Cheatography

JavaScript Cheat Sheet

by teel85 via cheatography.com/30238/cs/8981/

Data types

strings	`"some text"`
numbers	`5 | 12`
booleans	`true | false | 5 > 3 (true)`
arrays	`[data, data, data];`

Comparison operators

>	Greater than
<	Less than
<=	Less or equal
>=	Greater or equal
===	Equal to
!==	Not equal to

Operators

a = a + 1	a++
a = a - 1	a--
a = a + b	a += b
a = a - b	a -= b
a = a * b	a *= b
a = a / b	a /= b
a = a % b	a %= b

isNaN

`isNaN('smth')`	true
`isNaN(NaN)`	true
`isNaN(undefined)`	true
`isNaN(15)`	false

Logical operators

&&	and
||	or
!	not

String Properties and Methods

.length	Return the number of characters in a string

.substring()	Extract characters from a string,
	`var str = "Hello world!";`
	`var res = str.substring(1, 4);`
	`-> ell`

If else

```
if (condition1) {
    // code
} else if (condition2) {
    // code
} else {
    // code
}
```

Functions

```
var doStuff = function (par1, par2) {
   value = par1 + par2;
   print value;
}
countSomeStuff(par1,par2);
```

FOR loop

```
for (var i = 1; i < 11; i = i + 1) {
    // code
}
```

While

```
var x = true;
while ( x === true) {
 // code
 x = false // to stop loop
}
```

Case Switch

```
switch ( x ) {
    case 'option1':
        // code
        break;
    case 'option2':
        // code
        break;
    case 'option3':
        // code
        break;
    default:
       // code
}
```

Objects

```
var myObject = {
    key: value,
};
var emptyObj = {};
var myObj = new Object();
myObj.name = "Tom";
loop over the keys of an object:
for (var x in object) {
  // code
}
Create class for ogject:
function Cat(name, breed) {
    this.name = name;
    this.breed = breed;
}
var cheshire = new Cat("Cheshire Cat", "British
Shorthair");
if you want to add a method to a class such that all
members of the class can use it, we use the following
syntax to extend the prototype:
className.prototype.newMethod =
function() {
 // code
};
```