

Console

Print to console `console.log(...)`

Comments

One line `// single line comment`

Multi lines `/*
A multi line comment
*/`

Data Types

number 3, 3.1, -3.1, 3e5, 3e-5

string "abc", 'abc', "", "

boolean true, false

undefined No value

null Value of nothing

NaN Not a number

Numbers

`var x = 3.1415;` Declare a number

`x.toFixed(2)` To string, fixed decimals

`parseInt("2")` Convert a string to int

`parseFloat("1.23")` Convert a string to float

Strings

`var s = "Hello"` Declare and assign a string

`s.length` Length of string

`s.charAt(0)` Access a character at index

`s.indexOf("e1")` Index of a substring

`s.slice(2, 4)` Part of string (start, end)

Arithmetic Operators

`+, -, *, /` Add, subtract, multiply, divide

`%` Modulus (remainder)

`=` Assignment

`++, --` Increment, decrement

`+=, -=, *=, /=, %=` Operation and assignment

`?` `a = (x > y) ? b : c;`

Comparisons

`==, !=` Equal to, not equal

`===, !==` with type

`>, <, >=, <=` Greater/Less or equal

`&&, ||, !` And, Or, Not

Functions

Declare a function

```
function myFunc (p1, p2) {  
    statements;  
    return p1 + p2;  
}
```

Use a function `x = myFunc(1, 5);`

Function variable

```
var f = function(p1, p2) {  
    statements;  
    return p1 + p2;  
};
```

Use function variable `x = f(1, 5);`

Conditionals

if

```
if (x > y) {  
    statements;  
}
```

if..else

```
if (x > y) {  
    statements;  
} else {  
    statements;  
}
```

if..else if

```
if (x > y) {  
    statements;  
} else if (x > z) {  
    statements;  
} else {  
    statements;  
}
```



Conditionals (cont)

```
switch..case      switch(x) {
                    case 1:
                        statements;
                        break;
                    case 2:
                        statements;
                        break;
                    default:
                        statements;
                }
```

Loops

```
while      var x = 0;
           while (x < y) {
               statements;
               ++x;
           }
```

```
for      for (var x = 0; x < y; ++x) {
           statements;
       }
```

continue Stop current iteration, continue with next one

break Stop loop immediately

```
for/in      var x = [ "abc", "efg", "hij" ];
           for (i in x) {
               statements; // i = 0,1,2...
           }
```

```
for/of      var x = [ "abc", "efg", "hij" ];
           for (i of x) {
               statements; // i = "abc","efg",..
           }
```

Arrays

var a = [8, "hi", 6] Declare and assign

var a = [] Declare empty array

a[0] Extract the first element

a[0] = "xx" Set the first element

a.length Length of array

a.push(17) Add element to array

a.pop() Remove the last element

a.splice(s, r, e1, e2..) From index s, remove r elements, then add e1, e2...

a.forEach(f) Run function f(e) for each element in array

Objects

Literal object

```
var x = {
    name: "cool",
    size: 10,
    sayHi: function() {
        console.log(this.name);
    }
}
```

Constructor

```
function MyObj(nm) {
    this.name = nm;
    this.size = 10;
    this.sayHi = function() {
        console.log(this.name);
    }
}
```

Create new object

```
var x = new MyObj("cool");
```

Use object

```
console.log(x.size);
x.sayHi();
```



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