Angular/Typescript/Javascript Cheat Sheet

by peterwn123 via cheatography.com/41836/cs/12642/

Javascript

Find text in strings	`" Hello world".i nc lud es( " wor ld");` `// True`
String to Int	`var a = parseI nt( " 10")`
Int to String	`value.t oS tring()` or `" " + value` or `String (value)`

Switch statement	`switch (ex pre ssion) {`
	`  case n:`
	`  code block`
	`  break;`
	`  default:`
	`  code block`
	`}`

declare var as function	`var a: Function`
call object method as parameter	`function bar(obj: Foo, func: string) {` `  obj[func](); }`

Find string in array of strings	`var strs = ['abc', 'def', 'ghi'];`
	`strs.find(str => {`
	`  return str === 'abc'`
	`} );`

Creating a Promise	`myProm = new Promis e((res, rej) => {`
	`  // something asynch ronous then call :`
	`  res(someValue); // or`
	`  rej("failure reason");`
	`})`

Creating an Observable	`let obs = Observ abl e.c rea te(obs => {`
	`  setTimeout(() => {`
	`  obs.next("data to send");`
	`  console.log("am done");`
	`  obs.complete();// we are done`
	`  // obs.er ror(new Error("msg"));`
	`  }, 2000);`
	`})`

Javascript (cont)

Loop through object	`for (const v of Object.ke ys(vs)) {` `  r.push(vs[v]) }`
Parse string to object	`JSON.p arse()`
Is variable an array	`Array.i sA rray()`

case statement	`switch (ex pre ssion) {`
	`  case n:`
	`  code block`
	`  break;`
	`  default:`
	`  code block`
	`}`

Test for empty object	`Object.ke ys( obj ).l ength === 0`

Angular CLI

Build in test mode	`ng build --envi ron men t=test`
Start server	`lite-s erver`
lite-server config-uration	`" fil es": ["./ dis t/*.{j s}"],` `" ser ver ": { " bas eDi r": "./d - ist " }`

Angular

```
@NgModule({
  providers          - injectable objects, can appear in the constructor
  declarations       - list of directives/pipes
  imports            - list of modules whose exported direct-ives/pipes should be available to templates in this module
  exports            - directives/pipes/modules used in template of components part of module importing this module
  entryComponents    - list of components that should be compiled when this module is defined
  bootstrap          - components that should be bootst-rapped when this module is bootstrapped
  schemas
  id
})
```



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cheatography.com/peterwn123/

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Python

Ternary operator	`a if condition else b`

Remove array element	`remove first matching value`
	`[0, 2, 3, 2].rem ove(2) => [0, 3, 2]`
	`remove a specific index`
	`[3, 2, 2, 1].del a[1] => [3, 2, 1]`
	`return the removed element`
	`[4, 3, 5].pop(1) returns 3 => [4, 5]`

Item in list	`someEl ement in someList`
Print tuple	`print "{0}, {1}, {2}".fo rma t(*[1, 2, 3])`
Flatten tuple	`[el for tup in ((1, 2), (3,)) for el in tup]` `=> [1, 2, 3]`
Index in list	`["fo o", " bar ", " baz " ].i nde x("b ar")`
regex replace	`re.sub (pa ttern, repl, string, count=0, flags=` `0)`
print array	`print ', '.join (names)`
for loop with index	`for idx, val in enumer ate (list):`
for in - val is the value (not index)	`for val in list`
int to string	`str(nu mber)`
find substring	`string.fi nd( 'su bst ring')`

HTML

Cast Elements to HTMLEl-ements	`elems as HTMLCo lle cti onO f<H TML El` `e men t>`



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