



HTML CheatSheet

Attributes

SYNTAX

```
<tag attributename="value" />
- lowercase attributes, quote values
```

Global attributes

accesskey, class, contenteditable, data-*, dir, draggable, hidden, id, lang, spellcheck, style, tabindex, title

```
<div id="demo" class="big" dir="ltr" lang="en"
style="color: red;" tabindex="0" title="Tooltip"
contenteditable="true" spellcheck="true"
data-htmlcheat="99">Hello World!</div>
```

Internationalization: dir, lang, xml:lang

```
<html lang="en-US">
...
  <p dir="rtl">Right to left (Arabic)</p>
...
</html>
```

Link: download, href, hreflang, media, rel, target, type

```
<a href="https://htmlg.com/" target="_blank" rel="e
Link
</a>
```

Image: src, alt, height, ismap, longdesc, src, srcset, usemap, width

```

```

All attributes

accept
form, input

accept-charset
form

accesskey
Global attribute

action
form

align
applet, caption, col, colgroup, hr, iframe, img, table, tbody, td, tfoot, th, thead, tr

alt
applet, area, img, input

async
script

autocomplete
form, input

autofocus
button, input, keygen, select, textarea

autoplay

Head Tags

```
<!doctype html>
<html lang="en" class="no-js">
<head>
  <meta charset="utf-8">
  <meta http-equiv="x-ua-compatible" content="ie=
```

Tags

Div Section

```
<div>Block element</div>
```

Headings

```
<h1>Page title</h1>
<h2>Subheading</h2>
<h3>Tertiary heading</h3>
<h4>Quaternary heading</h4>
```

Paragraph

```
<p style="text-align: center;">text</p>
```

Image

```
Jump to footnote</a>
<br />
<a name="footer"></a>Footnote content
```

Bold text

```
<strong>Bold text</strong>
```

Italic text

```
<em>Italic text</em>
```

Underlined text

```
<span style="text-decoration: underline;">Underlin
```

Iframe

```
<iframe src="link.html" width="200" height="200"
</iframe>
```

Abbreviation

```
<abbr title="Hypertext Markup Language">HTML</abbi
```

Comment

```
<!-- HTML
Comment -->
```

Horizontal Line

```
<hr />
```

Line break

```
<br />
```

Quotation

```
<q>Success is a journey not a destination.</q>
```

```

<meta name="viewport" content="width=device-wid
<link rel="canonical" href="https://htmlcheatsh
<title>HTML CheatSheet</title>
<meta name="description" content="A brief page
<meta name="keywords" content="html,cheatsheet"
<meta property="fb:admins" content="YourFaceboo
<meta property="og:title" content="HTML CheatSh
<meta property="og:type" content="website" />
<meta property="og:url" content="https://htmlch
<meta property="og:image" content="https://html
<meta property="og:description" content="A brie
<link rel="apple-touch-icon" href="apple-touch-
<link rel="alternate" hreflang="es" href="https
<link rel="stylesheet" href="/styles.css">
<script src="/script.js"></script>
</head>

```

HTML5 Page Structure

header, nav, main, article, section, aside, footer, address

```

<header>
  <div id="logo">HTML</div>
  <nav>
    <ul>
      <li><a href="/">Home</a>
      <li><a href="/link">Page</a>
    </ul>
  </nav>
</header>
<main role="main">
  <article>
    <h2>Title 1</h2>
    <p>Content 1</p>
  </article>
  <article>
    <h2>Title 2</h2>
    <p>Content 2</p>
  </article>
</main>
<section>
  A group of related content
</section>
<aside>
  Sidebar
</aside>
<footer>
  <p>&copy; HTML CheatSheet</p>
  <address>
    Contact <a href="mailto:me@htmlg.com">me</a>
  </address>
</footer>

```

Free HTML Templates

Color Picker

CE5937

1

color: #CE5937;

Text color

background-color: #CE5937;

Background

border: 3px solid #CE5937;

Box border

```
<blockquote cite="https://ruwix.com/">
```

The Rubik's Cube is the World's best selling puzz:

```
</blockquote>
```

Video

```

<video width="200" height="150" controls>
  <source src="vid.mp4" type="video/mp4">
  <source src="vid.ogv" type="video/ogg">
  No video support.
</video>

```

Audio

```

<audio controls>
  <source src="sound.ogg" type="audio/ogg">
  <source src="sound.mp3" type="audio/mpeg">
  No audio support.
</audio>

```

Structures

Table

```

<table><caption>Phone numbers</caption>
  <thead>
    <tr>
      <th>Name</th>
      <th colspan="2">Phone</th>
    </tr>
  </thead>
  <tbody>
    <tr>
      <td>John</td>
      <td>577854</td>
      <td>577855</td>
    </tr>
    <tr>
      <td>Jack</td>
      <td>577856</td>
      <td>577857</td>
    </tr>
  </tbody>
  <tfoot>
    <tr>
      <td>&nbsp;</td>
      <td>Personal</td>
      <td>Office</td>
    </tr>
  </tfoot>
</table>

```

Unordered list

```

<ul>
  <li>First</li>
  <li>Second</li>
  <li>Third</li>
</ul>

```

Definition list

```

<dl>
  <dt>HTML</dt>
  <dd>Hypertext Markup Language</dd>
  <dt>CSS</dt>
  <dd>Cascading Style Sheets </dd>
</dl>

```

Form

```

<form action="/action.php" method="post">
  Name: <input name="name" type="text" /> <br />

```

text-shadow: 1px 2px 2px #C

Text shadow

box-shadow: 2px 2px 7px 1px

Box shadow

Characters



Create Image

Source:

Description:

Style:

Width: Height:

Float:

Generate image

Blank Page

```
Age: <input max="99" min="1" name="age" step="1" value="1" />
<select name="gender">
  <option selected="selected" value="male">Male
  <option value="female">Female</option>
</select><br />
<input checked="checked" name="newsletter" type="checkbox" />
<textarea cols="20" name="comments" rows="5">
</textarea>
<label><input name="terms" type="checkbox" value="1" />
  I agree with the Terms and Conditions
</label>
<input type="submit" value="Submit" />
</form>
```

Gibberish text

Lorem ipsum

Cupcake ipsum

Random English

Chinese

Spanish

Create iframe

URL:

Width: Height:

Scrolling: Border:

Generate iframe

Create Table

Cols: Rows:

Border: Border Collapse:

Width: Cellpadding:

Generate table

Div Tables

Create Link

URL:

Text:

Title:

Target:

Generate link

Create List

List type:

Unordered: Ordered:

Generate list

https:// 

```
<!DOCTYPE html>
<html Lang="en">
  <head>
    <meta charset="utf-8">
    <title>Page Title</title>
    <meta name="description" content="Roughly 155 c
    <link rel="stylesheet" type="text/css" href="my
    <script src="https://ajax.googleapis.com/ajax/l
    <script src="script.js"></script>
  </head>
  <body>
    <!-- Content -->
  </body>
</html>
```

[Download Package](#)

Robots.txt

Example

```
User-agent: *
Disallow: /dont-index-this-folder/
Sitemap: https://htmlcheatsheet.com/sitemap.xml
```

Ban all robots

```
User-agent: *
Disallow: /
```

Open Graph

```
<!doctype html>
<html xmlns:og="http://ogp.me/ns#">
<head>
<title>The Rock (1996)</title>
<meta property="og:title" content="Cheat Sheet" />
<meta property="og:type" content="website" />
<meta property="og:url" content="https://htmlcheats
<meta property="og:image" content="https://htmlchea
```

Optional

```
<meta property="og:audio" content="https://htmlchea
<meta property="og:description" content="A brief de
<meta property="og:determiner" content="the" />
<meta property="og:locale" content="en_US" />
<meta property="og:locale:alternate" content="es_ES
<meta property="og:site_name" content="HTML CheatSh
<meta property="og:video" content="https://htmlchea
```

htaccess

Force HTTPS

```
RewriteEngine on
RewriteCond %{HTTPS} !on
RewriteRule (.*) https://%{HTTP_HOST}%{REQUEST_URI}
```

Force www

```
RewriteEngine on
RewriteCond %{HTTP_HOST} ^htmlg\.com [NC]
RewriteRule ^(.*)$ http://www.htmlg.com/$1 [L,R=301]
```

Force non-www

```
RewriteEngine on
RewriteCond %{HTTP_HOST} ^www\.htmlg\.com [NC]
RewriteRule ^(.*)$ http://htmlg.com/$1 [L,R=301]
```

Custom Error Pages

```
ErrorDocument 500 "Sorry, something went wrong!"
ErrorDocument 401 https://htmlg.com/404/
ErrorDocument 404 404error.html
```

Redirect Entire Site

```
Redirect 301 / https://htmlg.com/
```

Permanent Page Redirect

```
Redirect 301 /oldlink.html https://htmlg.com/help,
Redirect 301 /oldlink https://htmlg.com/about/
```

Alias Directory

```
RewriteEngine On
RewriteRule ^source_directory/(.*) target_director
```

Remove .php Extension

```
RewriteEngine On
RewriteCond %{SCRIPT_FILENAME} !-d
RewriteRule ^([^.]+)$ $1.php [NC,L]
```

Block IP Address

```
Order deny,allow
Allow from all
Deny from 123.123.123.123
Deny from 123.123.123.123
```

Allow Access From Only One IP

```
# Require all denied
# Require ip 123.123.123.123
```

Useful Links

RGB color codes

[Word doc to HTML](#)

[Div tables](#)

[HTML cleaner](#)

[HTML blog](#)

[HTML editor](#)

[Basic concepts](#)

[HTML validator](#)

[W3 schools](#)

[Can I use?](#)

CSS2 Selectors

*	All elements
div	<div>
div *	All elements within <div>
div span	 within <div>
div, span	<div> and
div > span	 with parent <div>
div + span	 preceded by <div>
.class	Elements of class "class"
div.class	<div> of class "class"
#itemid	Element with id "itemid"
div#itemid	<div> with id "itemid"
a[attr]	<a> with attribute "attr"
a[attr='x']	<a> when "attr" is "x"
a[class~='x']	<a> when class is a list containing 'x'
a[lang]=en	<a> when lang begins "en"

CSS2 Pseudo Selectors and Pseudo Classes

:first-child	First child element
:first-line	First line of element
:first-letter	First letter of element
:hover	Element with mouse over
:active	Active element
:focus	Element with focus
:link	Unvisited links
:visited	Visited links
:lang(var)	Element with language "var"
:before	Before element
:after	After element

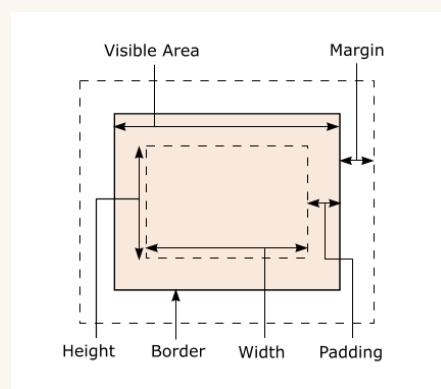
CSS2 Sizes

0	0 requires no unit
Relative Sizes	
em	1em equal to font size of parent (same as 100%)
ex	Height of lower case "x"
%	Percentage
Absolute Sizes	
px	Pixels
cm	Centimeters
mm	Millimeters
in	Inches
pt	1pt = 1/72in
pc	1pc = 12pt

CSS2 Colours

#789abc	RGB Hex Notation
#acf	Equates to "#aacff"
rgb(0,-25,50)	Value of each of red, green, and blue. 0 to 255, may be swapped for percentages.

CSS2 Box Model



CSS2 Positioning

display	clear
position	z-index
top	direction
right	unicode-bidi
bottom	overflow
left	clip
float	visibility

CSS2 Dimensions

width	min-height
min-width	max-height
max-width	vertical-align
height	

CSS2 Colour and Background

color	background-repeat
background	background-image
background-color	background-position
background-attachment	

CSS2 Text

text-indent	word-spacing
text-align	text-transform
text-decoration	white-space
text-shadow	line-height
letter-spacing	

CSS2 Fonts

font	font-weight
font-family	font-stretch
font-style	font-size
font-variant	font-size-adjust



By **Dave Child** (DaveChild)
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CSS2 Boxes

margin	border-color
margin-top	border-top-color
margin-right	border-right-color
margin-bottom	border-bottom-color
margin-left	border-left-color
padding	border-style
padding-top	border-top-style
padding-right	border-right-style
padding-bottom	border-bottom-style
padding-left	border-left-style
border	border-width
border-top	border-top-width
border-bottom	border-right-width
border-right	border-bottom-width
border-left	border-left-width

CSS2 Tables

caption-side	border-spacing
table-layout	empty-cells
border-collapse	speak-header

CSS2 Paging

size	page-break-inside
marks	page
page-break-before	orphans
page-break-after	widows

CSS2 Interface

cursor	outline-style
outline	outline-color
outline-width	

CSS2 Aural

volume	elevation
speak	speech-rate
pause	voice-family
pause-before	pitch
pause-after	pitch-range
cue	stress
cue-before	richness
cue-after	speak-punctuation
play-during	speak-numeral
azimuth	

CSS2 Miscellaneous

content	list-style-type
quotes	list-style-image
counter-reset	list-style-position
counter-increment	marker-offset
list-style	



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JS CheatSheet

Loops ↻

For Loop

```
for (var i = 0; i < 10; i++) {
    document.write(i + ": " + i*3 + "<br />");
}
var sum = 0;
for (var i = 0; i < a.length; i++) {
    sum += a[i];
} // parsing an array
html = "";
for (var i of custOrder) {
    html += "<li>" + i + "</li>";
}
```

While Loop

```
var i = 1; // initialize
while (i < 100) { // enters the cycle
    i *= 2; // increment to avoid
    document.write(i + ", "); // output
}
```

Do While Loop

```
var i = 1; // initialize
do { // enters cycle at
    i *= 2; // increment to avoid
    document.write(i + ", "); // output
} while (i < 100) // repeats cycle if
```

Break

```
for (var i = 0; i < 10; i++) {
    if (i == 5) { break; } // stops and exits
    document.write(i + ", "); // last output
}
```

Continue

```
for (var i = 0; i < 10; i++) {
    if (i == 5) { continue; } // skips the rest
    document.write(i + ", "); // skips 5
}
```

Variables x

```
var a; // variable
var b = "init"; // string
var c = "Hi" + " " + "Joe"; // = "Hi Joe"
var d = 1 + 2 + "3"; // = "33"
var e = [2,3,5,8]; // array
var f = false; // boolean
var g = /()/; // RegEx
var h = function(){}; // function object
const PI = 3.14; // constant
var a = 1, b = 2, c = a + b; // one line
let z = 'zzz'; // block scope local
```

Strict mode

```
"use strict"; // Use strict mode to write secure
x = 1; // Throws an error because variable
```

Basics ➤

On page script

```
<script type="text/javascript"> ...
</script>
```

Include external JS file

```
<script src="filename.js"></script>
```

Delay - 1 second timeout

```
setTimeout(function () {
    // ...
}, 1000);
```

Functions

```
function addNumbers(a, b) {
    return a + b;
}
x = addNumbers(1, 2);
```

Edit DOM element

```
document.getElementById("elementID").innerHTML = '...'
```

Output

```
console.log(a); // write to the browser
document.write(a); // write to the HTML
alert(a); // output in an alert
confirm("Really?"); // yes/no dialog, returns
prompt("Your age?", "0"); // input dialog. Second
```

Comments

```
/* Multi line
   comment */
// One line
```

If - Else ↕

```
if ((age >= 14) && (age < 19)) { // logical
    status = "Eligible."; // execute
} else { // else block
    status = "Not eligible."; // execute
}
```

Switch Statement

```
switch (new Date().getDay()) { // input is current day
    case 6: // if (day == 6)
        text = "Saturday";
        break;
    case 0: // if (day == 0)
        text = "Sunday";
        break;
    default: // else...
        text = "Whatever";
}
```

Data Types ∞

```
var age = 18; // number
var name = "Jane"; // string
```


Values

```
false, true // boolean
18, 3.14, 0b10011, 0xF6, NaN // number
"flower", 'John' // string
undefined, null, Infinity // special
```

Operators

```
a = b + c - d; // addition, subtraction
a = b * (c / d); // multiplication, division
x = 100 % 48; // modulo. 100 / 48 remainder =
a++; b--; // postfix increment and decrem
```

Bitwise operators

&	AND	5 & 1 (0101 & 0001)	1 (1)
	OR	5 1 (0101 0001)	5 (101)
~	NOT	~ 5 (~0101)	10 (1010)
^	XOR	5 ^ 1 (0101 ^ 0001)	4 (100)
<<	left shift	5 << 1 (0101 << 1)	10 (1010)
>>	right shift	5 >> 1 (0101 >> 1)	2 (10)
>>>	zero fill right shift	5 >>> 1 (0101 >>> 1)	2 (10)

Arithmetic

```
a * (b + c) // grouping
person.age // member
person[age] // member
!(a == b) // logical not
a != b // not equal
typeof a // type (number, object, function)
x << 2 x >> 3 // binary shifting
a = b // assignment
a == b // equals
a != b // unequal
a === b // strict equal
a !== b // strict unequal
a < b a > b // less and greater than
a <= b a >= b // less or equal, greater or equal
a += b // a = a + b (works with - * %)
a && b // logical and
a || b // logical or
```

Numbers and Math

```
var pi = 3.141;
pi.toFixed(0); // returns 3
pi.toFixed(2); // returns 3.14 - for working
pi.toPrecision(2) // returns 3.1
pi.valueOf(); // returns number
Number(true); // converts to number
Number(new Date()) // number of milliseconds since epoch
parseInt("3 months"); // returns the first number
parseFloat("3.5 days"); // returns 3.5
Number.MAX_VALUE // largest possible JS number
Number.MIN_VALUE // smallest possible JS number
Number.NEGATIVE_INFINITY // -Infinity
Number.POSITIVE_INFINITY // Infinity
```

Math.

```
var pi = Math.PI; // 3.141592653589793
Math.round(4.4); // = 4 - rounded
Math.round(4.5); // = 5
Math.pow(2,8); // = 256 - 2 to the power of 8
Math.sqrt(49); // = 7 - square root
Math.abs(-3.14); // = 3.14 - absolute, positive
Math.ceil(3.14); // = 4 - rounded up
Math.floor(3.99); // = 3 - rounded down
Math.sin(0); // = 0 - sine
```

```
var name = {first:"Jane", last:"Doe"}; // object
var truth = false; // boolean
var sheets = ["HTML", "CSS", "JS"]; // array
var a; typeof a; // undefined
var a = null; // value of null
```

Objects

```
var student = { // object name
  firstName:"Jane", // list of properties
  lastName:"Doe",
  age:18,
  height:170,
  fullName : function() { // object function
    return this.firstName + " " + this.lastName;
  }
};
student.age = 19; // setting value
student[age]++; // incrementing
name = student.fullName(); // call object function
```

Strings

```
var abc = "abcdefghijklmnopqrstuvwxyz";
var esc = 'I don\'t \n know'; // \n new line
var len = abc.length; // string length
abc.indexOf("lmno"); // find substring
abc.lastIndexOf("lmno"); // last occurrence
abc.slice(3, 6); // cuts out "def"
abc.replace("abc", "123"); // find and replace
abc.toUpperCase(); // convert to uppercase
abc.toLowerCase(); // convert to lowercase
abc.concat(" ", str2); // abc + " " + str2
abc.charAt(2); // character at index 2
abc[2]; // unsafe, abc[2]
abc.charCodeAt(2); // character code
abc.split(","); // splitting a string
abc.split(""); // splitting on character
128.toString(16); // number to hexadecimal
```

Events

```
<button onclick="myFunction();">
  Click here
</button>
```

Mouse

onclick, oncontextmenu, ondblclick, onmousedown, onmouseenter, onmouseleave, onmousemove, onmouseover, onmouseout, onmouseup

Keyboard

onkeydown, onkeypress, onkeyup

Form

onabort, onbeforeunload, onerror, onhashchange, onload, onpageshow, onpagehide, onresize, onscroll, onunload

Form

onblur, onchange, onfocus, onfocusin, onfocusout, oninput, oninvalid, onreset, onsearch, onselect, onsubmit

Drag

ondrag, ondragend, ondragenter, ondragleave, ondragover, ondragstart, ondrop

Clipboard

oncopy, oncut, onpaste


```
Math.cos(Math.PI); // OTHERS: tan,atan,asin,ac
Math.min(0, 3, -2, 2); // = -2 - the lowest value
Math.max(0, 3, -2, 2); // = 3 - the highest value
Math.log(1); // = 0 natural logarithm
Math.exp(1); // = 2.7182pow(E,x)
Math.random(); // random number between 0
Math.floor(Math.random() * 5) + 1; // random integ
```

Constants like Math.PI:

E, PI, SQRT2, SQRT1_2, LN2, LN10, LOG2E, Log10E

Dates 31

Mon Feb 17 2020 13:42:03 GMT+0200 (Eastern European Standard Time)

```
var d = new Date();
```

1581939723047 milliseconds passed since 1970

```
Number(d)
```

```
Date("2017-06-23"); // date declara
Date("2017"); // is set to Ja
Date("2017-06-23T12:00:00-09:45"); // date - time
Date("June 23 2017"); // long date fo
Date("Jun 23 2017 07:45:00 GMT+0100 (Tokyo Time)");
```

Get Times

```
var d = new Date();
```

```
a = d.getDay(); // getting the weekday
```

```
getDate(); // day as a number (1-31)
getDay(); // weekday as a number (0-6)
getFullYear(); // four digit year (yyyy)
getHours(); // hour (0-23)
getMilliseconds(); // milliseconds (0-999)
getMinutes(); // minutes (0-59)
getMonth(); // month (0-11)
getSeconds(); // seconds (0-59)
getTime(); // milliseconds since 1970
```

Setting part of a date

```
var d = new Date();
```

```
d.setDate(d.getDate() + 7); // adds a week to a dat
```

```
setDate(); // day as a number (1-31)
setFullYear(); // year (optionally month and d
setHours(); // hour (0-23)
setMilliseconds(); // milliseconds (0-999)
setMinutes(); // minutes (0-59)
setMonth(); // month (0-11)
setSeconds(); // seconds (0-59)
setTime(); // milliseconds since 1970)
```

Global Functions ()

```
eval(); // executes a string as
String(23); // return string from n
(23).toString(); // return string from n
Number("23"); // return number from s
decodeURI(enc); // decode URI. Result:
encodeURI(uri); // encode URI. Result:
decodeURIComponent(enc); // decode a URI compone
encodeURIComponent(uri); // encode a URI compone
isFinite(); // is variable a finite
isNaN(); // is variable an illeg
parseFloat(); // returns floating poi
parseInt(); // parses a string and
```

Media

onabort, oncanplay, oncanplaythrough, ondurationchange, onended, onerror, onloadeddata, onloadedmetadata, onloadstart, onpause, onplay, onplaying, onprogress, onratechange, onseeked, onseeking, onstalled, onsuspend, ontimeupdate, onvolumechange, onwaiting

Animation

animationend, animationiteration, animationstart

Miscellaneous

transitionend, onmessage, onmousewheel, ononline, onoffline, onpopstate, onshow, onstorage, ontoggle, onwheel, ontouchcancel, ontouchend, ontouchmove, ontouchstart

Arrays ≡

```
var dogs = ["Bulldog", "Beagle", "Labrador"];
var dogs = new Array("Bulldog", "Beagle", "Labrad
```

```
alert(dogs[1]); // access value at ind
dogs[0] = "Bull Terrier"; // change the first it
```

```
for (var i = 0; i < dogs.length; i++) { // pai
    console.log(dogs[i]);
}
```

Methods

```
dogs.toString(); // convert
dogs.join(" * "); // join: '
dogs.pop(); // remove
dogs.push("Chihuahua"); // add new
dogs[dogs.length] = "Chihuahua"; // the same
dogs.shift(); // remove
dogs.unshift("Chihuahua"); // add new
delete dogs[0]; // change
dogs.splice(2, 0, "Pug", "Boxer"); // add element
var animals = dogs.concat(cats,birds); // join two
dogs.slice(1,4); // element
dogs.sort(); // sort string
dogs.reverse(); // sort string
x.sort(function(a, b){return a - b}); // numeric
x.sort(function(a, b){return b - a}); // numeric
highest = x[0]; // first :
x.sort(function(a, b){return 0.5 - Math.random()});
```

concat, copyWithin, every, fill, filter, find, findIndex, forEach, indexOf, isArray, join, lastIndexOf, map, pop, push, reduce, reduceRight, reverse, shift, slice, some, sort, splice, toString, unshift, valueOf

Regular Expressions \n

```
var a = str.search(/CheatSheet/i);
```

Modifiers

i	perform case-insensitive matching
g	perform a global match
m	perform multiline matching

Patterns

\	Escape character
\d	find a digit
\s	find a whitespace character
\b	find match at beginning or end of a word

Errors

```
try {                                // block of code to
  undefinedFunction();
}
catch(err) {                         // block to handle
  console.log(err.message);
}
```

Throw error

```
throw "My error message";           // throw a text
```

Input validation

```
var x = document.getElementById("mynum").value; //
try {
  if(x == "") throw "empty";           //
  if(isNaN(x)) throw "not a number";
  x = Number(x);
  if(x > 10) throw "too high";
}
catch(err) {                           //
  document.write("Input is " + err);    //
  console.error(err);                  //
}
finally {
  document.write("</br />Done");        //
}
```

Error name values

RangeError	<i>A number is "out of range"</i>
ReferenceError	<i>An illegal reference has occurred</i>
SyntaxError	<i>A syntax error has occurred</i>
TypeError	<i>A type error has occurred</i>
URIError	<i>An encodeURI() error has occurred</i>

Useful Links

JS cleaner	Obfuscator
Can I use?	Node.js
jQuery	RegEx tester

n+	<i>contains at least one n</i>
n*	<i>contains zero or more occurrences of n</i>
n?	<i>contains zero or one occurrences of n</i>
^	<i>Start of string</i>

JSON

```
var str = '{"names":[" + // cr
'{"first":"Hakuna","lastN":"Matata" },' +
'{"first":"Jane","lastN":"Doe" },' +
'{"first":"Air","last":"Jordan" }]}';
obj = JSON.parse(str);           // pa
document.write(obj.names[1].first); // ac
```

Send

```
var myObj = { "name":"Jane", "age":18, "city":"Chic
var myJSON = JSON.stringify(myObj);
window.location = "demo.php?x=" + myJSON;
```

Storing and retrieving

```
myObj = { "name":"Jane", "age":18, "city":"Chicago
myJSON = JSON.stringify(myObj);           //
localStorage.setItem("testJSON", myJSON);
text = localStorage.getItem("testJSON");   //
obj = JSON.parse(text);
document.write(obj.name);
```

Promises

```
function sum (a, b) {
  return Promise(function (resolve, reject) {
    setTimeout(function () {
      if (typeof a !== "number" || typeof b !== '
        return reject(new TypeError("Inputs must
      }
      resolve(a + b);
    }, 1000);
  });
}
var myPromise = sum(10, 5);
myPromise.then(function (result) {
  document.write(" 10 + 5: ", result);
  return sum(null, "foo"); // Invalid
}).then(function () {      // Won't l
}).catch(function (err) {  // The ca
  console.error(err);       // => Plea
});
```

States

pending, fulfilled, rejected

Properties

Promise.length, Promise.prototype

Methods

Promise.all(iterable), Promise.race(iterable),
Promise.reject(reason), Promise.resolve(value)