Steve's JS Cheat Sheet

by smyoss via cheatography.com/78987/cs/19197/

Variables

var

let

const

Calling A Class

```
const varName = new classname(inputVars);
```

Template Literals

```
string text
string text ${expr ession} string text
```

Template literals are string literals allowing embedded expressions. You can use multi-line strings and string interpolation features with them.

Creating Function

```
if ( what you're testing ) {
   what to do when true;
     } else {
  what to do when false;
   }
};
```

Create Iteration

```
for ( let singleObject in dataset) {
     code;
};
```

single object = would be the specific item in the data set
dataset = would be the entire data set

Create If, Then, Else

```
if ( what you're testing ) {
   what to do when true;
     } else {
    what to do when false;
   }
};
```

Creating Classes

```
class className {
          con str uinputVars) {
           //Input Variable Mapping
                 inputVar = var;
               }
       //Methods, Setters and Getters
           methodName(inputVars) {
             code // e.g. return
              }
      methodName (inputVars) {
           code // e.g. return
         }
};
```

* No comma between items inside classes

Extending a Class

```
class newClass extends parentClass {
          con str uinputVars) {
                 inputVar() // calls the
parent class
               inputVar = var //creates
a subclass specific variable
         }
};
```

You must always call the super method before you can use the this keyword — if you do not, JavaScript will throw a reference error. To avoid reference errors, it is best practice to call super on the first line of subclass constructors.

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