# Change Array by copy For Stage 1

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https://github.com/rricard/proposal-change-array-by-copy

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A Record & Tuple update

## Array/Tuple prototype analogy

#### Tuple.prototype !== Array.prototype / TypedArray.prototype

Added methods in Tuple.prototype compared to Array.prototype / TypedArray.prototype:

```
+ .popped()
+ .pushed(...args)
+ .reversed()
+ .shifted()
+ .sorted(compareFn)
+ .spliced(start, deleteCount, ...items)
+ .unshifted(...args)
+ .with(index, value)
Non-mutator methods
```

#### And a few others...

The current draft of Tuple omits these, but we think they should be added to Tuple.prototype, Array.prototype & TypedArray.prototype:

- + .filled(value, start, end)
- + .copiedWithin(target, start, end)

#### Ergonomics!

```
Before:
const arr2 = [...arr].sort();
const arr3 = [...arr2];
arr3[arr2.length - 1] = 2;
After:
const arr2 = arr.sorted();
const arr3 = arr2.with(-1, 2);
```

#### Status

- Spec draft started (major changes required but already identified)
  - http://www.rricard.me/proposal-change-array-by-copy/
- Polyfill
  - https://github.com/rricard/proposal-change-array-by-copy/blob/main/polyfill.js

#### Beyond stage 0 - foreseen issues/open questions

#### Web compatibility & general naming #10

- Champion's preferred alternative: copy
   CopyPopped / copyReversed / ...
- Propose to handle in Incubator call

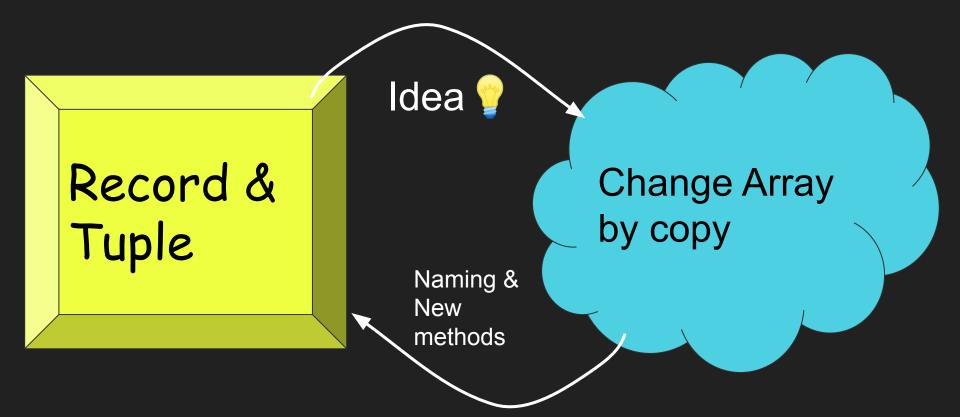
#### Sparse array handling? <u>#8</u>

- R&T meeting's attendees: we prefer to not preserve holes.
- The changed copy will have holes filled in with undefined
- Rationale: Holes increase complexity and cause bugs
- Analogous to ES6 Array methods, Tuple and TypedArray

#### Species

- Probably skip it and just create an Array/TypedArray
- Follows new trend for new methods
- https://github.com/tc39/proposal-rm-builtin-subclassing

#### Interaction with Record & Tuple



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Record & Tuple needs to share names with Change Array by Copy

The concrete plan for ensuring alignment is a Stage 3 condition for both

### Queue?

## Stage 1?