

Relaxing

```
/ jshint asi: true /
allow()
missin g_s emi col ons()
/ jshint boss: true /
if (m = str.ma tch (/.../))
/ jshint debug: true /
debugger;
/ jshint eqnull: true /
if (x == null)
/ jshint evil: true /
eval('...')
/ jshint expr: true /
production && minify = true;
div.in ner Width;
expect (x).be.true;
/ jshint laxcomma: true /
var one = 1
    , two = 2;
/ jshint loopfunc: true /
for (i=0; i<10; x++) {
    (fu nct ion(i) { ... })(i);
}
/ jshint sub: true /
proces s.e nv[ 'na me_ here']
```

Enable these options to not throw errors in these conditions.

<http://www.jshint.com/docs/options/#relaxing-options>

Ignore

```
/ jshint ignore:start /
/ jshint ignore:end /
```

Ignore

```
/ jshint ignore:start /
/ jshint ignore:end /
```

Enforcing

```
/ jshint curly: true /
while (day) // err: use { }'s
    shu ffile();
/ jshint eqeqeq: true /
if (a == null) // err: use ===
/ jshint es3: true / // ...for legacy IE compat -
ibility
a.default = function() { ... }; // err: reserved
word
array = [ 1, 2, 3, ]; // err: extra comma
/ jshint forin: true /
for (key in obj) { ... } // err: check obj.ha -
sOw nPr ope rty (key)
/ jshint freeze: true /
Array.p ro tot ype.count = ...; // err: don't
modify native prototypes
/ jshint indent: 4 /
if (x) { // err: expected indent of 4, found 2
    ...;
}
/ jshint quotmark: single /
/ jshint quotmark: double /
alert( " hi"); // err: only single allowed
/ jshint strict: true /
function() { ... } // err: need "use strict "
/ jshint white: true, indent: 4 /
/ jshint maxdepth: 2 /
/ jshint maxparams: 3 /
/ jshint maxsta tem ents: 4/
/ jshint maxcom ple xity: 5/
/ jshint maxlen: 80 /
```

Enable these options to catch more errors.

<http://www.jshint.com/docs/options/#enforcing-options>

Globals and Environments

```
/ jshint undef: true /
/ global jQuery /
/ global -BAD_LIB /
/ jshint devel: true / console, alert, ...
/ jshint browser: true / window, document,
location, ...
/ jshint node: true / module, exports, console,
process, ...
/ jshint jquery: true / jQuery, $
```

