Cheatography

# freecodecamp_js Cheat Sheet

by pegah via cheatography.com/195155/cs/40823/

## 10) Declare a Read-Only Variable with the const

```
const FAV_PET = " Cat s";
```

it cannot be reassigned.

## 11) Add Two Numbers with JavaScript

```
const myVar = 5 + 10;
```

## 12) Subtract One Number from Another

```
const myVar = 12 - 6;
```

## 13) Multiply Two Numbers with JavaScript

```
const myVar = 13 * 13;
```

## 14) Divide One Number by Another with JavaScript

```
const myVar = 16 / 2;
```

## 15) Increment a Number with JavaScript

```
i++;
```

## 16) Decrement a Number with JavaScript

```
i--;
```

## 16) Create Decimal Numbers with JavaScript

```
const ourDecimal = 5.7;
```

## 1) Comment Your JavaScript Code

```
// This is an in-line comment.
```

```
/* This is a multi-line comment */
```

## 2) Declare JavaScript Variables

```
var myVar; let myLet; const myConst;
```

## 3) Understanding Uninitialized Variables

When JavaScript variables are declared, they have an initial value of undefined. If you do a mathematical operation on an undefined variable your result will be NaN which means "Not a Number". If you concatenate a string with an undefined variable, you will get a string of undefined.

## 9) Explore Differences Between the var and let

unlike var, when you use let, a variable with the same name can only be declared once.

## 3) Storing Values with the Assignment Operator

```
myVariable = 5;
```




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