

Cheatography

Javascript Cheat Sheet

by krabat1 (krabat1) via cheatography.com/2778/cs/31328/

Variable types			
grid	var	let	const
block scoped*	✗	✓	✓
tdz**	✗	✓	✓
creates global property*	✓	✗	✗
reassignable*	✓	✓	✗
redeclarable*	✓	✗	✗

https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Strict_mode
* <https://medium.com/@allansendagi/block-scope-in-javascript-8fd2f909e848>
* <https://discuss.codecademy.com/t/what-is-the-difference-between-let-and-var-when-declaring-and-what-about-reassigning/492581/2>

<https://www.valentinog.com/blog/var/>
<https://www.freecodecamp.org/news/var-let-and-const-whats-the-difference/>
<https://fontawesome.com/v3/icons/>

Data types			
var age = 18;	// number		
var name = "Jane";	// string		
var truth = false;	// boolean		
var sheets = ["HTML", "-CSS", "JS"];	// array		
var a; typeof a;	// undefined		
var a = null;	// value null		

Objects:

```
var student = {  
  firstName:"Jane",  
  lastName:"Doe",  
  age:18,  
  height:170,  
  fullName : function() {  
    return this.firstName + " " +  
      this.lastName;  
  }  
};
```



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Data types (cont)		
// list of properties and values		
// object function		
// object end		
student.age = 19; // setting value		
student[age]++; // incrementing		
name = student.full-Name(); // call object function		

Operators		
Comparison Operators		
== Equal to	5==5; //true	
!= Not equal to	5!=5; //false	
> Greater than	3>2; //true	
>= Greater than or equal to	3>=3; //true	
< Less than	3<2; //false	
<= Less than or equal to	2<=2; //true	
=== Strict equal to	5==='5'; //false	
!== Strict not equal to	5!==='5'; //true	

Logical Operators		
Logical operators perform logical operations and return a boolean value, either true or false.		
&& Logical AND	true && false; // false	
Logical OR	true false; // true	
!	Logical NOT	!true; // false

Operators (cont)		
? :	Ternary operator	
Returns value based on the condition		
(5 > 3) ? 'success' : 'error'; //		
condition ? expres sio nIfTrue : e		
False		

Assignment operators

Assignment operators are used to assign values.

= Assignment operator	a = 7;
+= Addition assignment	a += 5;
*= Multiplication Assignment	a *= 3;
-= Subtraction Assignment	a -= 2;
/= Division Assignment	a /= 2;
%= Remainder Assignment	a %= 2;
**= Exponentiation Assignment	a = 2;

Arithmetic Operators

Arithmetic operators are used to perform arithmetic.

+	Addition	x + y
-	Subtraction	x - y
*	Multiplication	x * y
/	Division	x / y
%	Remainder	x % y

Logical Operators		
Logical operators perform logical operations and return a boolean value, either true or false.		
&& Logical AND	true && false; // false	
Logical OR	true false; // true	
!	Logical NOT	!true; // false

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Operators (cont)

++ Increment (increments by 1) `++x or x++`

- Decrement (decrements by 1) `--x or x--`

****** Exponentiation `x ** y` (Power)

Bitwise Operators

Bitwise operators perform operations on binary representations of numbers.

& Bitwise AND

| Bitwise OR

^ Bitwise XOR

~ Bitwise NOT

<< Left shift

>> Sign-propagating right shift

>>> Zero-fill right shift

String Operators

In JavaScript, you can also use the **+** operator to concatenate (join) two or more strings.

+ Concatenation operator

Other Operators

Operators (cont)

, `let x = 1;
evaluates
each of its
operands
(from left to
right) and
returns the
value of the
last
operand.`

delete `delete x`

deletes an
object's
property, or
an element
of an array

typeof `typeof 3; // "numbe
r"`
returns a
string
indicating
the data
type

void `void(x)`
discards the
expression's
return value

in `prop in object`
returns true
if the
specified
property is
in the object

Operators (cont)

instanceof `object instanceof object`
returns
true if the
specified
object is
of the
specified
object
type

Loopz

https://www.w3schools.com/js/js_loops.asp <https://www.programmiz.com/javascript/for-loop>

https://www.w3schools.com/jsref/jsref_foreach.asp <https://www.programmiz.com/javascript/foreach>

https://www.w3schools.com/js/js_loops_for-of.asp <https://www.programmiz.com/javascript/for-of>

https://www.w3schools.com/js/js_loops_for-in.asp <https://www.programmiz.com/javascript/for-in>

https://www.w3schools.com/js/js_loops_while.asp <https://www.programmiz.com/javascript/while-loop>

https://www.w3schools.com/js/js_break_statement.asp https://www.programmiz.com/javascript/brs_break.asp

https://www.w3schools.com/js/js_continue_statement.asp <https://www.programmiz.com/javascript/continue-statement>

https://www.w3schools.com/js/js_iterables.asp

https://www.w3schools.com/js/js_switch.asp <https://www.programmiz.com/javascript/switch-statement>



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Global Methods

Math functions III. - Number Methods

isFinite()	a value is a finite number?
isInteger()	a value is an integer?
isNaN()	a value is Number.NaN?
isSafeInteger()	a value is a safe integer?
toExponential(x)	Converts a num. into an exponential notation
toFixed(x)	Formats a num. with x numbers of digits after the decimal point
toLocaleString()	Converts a num. into a string, based on the locale settings
toPrecision(x)	Formats a num. to x length
toString()	Converts a num. to a string
valueOf()	Returns the primitive value of a num.

Math functions I.

Math.round(x.y); // x.5 ~ x.4 ~	Math.trunc(x.y) // x
Math.ceil(); Math.floor(); // ~ ~	Math.pow(x,y) // x ^y
Math.sign() // -x, 0, x → -1, 0, 1	Math.abs(-x); // x
Math.sqrt(x); Math.cbrt(y); // √x ∛y	Math.exp(x) // value of e ^x
Math.min(a,b,c,d); and Math.max(a,b,c,d);	Math.random();
Math.log(); Math.log2(); Math.log10();	

Math functions II. - Angle functions

sin(x)	// sine of x (x is in rad.)
asin(x)	// arcsine of x, in rad.
asinh(x)	// hyperb. arcsine of x
sinh(x)	// hyperb. sine of x
cos(x)	// cosine of x (x is in rad.)
acos(x)	// arccosine of x, in rad.
acosh(x)	// hyperb. arccosine of x
cosh(x)	// hyperb. cosine of x
tan(x)	// tang. of an angle
atan(x)	// arctang. of x as a numeric value btw. -PI/2 and PI/2 rad.
atan2(y,x)	// arctang. of the quotient of its arguments
atanh(x)	// hyperb. arctang. of x
tanh(x)	// hyperb. tang. of a num.

String functions

length	str.length
	Returns the number of characters in a string
substr-ing()	str.substring(indexStart, indexEnd)
	Returns a specified part of the string
slice()	str.slice(beginIndex, endIndex)
	Extracts and returns a section of the string
substr()	str.substring(beginIndex, length)

String functions (cont)

similar to slice(), but the second parameter is the extracted part.	
replace()	str.replace(pattern)
	replace a substring/pattern in the string
replaceAll()	str.replaceAll(pattern)
	Returns string by replacing all matching patterns
toUpperCase()	str.toUpperCase()
toLowerCase()	str.toLowerCase()
	Returns uppercase/lowercase representation of str
concat()	str.concat(str1, ...)
	Concatenates the arguments to the calling string
~repeat()	str.repeat(count)
	Returns a string by repeating it given times
trim()	str.trim()
	Removes whitespace from both ends of a string
padStart()	str.padStart(targetLength)
padEnd()	str.padEnd(targetLength)
	Pads a string at the start/end to a given length
charAt()	str.charAt(index)
	Returns character at a specified index in string
charCodeAt()	str.charCodeAt(index)
	Returns Unicode of the character at given index
~fromCharCode()	String.fromCharCode(code)
	Returns a string from the given UTF-16 code unit
~codePointAt()	str.codePointAt(index)
	Returns the Unicode point value at given index
~fromCodePoint()	String.fromCodePoint(numN)
	Returns a string using the given code points



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String functions (cont)

split() str.split (separador, limita la expresión)

Returns the string divided into list of substrings

-- Search Methods --

indexOf() str.indexOf(searchValue, fromIndex)

lastIndexOf() str.lastIndexOf(searchValue, fromIndex)

See [Comparison and Logical Operators](#).

Returns the first index/last index of occurrence of a value

search() str.search(regex)

Searches for specified value in the string

match() str.match(regex)

Returns result of matching string with a regex

matchAll() str.matchAll(regex)

Returns iterator of results matching with a regex

includes() str.includes(searchString, position)

Checks if given string is found inside a string

startsWith() str.startsWith(searchString, position)

endsWith() str.endsWith(searchString, length)

Checks if a string begins/ends with a specified string...but arrays too.

localeCompare() str.localeCompare(compareString, locales, options)

Compares two strings in the current locale

-- Template Literals -- \${...}

Template literals provide an easy way to interpolate variables and expressions into strings.

Booleans

The Boolean() function is used to convert various data types to boolean values.

You can use the Boolean() function to find out if an expression is true.
See [Comparison and Logical Operators](#).

Array Functions

// const array_name = [item1, item2, ...]; // var firstElement =

push() and **unshift()**

adds an element at the end/beginning of the array.

pop() and **shift()**

remove the last/first element from an array.

length

// var last = array[length - 1]

Checks if given string is found inside a string

typeof (array) // object

Arrays is objects...

Array.isArray(arra

Checks if a string begins/ends with a specified string...but arrays too.

length

Objects

Events

Event listener

Useful links

<https://www.w3schools.com/jsref/default.asp>

mdn web docs

[educba.com - javascript-tutorial](https://www.educba.com/javascript-tutorial/)

<https://www.javascripture.com/>

[Programiz - Getting Started](https://www.programiz.com/javascript/getting-started)

[Codecademy - Cheatsheets / Learn JavaScript](https://www.codecademy.com/learn/learn-javascript)

htmlcheatsheet.com/js

[Websitesetup - Javascript-Cheat-Sheet.pdf](https://www.websitetutorial.net/javascript-cheat-sheet.pdf)

[javascript.info](https://www.javascript.info/)



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Statements Reference

Date Reference

Regular expressions

Class Reference

Error Reference

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