

Cheatography

Javascript Basic Cheat Sheet by oren01 via cheatography.com/66287/cs/16539/

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("el")
```

Index of a substring

```
s.slice(2, 4)
```

Part of string (start, end)

Arithmetic Operators

+, -, *, /

Add, subtract, multiply, divide

%

Modulus (reminder)

=

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

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

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



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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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