Cheatography

Review Cheat Sheet

by Afonso Benedito via cheatography.com/150842/cs/32653/

HTTP Status

Informative	
100	Continue
101	Switching Protocol
Success	
200	OK
201	Created (POST)
202	Accepted
203	Non-Authoritative Information
204	No Content
Redirect	
301	Move Permanently
Client Error	
400	Bad Request
401	Unaithorized
402	Payment Required
403	Forbidden
404	Not Found
408	Timeout
429	Too Many Requests
451	Illegal
Server Error	
500	Internal Server Error
502	Bad Gateway
503	Service Unavailable

Python

List	
lst	[10, 20, 30, 40, 50]
lst[:-1]	[10, 20, 30, 40]
lst[1:-1]	[20, 30, 40]
lst[::2]	[10, 30, 50]
lst[::-1]	[50, 40, 30, 20, 10]
and, or, not, True False	
Import	
from mod import mod1, mod2	mod1()
import mod	mod.mod1()
Operators	+ - // % *
a	
Operations	
.len()	
.sorted(list)	
list.sort()	
.reversed(list)	
list.reverse()	

Lists Operations	
.append()	[, , []]
.extend()	[, , ,]
.insert(index, value)	
.remove()	

Dictionaries Operations	
{key: value}	
d[key]	value
.update()	

Python (cont)

.values()	
.keys()	
a	
Strings	
.count()	
.index()	
.upper()	
.capitalize()	
.split("_")	
.strip(" ")	Remove todos os caracteres

MySQL

SELECT column1, column2 FROM table_name WHERE x = "ads" ORDER BY column1 DESC

SELECT COUNT(column_name) FROM table_name WHERE condition;

SELECT AVG(column_name) FROM table_name WHERE condition;

SELECT SUM(column_name) FROM table_name WHERE condition;

SELECT column1, ... FROM table_name WHERE columnN LIKE pattern; `% - any, _something`

INSERT INTO table name (column1, column2, column3, ...) VALUES (value1, value2, value3, ...)

UPDATE table_name SET column1 = value1, column2 = value2, ... WHERE condition

DELETE FROM table_name WHERE condition

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MySQL (cont)

CREATE TABLE table_name (column1 datatype, column2 datatype, ...)

DROP TABLE table_name

DROP DATABASE databasename

ALTER TABLE table_name ADD column-_name datatype;

ALTER TABLE table_name DROP COLUMN column_name;

ALTER TABLE table_name MODIFY COLUMN column_name datatype;

Java

Arrays

.equals(Object[] arr1, Object[] arr2)

.sort(Object[] arr)

.toString()

String

.indexOf(char a)

.charAt(int index)

.equals(String s)

.format(String s, int 1, String 2, int 3, ...)

.length()

.subString(int beginIndex, int endIndex)

.toLowerCase()

.toUpperCase()

List<E>

.add(int index, E element)

.add (E element)

.contains(Object o)

.get(int index)

.indexOf(Object o)

Java (cont)

.isEmpty()

.remove(int index)

.remove(Object o)

.set(int index, E Element)

.size()

.toArray()

.subList(int fromIndex, int toIndex)

HashMap<Object Key, Object Value>

.get(Object Key)

.put(Key key, Value value)

.remove(Object key)

.replace(K key, V value)

.size()

.values()

.containsKey(Object Key)

.containsValue(Object Value)

HashSet<E>

.add(E e)

.contains(Object o)

.remove(Object o)

.size()

.isEmpty()

.clear()

jUnits

void teste(){ ... } assertEquals(exp, comp)

GIT

Criar repo	git init
Aceder a staging area	git status
Adicionar ficheiro a Staging Area	git add {nome do ficheiro}
Remover da Staging Area	git reset HEAD -- <file>
Dar commit	git commit -m "-Commit message"
Criar novo branch	git branch <new-b-ranch-name>
Mudar de branch	git checkout {branch}
Merge Branch	git merge <branch-name>
Push para remoto	git push <remote> <branch>
Atualizar	git pull
Remover ficheiro do repositorio	git rm <file>

Mongoose

Schema.create({ nome: name, password })

Schema.findOne({ _id: id })

Schema.find({ name: name })

Schema.exists({ _id: id })

Schema.updateMany({ {_id: id}, {name: name} })

Schema.deleteOne({ _id: id })

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SOLID Principles

Single Responsibility	Class can have one responsibility
Open/Closed	Interfaces = - if's
Liskov Substitution	Subclass can do what Super does
Interface Segregation	Threedimensional shape x shape

Dependency Inversion

ExpressJS

const express = require('express')();

Get	app.get('/info', (req, res)=>{})
Post	app.post('/:id', (req, res) => {})
Send	res.status(200).send({})
Redirect	res.redirect(301, '/')

ReactJs

render(){return(...)}

Array => .map(() => { ... })

onClick = {() => this.handleSomething()}

Counters: <Counter onDelete={}/>	Counter: this.props.onDelete

Class

state = {...json...}

this.setState({count: this.state.count + 1})

componentDidMount

componentDidUpdate

componentWillUnmount

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