CoffeeScript Cheat Sheet

by Dimitrios Mistriotis (dimitrios) via cheatography.com/336/cs/167/

Usage

```
-c, --compile
-i, --interactive
-o, --output [DIR]
-p, --print
-e, --eval
--nodejs
```

most commonly used parameters from coffeescript.org

Functions

```
#Last expression value is return value
fill = (container, liquid = "coffee") ->
  "Filling the #{container} with #{liquid}..."
# internal variables override outer ones
message = 'Outer'
getMessage = -> message
overrideMessage = -> message = 'Inner'
overrideMessage() == 'Inner'
# supports splats
returnAllArgs = (allargs...) -> allargs
returnAllArgs('first', 'second', 'third') ==
['first', 'second', 'third']
returnAllButFirst = (firstArg, rest...) -> rest
returnAllButFirst('first', 'second', 'third') ==
['second', 'third']
#destructuring assignment
weatherReport = (location) -> [location, 22,
'Mostly sunny']
[city, temperature, forecast] = weatherReport 'London'
city == 'London'
temperature == 22
```

Higher Order

```
2 in [1..3] == true
#Javascript-style filter
even = (a) -> a % 2 == 0
[1..6].filter even == [2, 4, 6]
# CoffeeScript-style filter
odds = (x for x in [1..6] when not even x)
# CoffeeScript-style map
twice = (a) -> a * 2
```

Higher Order (cont)

```
doubles = (twice x for x in [1..6])
```

Objects

```
  meglomaniac = {}
  beforeEach ->
    meglomaniac =
      mastermind: 'The Monarch'
      henchwoman: 'Dr Girlfriend'
      theBomb: true
# ? existence operator
meglomaniac.theBomb? == true
meglomaniac.theDetonator? == false
# properties can be added and deleted
meglomaniac.mastermind2 = 'Agent Smith'
delete meglomaniac.mastermind
# prototype to add to all projects
Circle = (radius) -> @radius = radius
'@' = 'this context' In Coffeescript
```

Inheritance

```
# running example from Muppets
class Muppet
  constructor: (@age, @hobby) ->
  answerNanny: -> "Everything's cool!"
class SwedishChef extends Muppet
  constructor: (age, hobby, @mood) ->
    super(age, hobby)
  cook: -> 'Mmmm soup!'
@swedishChef = new SwedishChef 3,
'cooking', 'chillin'
@swedishChef.cook() == 'Mmmm soup!'
#base object
@swedishChef.answerNanny() == "Everything's cool!"
#instances to override class methods
gonzo = new Muppet 3, 'daredevil
performer'
gonzo.answerNanny = -> 'Hehehe!'
```

Hello World

```
echo "console.log 'Hello World'" > hello.coffee
coffee hello.coffee
```

Arrays

```
[1..5] == [1, 2, 3, 4, 5]
[1...5] == [1, 2, 3, 4] # extra dot
[3..1] == [3, 2, 1]
fourNumberArray = [1, 2, 3, 4]
fourNumberArray.push(5, 6)
fourNumberArray == [1, 2, 3, 4, 5, 6]
[1..10][3..5] == [4, 5, 6] # range slicing
"my string"[0..1] == "my" # string slicing
#iterate with hasOwnProperty check
for own key, value of object
copyOfArray = array.slice()
```

Array Reduction

```
# Javascript style
total = (i, a) -> i + a
reduction = [1..3].reduce total == 6
# Coffeescript-style
total = 0
sum = (a) -> total = total + a
sum x for x in [1..3]
total == 6
```

MDN Documentation:
http://tinyurl.com/arreduce

Credits

This cheat sheet is (mostly) based on work of sleepyfox, which can be found here:
https://github.com/sleepyfox/coffeescript-koans

CoffeeScript @github:
http://jashkenas.github.com/coffee-script/

Misc

Official Site: http://coffeescript.org/

Book: http://pragprog.com/book/tbcoffee/coffeescript

Smooth CoffeeScript: http://tiny.cc/smoothcs

Jitter (compiler after modifying files):
https://github.com/TrevorBurnham/jitter

Codeschool Course:
http://www.codeschool.com/courses/coffeescript

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