

Syntax / Layout		Popular Methods			
Variables	If / Else	Math methods		String methods	
var a = 10;	if (a === b) { // code; }	Return absolute value	Math.abs(x)	Join strings	string.concat()
var b = 20;		Return arccosine	Math.acos(x)	Checks if a string ends with x	string.endsWith()
var c = a + b;		Return arcsine	Math.asin(x)	Check if string contains x	string.includes()
Numbers	if (a === b) { // code; } else { // code; }	Round up	Math.ceil(x)	Rtn first found position of x	string.indexOf()
var x = 10;		Return cosine	Math.cos(x)	Rtn last found position of x	string.lastIndexOf()
var x = 10.5;		Round down	Math.floor(x)	String to hyperlink	string.link()
Strings	var month = 'January'; switch(month) { case 'January': // code break; case 'December': // code break; default: //code } While loop	Return lowest value	Math.min(x,y,z)	Rtn matches against a RegEx	string.match()
var a = "string";		Return highest value	Math.max(x,y,z)	Replace string at position x	string.replace()
Arrays		x to power of y	Math.pow(x,y)	Search for position of value x	string.search()
var users = new Array();		Return random number	Math.random()	Extract section of string	string.slice()
var users = ["Chris", "Mike"];		Round to nearest number	Math.round(x)	Split string into new strings	string.split()
Functions		Return sine of number	Math.sin(x)	Checks if a string begins with x	string.starttWith
function myFunction() { // code here; }		Return square root	Math.sqrt(x)	Extract x number of characters	string.substr()
		Return tangent	Math.tan(x)	Extract between 2 positions	string.substring()
		Array methods		Convert string to lower case	string.toLowerCase()
function myFunction(num1,num2) { alert(num1 * num2); }		Add to beginning of array	array.unshift(x)	Convert string to upper case	string.toUpperCase()
	var i = 1; while(i < 10) { document.write(i + " "); i++; }	Add to end of array	array.push(x)	Remove whitespace from beg/end	string.trim()
		Remove from beginning of array	array.shift()	Return primitive value of string obj	string.valueOf()
Objects		Remove from end of array	array.pop(x)	Number methods	
var phone = new Object(); phone.manufacturer = "Apple"; phone.model = "iPhone";		Reverse array order	array.reverse()	Return string in exponential notation	number.toExponential()
		Remove element between 2 positions	array.slice(x,x)	Return number in fixed-point notation	number.toFixed()
	do { document.write(i + " "); i++; } while (i < 10);	Sort elements alphabetically	array.sort()	Return a number as a string	number.toString()
var phone = { manufacturer: Apple", model: "iPhone" }		Join arrays	array.concat(arrayToAdd)	Return a string with specified length	number.toPrecision()
		Check if element is in array	array.includes(x)	Return primitive value of object	number.valueOf()
		Join all elements in an array	array.join()		
		Convert elements to string	array.toString()		
	For loop				
	for (i = 1; i < 10; i++) { document.write(i + " "); }				

Popular Properties		Dates & Date methods		Operators		DOM & Events	
Math properties		New date object	new Date();	Assignment	Shorthand (Same as)	Triggered when clicked	onclick
Return Euler, approx 2.718	Math.E	Get methods		Assignment	x = y (x = y)	Triggered when change detected	onchange
Return natural logarithm of 2. approx 0.693	Math.LN2	Get day of month	getDate()	Addition	x += y (x = x + y)	Triggered when user enters page	onload
Return natural logarithm of 10, approx 2.303	Math.LN10	Get day of week	getDay()	Subtraction	x -= y (x = x - y)	Triggered when user leaves page	onunload
Base 2 logarithm of E, approx 1.443	Math.LOG2E	Get year (yyyy)	getFullYear()	Multiplication	x *= y (x = x * y)	Triggered when mouse moves over a element	onmouseover
Base 10 logarithm of E, approx 0.434	Math.LOG10E	Get hour of day	getHours()	Division	x /= y (x = x / y)	Triggered when a mouse moves out of a element	onmouseout
Return the value of PI, approx 3.141	Math.PI	Get milliseconds 0-999	getMilliseconds()	Remainder(Modulus)	x %= y (x = x / y)	Triggered when mouse button pressed down	onmousedown
Returns square root of 1/2, approx 0.707	Math.SQRT1_2	Get minutes 0-59	getMinutes()	Arithmetic	Operator	Triggered when mouse button released	onmouseup
Returns square root of 2, approx 1.414	Math.SQRT2	Get month	getMonth()	Addition	+	Triggered when keyboard button pressed down	onkeydown
String properties		Get seconds 0-59	getSeconds()	Subtraction	-	Triggered when keyboard button released	onkeyup
Returns the string's constructor function	string.constructor	Get the time since 1/1/70	getTime()	Multiplication	*	Triggered when keyboard button is pressed	onkeypress
Return string's length	string.length	Set methods		Division	/	Triggered when error occurs with loading a external file	onerror
Used to add properties to a string object	string.prototype	Set day of month	setDate()	Remainder(Modulus)	%	Triggered after user makes selection	onselect
Number properties		Set year (yyyy)	setFullYear()	Increment	++	Triggered when a form is submitted	onsubmit
Return largest possible number in JS	Number.MAX_VALUE	Set hour of day	setHours()	Decrement	--	Triggered when an element is dragged	ondrag
Return smallest possible number in JS	Number.MIN_VALUE	Set milliseconds 0-999	setMilliseconds()	Comparison	Operator	Triggered when an element is dropped	ondrop
Not a number value	Number.NaN	Set minutes 0-59	setMinutes()	Equality	==	Triggered when a screen is touched	ontouchstart
Represents negative infinity	Number.NEGATIVE_INFINITY	Set month	setMonth()	Strict equality	===	Triggered when a finger is removed from screen	ontouchend
Represents infinity	Number.POSITIVE_INFINITY	Set seconds 0-59	setSeconds()	Inequality	!=		
Used to add properties to a number object	Number.prototype			Strict inequality	!==		
Array properties				Greater than	>		
Returns the length of the array	array.length			Greater than or equal to	>=		
Used to add properties to array objects	array.prototype			Less than	<		
				Less than or equal to	<=		
				Logical	Operator		
				And	&&		
				Or			
				Not	!		