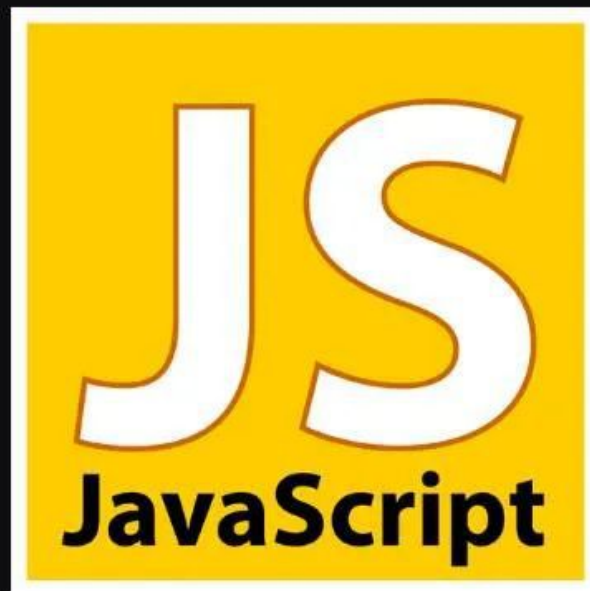


JAVASCRIPT CHEATSHEET



ESCAPE CHARACTERS



<code>\'</code>	Single quote
<code>\"</code>	Double quote
<code>\\</code>	Backslash
<code>\b</code>	Backspace
<code>\f</code>	Form feed
<code>\n</code>	New line
<code>\r</code>	Carriage return
<code>\t</code>	Horizontal tabulator
<code>\v</code>	Vertical tabulator

JAVASCRIPT STRING METHODS

charAt()	Return a character at a specified position inside a string
charCodeAt()	Give the unicode of character at that position
concat()	Concatenate (join) two or more strings into one
fromCharCode()	Return a string created from the specified sequence of UTF-16 code units
indexOf()	Provide the position of the first occurrence of specified text within a string
lastIndexOf()	Same as indexOf() but with the last occurrence, searching backwards
match()	Retrieve the matches of a string against a search pattern
replace()	Find and replace specified text in a string
search()	Execute a search for a matching text and return its position
slice()	Extract a section of a string and return it as a new string
split()	Split a string object into an array of strings at a specified position
startsWith()	Check whether a string begins with specified characters
substr()	Similar to slice() but extracts a substring depended on a specified number of characters
substring()	Similar to slice() but can't accept negative indices
toLowerCase()	Convert strings to lower case
toUpperCase()	Convert strings to upper case
valueOf()	Return the primitive value (that has no properties or methods) of a string object

JAVASCRIPT BOOLEAN METHODS

toString() Convert a Boolean value to a string, and return the result

valueOf() Return the first position at which a given element appears in an array

toSource() Return a string representing the source code of the object

JAVASCRIPT ARITHMETIC OPERATORS

+ Addition

- Subtraction

***** Multiplication

/ Division

(...) Grouping operator (operations within brackets are executed earlier than those outside)

% Modulus (remainder)

++ Increment numbers

-- Decrement numbers

== Equal to

=== Equal value and equal type

!= Not equal

!== Not equal value or not equal type

> Greater than

< Lesser than

>= Greater than or equal to

<= Lesser than or equal to

? Ternary operator

JAVASCRIPT ARRAYS

concat()	Join several arrays into one
copyWithin()	Copy array elements within the array, to and from specified positions
indexOf()	Return the primitive value of the specified object
includes()	Check if an array contains the specified element
join()	Combine elements of an array into a single string and return the string
entries()	Return a key/value pair Array Iteration Object
every()	Check if every element in an array passes a test
fill()	Fill the elements in an array with a static value
filter()	Create a new array with every element in an array that pass a test
find()	Return the value of the first element in an array that pass a test
forEach()	Call a function for each array element
from()	Create an array from an object
lastIndexOf()	Give the last position at which a given element appears in an array
pop()	Remove the last element of an array
push()	Add a new element at the end
reverse()	Sort elements in descending order
reduce()	Reduce the values of an array to a single value (going left-to-right)
reduceRight()	Reduce the values of an array to a single value (going right-to-left)
shift()	Remove the first element of an array
slice()	Pull a copy of a portion of an array into a new array object
sort()	Sort elements alphabetically
splice()	Add elements in a specified way and position
unshift()	Add a new element to the beginning

LOGICAL OPERATORS



&&	Logical AND
 	Logical OR
!	Logical NOT

BITWISE OPERATORS

&	AND statement
 	OR statement
~	NOT
^	XOR
<<	Left shift
>>	Right shift
>>	Zero fill right
>	shift

FUNCTIONS

alert()	Output data in an alert box in the browser window
confirm()	Open up a yes/no dialog and return true/false depending on user click
console.log()	Write information to the browser console (good for debugging purposes)
document.write()	Write directly to the HTML document
prompt()	Create a dialog for user input

PATTERN MODIFIERS

e	Evaluate replacement
i	Perform case-insensitive matching
g	Perform global matching
m	Perform multiple line matching
s	Treat strings as single line
x	Allow comments and whitespace in pattern
U	Ungreedy pattern

BRACKETS

[abc]	Find any of the characters in the brackets
[^abc]	Find any character not in the brackets
[0-9]	Find digit specified in the brackets
[A-z]	Find any character from uppercase A to lowercase z
(a b c)	Find any of the alternatives separated with

METACHARACTERS

.	Find a single character, except newline or line terminator
\w	Word character
\W	Non-word character
\d	A digit
\D	A non-digit character
\s	Whitespace character
\S	Non-whitespace character
\b	Find a match at the beginning/end of a word
\B	Find a match not at the beginning/end of a word
\u0000	NUL character
\n	A new line character
\f	Form feed character
\r	Carriage return character
\t	Tab character
\v	Vertical tab character
\xxx	Character specified by an octal number xxx
\xdd	Latin character specified by a hexadecimal number dd
\udddd	Unicode character specified by a hexadecimal number dddd

GLOBAL FUNCTIONS

- **decodeURI()** Decode a Uniform Resource Identifier (URI) created by encodeURI or similar
- **decodeURIComponent()** Decode a URI component
- **encodeURI()** Encode a URI into UTF-8
- **encodeURIComponent()** Same but for URI components
- **eval()** Evaluate JavaScript code represented as a string
- **isFinite()** Determine whether a passed value is a finite number
- **isNaN()** Determine whether a value is an illegal number
- **Number()** Convert an object's value to a number
- **parseFloat()** Parse a string and return a floating point number
- **parseInt()** Parse a string and return an integer

JAVASCRIPT LOOPS

- **for** The most common way to create a loop in JavaScript
- **while** Set up conditions under which a loop executes
- **do while** Similar to the while loop, however, it executes at least once and performs a check at the end to see if the condition is met to execute again
- **break** Stop and exit the cycle if certain conditions are met
- **continue** Skip parts of the cycle if certain conditions are met