Cheatography

JavaScript Cheat Sheet

by fratesting via cheatography.com/212058/cs/46046/

Variables

`let x = 10;`	block scope	most used
`const MAX = 100;`	constant values	
`var y = 10;`	global or function scope	old usage

Operators

let x = 10;	assignment
x == "Hello"	comparison
x === "Hello"	strict comparison
&&	logical AND
||	logical OR
!	logical negation

Data Types

let num = 10;	Number
let str = "Hello";	String
let isTrue = true	Boolean
let arr = [1, 2, 3]	Array
let obj = { a:1, b:2, c:"three" }	Object

Array

let array = ["a", "b", "c", "d", "e"]	array definition
array.length //5	number of elements in array
array[0] // a	access the first element
array[n] // 0 <= n < lenght of array	access n^{th} element
array[5] // error	5 grater then length of array
array[array.length - 1] // e	access the last element

Object usage

object.name *// Alice*	dot notation
object["name"] *// Alice*	property access notation
object.age *// 30*	
object.gender *// undefined*	non-existent property

Functions

```
function greet() {
      con sol e.l og( " Hel lo")
}
```

function definition

try...catch...finally

```
try{
      //code might throw an error
} catch(err) {
      con sol e.e rro r("Error occurr ed",
err.me ssage);
} finally {
      con sol e.l og( " Ope ration comple ted ");
}
```

try: This block contains code that might throw an exception (an error)
catch: This block handles the exception if an error occurs in the try block
finally: This block always executes, regardless of whether an error occurs or not

Object

```
let object = {
      name: " Ali ce",
     age: 30
}
```

Unlike JSON, a JavaScript object does not have double quotes (") in the property name

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