

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 object:
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
};
```

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Page 2 of 2.

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