

Accept

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Accept

Kind: Interface

Source: `src/helper/accepts/accepts.ts`

Part of: [Helper](#)

`Accept` represents a parsed accepted media type, including its type string, media parameters, and quality value. It can be used by content negotiation helpers when comparing client preferences against available response formats.

Properties

Property	Type
<code>type</code>	<code>string</code>
<code>params</code>	<code>Record<string, string></code>
<code>q</code>	<code>number</code>

Diagram

```
graph LR
  Header[Accept header entry] --> Accept[Accept]
  Accept --> Type[type: string]
  Accept --> Params[params: Record<string, string>]
  Accept --> Quality[q: number]
```

Usage

```
import type { Accept } from "../helper/accepts/accepts";

const requestedQuality = "0.9";
```

```
const acceptedType: Accept = {
  type: "application/json",
  params: {
    charset: "utf-8",
  },
  q: Number.parseFloat(requestedQuality),
};

if (acceptedType.type === "application/json") {
  console.log(`Serving ${acceptedType.type}`);
}
```

AI Coding Instructions

- Keep `type` as the parsed media type, such as `application/json`.
- Store media-type parameters in `params` as string values.
- Preserve the parsed quality value in `q` for preference comparisons.
- Handle missing or invalid quality values in the parsing layer before constructing an `Accept` object.

Relationships

- IMPORTS → `parseAccept`