Cheatography

Base JavaScript Cheat Sheet

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Language itself

Language for web 98% site use it create dynamic and interactive web content like applications and browsers
JS is an interpreted language, it's a dynamic typing language and a weakly typed language.
As JS use a form of automatic memory management it's garbage collected.
JS is both an oriented object language and a functional language, the particularity of it's OOP is in inheritance which is very complete and easy to use.

Language environment

To execute JavaScript in a browser you have two options either put it inside a script element anywhere inside an HTML document, or put it inside an external JavaScript file (with a . js extension).
To run JS you only need a text editor and a web browser where you can execute it by implementing it in an html code, this means it's a multiplatform language whiwh can be used on all the OS and does not have any impact on your local machine.
If you want to run it in a terminal you need node.js.

Library

jQuery	It makes things simpler for HTML document manipulation and traversal, animation, event handling, and Ajax.
React.js	Just design a simple view for individual states in your app. Next, it will render and update the right component efficiently upon data changes.
D3.js	Document manipulation based on data.
Lodash	JS utility library that makes it easier to work with numbers, arrays, strings, objects, etc.
Algolia Places	JavaScript library that provides an easy and distributed way of using address auto-completion on your site. It's a blazingly fast and wonderfully accurate tool that can help increase your site user experience.

To go further

The philosophy behind the creation of JS is simplicity, composability, uniformity as the only programming language native to the web browser.
JS is used for :
- Adding interactive behavior to web pages
- Creating web and mobile apps
- Building web servers and developing server applications
- Game development (in browser)

Syntax and data structures

```
consol e.log()
```

```
let a = b
```

```
const a = b
```

```
a + b
```

```
`${a} text ${b}`
```

```
if (condi tio n){Do someth ing}; else if (){}; else
```

```
for (var i = 0; i <= 11; i++){ Do something; }
```

```
while (condi tion){ Do something; }
```

```
let arr = []
```

```
arr.push()
```

```
const readline = requir e(' rea dli ne' ).c rea teI
eadli ne.c lo se(); })
```

```
class ClassName { constr uct or( var ){t his.var;} M
```

Pour plus

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