

# JavaScript Cheatsheet

Learn JavaScript Correctly (Video course)

https://ilovecoding.org/courses/js2



# **Operators**

Full list of JavaScript operators <a href="https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Operators">https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Operators</a>

Operators are reserved-words that perform action on values and variables.

#### Arithmetic

- .. + .. Add
- .. .. Subtract
- .. \* .. Multiply
- ../.. Divide
- .. % .. Remainder
- .. \*\* .. Exponential

# **Assignment**

- .. = .. Assign value
- .. += .. Add then assign
- .. -= .. Subtract then assign
- .. \*= .. Multiply then assign

# Logical

- .. || .. Or
- .. && .. And

# **Equality**

- .. === .. Equality
- .. == .. Equality with coercion

### Conversion

- + .. Convert to number
- .. Convert to number then negate it
- L. Convert to boolean then inverse it

## **Relational / Comparison**

- .. >= .. Greater than or equal to
- .. <= .. Less than or equal to
- ..!= .. Not equal after coercion
- .. !== .. Not equal

#### **Increment / Decrement**

- ..++ Postfix increment
- ..- Postfix decrement
- ++... Prefix increment
- -.. Prefix increment

#### **Others**

- typeof ...
- .. instanceof ..
- (..)
- ...spread-operator
- . 11
- ..[..] new ...
- delete ..
- (..?..:..)
  - Coercion in action

Does this make sense?

## **Operator Precedence**

Given multiple operators are used in an expression, the "Operator Precedence" determines which operator will be executed first. The higher the precedence, the earlier it will get executed.

# **Operator Associativity**

Given multiple operators have the same precedence, "Associativity" determines in which direction the code will be parsed.

# See the **Operator Precedence and Associativity table** here:

http://bit.ly/operatortable



# Coercion

When trying to compare different "types", the JavaScript engine attempts to convert one type into another so it can compare the two values.

# Type coercion priority order:

- 1. String
- 2. Number
- 3. Boolean

