ToObject(this)
2. Let isLittleEndian be ToBoolean(littleEndian) if provided, else false
3. If the [[Class]] internal property of O is not "DataView", raise a TypeError.
4. Return GetValue(byteOffset, isLittleEndian, Int16)

#### **2.9.1.3.4.5 DataView.prototype.GetUInt16(byteOffset, littleEndian)**

Gets the Uint16 value at offset byteOffset in the DataView, using the provided endianness.

1. Let O be ToObject(this)
2. Let isLittleEndian be ToBoolean(littleEndian) if provided, else false
3. If the [[Class]] internal property of O is not "DataView", raise a TypeError.
4. Return GetValue(byteOffset, isLittleEndian, Uint16)

#### **2.9.1.3.4.6 DataView.prototype.GetInt32(byteOffset, littleEndian)**

Gets the Int32 value at offset byteOffset in the DataView, using the provided endianness.

1. Let O be ToObject(this)
2. Let isLittleEndian be ToBoolean(littleEndian) if provided, else false
3. If the [[Class]] internal property of O is not "DataView", raise a TypeError.
4. Return GetValue(byteOffset, isLittleEndian, Int32)

#### **2.9.1.3.4.7 DataView.prototype.GetUInt32(byteOffset, littleEndian)**

Gets the Uint32 value at offset byteOffset in the DataView, using the provided endianness.

1. Let O be ToObject(this)
2. Let isLittleEndian be ToBoolean(littleEndian) if provided, else false
3. If the [[Class]] internal property of O is not "DataView", raise a TypeError.
4. Return GetValue(byteOffset, isLittleEndian, Uint32)

#### **2.9.1.3.4.8 DataView.prototype.GetFloat32(byteOffset, littleEndian)**

Gets the Float32 value at offset byteOffset in the DataView, using the provided endianness.

1. Let O be ToObject(this)
2. Let isLittleEndian be ToBoolean(littleEndian) if provided, else false
3. If the [[Class]] internal property of O is not "DataView", raise a TypeError.
4. Return GetValue(byteOffset, isLittleEndian, Float32)

#### **2.9.1.3.4.9 DataView.prototype.GetFloat64(byteOffset, littleEndian)**

Gets the Float64 value at offset byteOffset in the DataView, using the provided endianness.

1. Let O be ToObject(this)
2. Let isLittleEndian be ToBoolean(littleEndian) if provided, else false
3. If the [[Class]] internal property of O is not "DataView", raise a TypeError.
4. Return GetValue(byteOffset, isLittleEndian, Float64)

#### **2.9.1.3.4.10 DataView.prototype.SetInt8(byteOffset, value)**

Sets the Int8 value at offset byteOffset in the DataView.

1. Let O be ToObject(this)
2. If the [[Class]] internal property of O is not "DataView", raise a TypeError.
3. Return GetValue(byteOffset, true, Int8, ToInt8(value))

#### **2.9.1.3.4.11 DataView.prototype.SetUInt8(byteOffset, value)**

Sets the UInt8 value at offset byteOffset in the DataView.

1. Let O be ToObject(this)
2. If the [[Class]] internal property of O is not "DataView", raise a TypeError.
3. Return GetValue(byteOffset, true, UInt8, ToUInt8(value))

#### **2.9.1.3.4.12 DataView.prototype.SetInt16(byteOffset, value, littleEndian)**

Sets the Int16 value at offset byteOffset in the DataView.

1. Let O be ToObject(this)
2. Let isLittleEndian be ToBoolean(littleEndian) if provided, else false
3. If the [[Class]] internal property of O is not "DataView", raise a TypeError.
4. Return GetValue(byteOffset, isLittleEndian, Int16, ToInt16(value))

#### **2.9.1.3.4.13 DataView.prototype.SetUInt16(byteOffset, value, littleEndian)**

Sets the UInt16 value at offset byteOffset in the DataView.

1. Let O be ToObject(this)
2. Let isLittleEndian be ToBoolean(littleEndian) if provided, else false
3. If the [[Class]] internal property of O is not "DataView", raise a TypeError.
4. Return GetValue(byteOffset, isLittleEndian, UInt16, ToUInt16(value))

#### **2.9.1.3.4.14 DataView.prototype.SetInt32(byteOffset, value, littleEndian)**

Sets the Int32 value at offset byteOffset in the DataView.

1. Let O be ToObject(this)
2. Let isLittleEndian be ToBoolean(littleEndian) if provided, else false
3. If the [[Class]] internal property of O is not "DataView", raise a TypeError.
4. Return GetValue(byteOffset, isLittleEndian, Int32, ToInt32(value))

#### **2.9.1.3.4.15 DataView.prototype.SetUInt32(byteOffset, value, littleEndian)**

Sets the UInt32 value at offset byteOffset in the DataView.

1. Let O be ToObject(this)
2. Let isLittleEndian be ToBoolean(littleEndian) if provided, else false
3. If the [[Class]] internal property of O is not "DataView", raise a TypeError.

4. Return `GetValue(byteOffset, isLittleEndian, Uint32, ToUint32(value))`

#### **2.9.1.3.4.16 DataView.prototype.SetFloat32(byteOffset, value, littleEndian)**

Sets the Float32 value at offset `byteOffset` in the `DataView`.

1. Let `O` be `ToObject(this)`
2. Let `isLittleEndian` be `ToBoolean(littleEndian)` if provided, else `false`
3. If the `[[Class]]` internal property of `O` is not `"DataView"`, raise a `TypeError`.
4. Return `GetValue(byteOffset, isLittleEndian, Float32, ToFloat32(value))`

#### **2.9.1.3.4.17 DataView.prototype.SetFloat64(byteOffset, value, littleEndian)**

Sets the Float64 value at offset `byteOffset` in the `DataView`.

1. Let `O` be `ToObject(this)`
2. Let `isLittleEndian` be `ToBoolean(littleEndian)` if provided, else `false`
3. If the `[[Class]]` internal property of `O` is not `"DataView"`, raise a `TypeError`.
4. Return `GetValue(byteOffset, isLittleEndian, Float64, ToFloat64(value))`

#### **2.9.1.3.4.18 byteLength**

The value of the `byteLength` property is the length of the `DataView` object, which was fixed at creation. This property has attributes `{ [[Writable]]: false, [[Enumerable]]: false, [[Configurable]]: false }`.

#### **2.9.1.3.4.19 buffer**

The value of the `buffer` property is the length of the `DataView` object, which was fixed at creation. This property has attributes `{ [[Writable]]: false, [[Enumerable]]: false, [[Configurable]]: false }`.

#### **2.9.1.3.4.20 byteOffset**

The value of the `byteOffset` property is the length of the `DataView` object, which was fixed at creation. This property has attributes `{ [[Writable]]: false, [[Enumerable]]: false, [[Configurable]]: false }`.

### **2.9.1.3.5 Properties of DataView Instances**

`DataView` instances inherit properties from the `DataView` prototype object and their `[[Class]]` internal property value is `"DataView"`.

## **2.9.2 Properties of Error Constructor**

Internet Explorer 10 ECMAScript defines an additional property on `Error` constructor of [ECMA-262/5]. The additional property is described in the following section.

### **2.9.2.1 stackTraceLimit**

The initial value of `stackTraceLimit` is the numeric value 10. This property has the attributes `{ [[Enumerable]]: true, [[Configurable]]: true, [[Writable]]: true }`.

## **2.9.3 Properties of Error Instances**

Internet Explorer ECMAScript defines additional error instances inherited from the `[[Prototype]]` object of [ECMA-262/5]. This error instance is described in the following section.

### 2.9.3.1 stack

The initial value of **stack** is undefined. This property has the attributes { `[[Enumerable]]:true`, `[[Configurable]]:true`, `[[Writable]]:true` }. When an error is thrown the stack property is set to contain a string value which describes the stack frames formatted as described below.

```
"<Error Type>: <Error Description>
  at FunctionName (<Fully qualified file/URL>:<line#>:<col#>)
  at FunctionName (<Fully qualified file/URL>:<line#>:<col#>)
  at FunctionName (<Fully qualified file/URL>:<line#>:<col#>)
  at FunctionName (<Fully qualified file/URL>:<line#>:<col#>)
  at FunctionName (<Fully qualified file/URL>:<line#>:<col#>)
  at FunctionName (<Fully qualified file/URL>:<line#>:<col#>)
  at FunctionName (<Fully qualified file/URL>:<line#>:<col#>)
  at FunctionName (<Fully qualified file/URL>:<line#>:<col#>)
  at FunctionName (<Fully qualified file/URL>:<line#>:<col#>)
  at FunctionName (<Fully qualified file/URL>:<line#>:<col#>)"
```

The number of stack frames shown is controlled by the **stackTraceLimit** property defined on the Error constructor.

### 2.9.4 Properties of the Object Prototype Object

The extensions described in this section are not available in IE9 Mode or IE10 Mode.

This section defines additional methods of the Object prototype object of [\[ECMA-262/51\]](#) (see Section 15.2.4). These methods are described in the following sections.

- section [2.9.4.1](#)
- section [2.9.4.2](#)
- section [2.9.4.3](#)
- section [2.9.4.4](#)

#### 2.9.4.1 Object.prototype.\_\_defineGetter\_\_(propertyName, functionObject)

When `__defineGetter__` is called, the following steps are taken:

1. If the type of `functionObject` is not a function object, raise a **TypeError** exception
2. Let `D` be a newly created Property Descriptor with no fields
3. Set `D.[[Enumerable]]` to true
4. Set `D.[[Configurable]]` to true
5. Set `D.[[Get]]` to `functionObject`
6. If `this` value is undefined or null, let `this` be the global object
7. Call `[[DefineOwnProperty]]` on the `this` value with the arguments `ToString(propertyName)`, `propDesc`, and false

#### 2.9.4.2 Object.prototype.\_\_defineSetter\_\_(propertyName, functionObject)

When `__defineSetter__` is called, the following steps are taken:

1. If the type of `functionObject` is not a function object, raise a **TypeError** exception

2. Let D be a newly created Property Descriptor with no fields
3. Set D.**[[Enumerable]]** to true
4. Set D.**[[Configurable]]** to true
5. Set D.**[[Set]]** to functionObject
6. If **this** value is undefined or null, let **this** be the global object
7. Call **[[DefineOwnProperty]]** on the **this** value with the arguments **ToString**(propertyName), propDesc, and false

#### **2.9.4.3 Object.prototype.\_\_lookupGetter\_\_(propertyName)**

1. Let O be **ToObject(this)**
2. Let D be the result of calling the **[[GetProperty]]** internal method of O with the argument **ToString**(propertyName)
3. Return D.**[[Get]]**

#### **2.9.4.4 Object.prototype.\_\_lookupSetter\_\_(propertyName)**

1. Let O be **ToObject(this)**
2. Let D be the result of calling the **[[GetProperty]]** internal method of O with the argument **ToString**(propertyName)
3. Return D.**[[Set]]**

### **3 Security Considerations**

There are no additional security considerations.

## 4 Appendix A: Product Behavior

The information in this specification is applicable to the following Microsoft products or supplemental software. References to product versions include released service packs.

- Windows Internet Explorer 9
- Windows Internet Explorer 10
- Internet Explorer 11
- Internet Explorer 11 for Windows 10
- Microsoft Edge

Exceptions, if any, are noted below. If a service pack or Quick Fix Engineering (QFE) number appears with the product version, behavior changed in that service pack or QFE. The new behavior also applies to subsequent service packs of the product unless otherwise specified. If a product edition appears with the product version, behavior is different in that product edition.

Unless otherwise specified, any statement of optional behavior in this specification that is prescribed using the terms "SHOULD" or "SHOULD NOT" implies product behavior in accordance with the SHOULD or SHOULD NOT prescription. Unless otherwise specified, the term "MAY" implies that the product does not follow the prescription.

## 5 Change Tracking

No table of changes is available. The document is either new or has had no changes since its last release.



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