Cheatography

JavaScript Cheat Sheet

by cbgclara via cheatography.com/179214/cs/40415/

Value Types

Number	Unicamente valores numéricos
String	Caracteres entre comillas dobles o simples
Boolean	True / False

Escape Characters

\b	Backspace
\f	Form feed
\n	New Line
\r	Carriage return
\t	Tab
\'	Apostrophe (')
\"	Doble quote (")
\\	Blackslash (\)
\ *xxx*	*xxx* is an octal number
\ *x*XX	*XX* is a hexadecimal number

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Variables

Declaración	**var variable;**
Type	**typeof**

Si no se inicializa su valor es null/undefined
Empieza con la inicial del tipo de dato

Operators

x **+** y	**Adds** x and y (numeric)
	Concatinates x and y (string)
x **-** y	**Subtracts** y from x
x ***** y	**Multiplies*** x and y
x**/**y	**Divides** x by y
x **%** y	**Modulus** (division remainder)
x++, ++x	**Adds one** to x
x--, --x	**Subtracts one** from x

Assignments

x = y	Set x to the value of y
x += y	Same as x = x + y
x -= y	Same as x = x - y
x *= y	Same as x = x * y
x /=	Same as x = x / y
x %= y	Same as x = x % y

Comparisons

x == y	Returns true if x and y are **equals**
x === y	Returns true if x and y are ***identical** (same type)
x != y	Returns true if x and y are **not equal**
x > y	Returns true if x is **greater than** y
x < y	Returns true if x is **less than** y
x >= y	Returns true if x is **greater than or equal to** y
x <= y	Returns tru if x is **lees than or equal to** y
x && y	Returns true if **both are true**
x || y	Returns true if **either are true**
!x	Return true if x is **false**

Conversions

Number()	Valor a numero	`Number (true) Number (false)Numb er(new Date());`
String()	Valor a cadena	`new String ("12 3");`

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Conditional Statement

If	`if (cond) { ... }`
if ... else	`if (cond) { ...}{ else{ ...}`
If ... else if ... else	`if (cond){ ... }{ else if(cond) ...}{ else {...}`
switch	`swtich(...){ case n: .. case n-1: ... default: ...}´`

Function

.write	Escribe cadena de texto en ese lugar	`docume nt.w ri te( "Hola mundo");`
alert	Muestra una ventana con el texto que pasamos	`alert( "El numero es; " + num);`
prompt	Muestra dialogo con mensaje opcional solicitando que se introduzca un texto	`prompt ("In troduce un numero ")`
.getEl-eme-ntById	Recupera único elemento que coincida con el id	`docume nte.ge tEl eme ntB yId(id)`
.getEl-ements-ByTag	Recupera todo lo que coincida con la etiqueta	`elemen t.g etE lem ent sBy Tag Nam e(tag Name)`
.getEl-ements-ByName	Recupera todo lo que coincida con el valor del atributo name	`docume nt.g et Ele men tBy Nam e(n ame );`

Function (cont)

eval	Opera un codillo representado como cadena de caracteres	`eval("x " *"y") + "  "`
isFinite	Comprueba si el parametro es numero finito, realiza conversión	`isFini te( ("Ho la")) is Finite (123);`
isNaN	Detecta numeros invalidos	`isNaN(num)`
parseInt/ parseFloat	Lectura de un numero desde cadena	`parseI nt(cad) parseF - loa t(Cad)`

Conditional Loop Statement

While	`While (...) { ...}`
Do... While	`do { ...} while (...)`

Iterative Loop Statement

For	for (...){ ... }

Vectors

Declaration

```
var ... = new Array ("...", "..." );
var ... = ["...", "..." ]
```

Acces

```
vector[i]
```

Recorrido

```
for (var in vector){ ...}
```

Properties

length()		`vector.le ngth()`
push()	Añade al final	`vector.pu sh( "..." )`
unshift()	Añade al inicio	`vector.un shi t("...", "..." )`
pop()	Elimina ultimo y devuelve	`vector.pop()`
shift()	Elimina primero y devuelve	`vector.sh ift()`

.getElementsByClassName	Recupera todo lo que coincida con el valor del atributo class	`docume nt.g et Ele men tBy Cla ssN ame (cl ass);`
.querySelector	Devuelve primer elemento del documento que coincida con los selectores	`docume nt.q ue ryS ele cto r(s ele cto res)`
.querySelectorAll	Devuelve array de elementos dentro del array que coincidan con los selectores	`docume nt.q ue ryS ele cto rAl l(s ele ctores)`

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