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Date constructor widely available creates Date objects when called as a function returns a string of current time
const date1 = new Date("December 17, 1995 03:24:00"); // Sun Dec 17 1995 03:24:00 GMT... console.log(date1.getTime() === date2.getTime()); // Expected output: true
new Date(value)
new Date(dateString)
new Date(dateObject)
new Date(year, monthIndex)
new Date(year, monthIndex, day)
new Date(year, monthIndex, day, hours)
new Date(year, monthIndex, day, hours, minutes)
new Date(year, monthIndex, day, hours, minutes, seconds)
new Date(year, monthIndex, day, hours, minutes, seconds, milliseconds)
Date() JavaScript's 'Date' constructor allows for the creation of date objects in several ways. The most common method is using the default constructor with no arguments, which creates a date object representing the current date and time. Additionally, there are eight other methods that can be used to create a new date object: passing a string representation of a date, passing individual year, month, day, hour, minute, second, and millisecond values, or passing just milliseconds since January 1, 1970. Some important considerations when working with dates include the fact that arrays should not be passed to the 'Date' constructor, as this can result in implementation-defined parsing behavior. Also, JavaScript counts months from 0 to 11, so specifying a month higher than 11 will simply add the overflow to the next year. One day consists of 86,400,000 milliseconds. For example, if you create a new Date object with 100,000,000,000 milliseconds, it will be January 1, 1970, plus 24 years and 3 months. On the other hand, if you subtract 100,000,000,000 milliseconds from January 1, 1970, it will be the same day but three months earlier.

JavaScript new date + 1 day. JavaScript new date year. JavaScript date + 1 year. JavaScript date year month day. JavaScript new date only day month year. JavaScript new date year month day hours minutes seconds milliseconds.