

# Big JavaScript Cheat Sheet

:D



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<16>



# JS code inside HTML

```
<script type = "text/javascript">  
// JavaScript code  
</script>
```

# Calling an External JS File

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

# Comments

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

# Variables

```
var a = 5;  
let z = 'zzz';  
const PI = 3.14;
```

# Data types

```
Numbers,  
Variables,  
Text (strings),  
Operations,  
True/False statements,  
Constant numbers,  
Objects
```



## Basic

`+, -, *, /, (..), %, ++, --`

## Comparison

`==, ===, !=, !==, >, <, >=, <=, ?`

## Logical

`&&, ||, !`

## Bitwise

`&, |, ~, ^, <<, >>, >>>`

# If – Else

```
if (isTrue) {  
    // Some code  
} else {  
    // Other code  
}
```

# Switch

```
switch (new Date().getDay()) {  
case 1:  
    text = "Monday";  
    break;  
case 0:  
    text = "Sunday";  
    break;  
default:  
    text = "Whatever";  
}
```

# Loops

```
/* For */
for (var i = 0; i < 5; i++) {
    document.write(i + ": " + i*2 + "<br />");
}

/* While */
var i = 1;
while (i < 50) {
    document.write(i + ", ");
    i *= 2;
}

/* Do - While */
do {
    i *= 2;
    document.write(i + ", ");
} while (i < 50)

/* Break and Continue*/
for (var i = 0; i < 10; i++) {
    if (i == 8) { break; }
    else if (i == 5) { continue; }
    document.write(i + ", ");
}
```



# Functions

```
function multiply(a, b) {  
    return a * b;  
}  
product = multiply(3, 7);
```

# Outputting Data

```
console.log(a); // Write to the browser console  
  
document.write(a); // Write to the HTML  
  
alert(a); // Output in an alert box  
  
confirm("Are you sure?"); // Yes or No  
  
prompt("Your age?", "0"); // Input dialog
```

# Global Functions

```
eval();
String(23);
isNaN();
parseFloat();
decodeURI(enc);
decodeURIComponent(enc);

Number("23");
(23).toString();
isFinite();
parseInt();
encodeURIComponent(uri);
encodeURIComponent(uri);
```

# JS Events

## Mouse:

```
/* onclick, oncontextmenu, ondblclick, onmousedown,
onmouseenter, onmouseleave, onmousemove, onmouseover,
onmouseout, onmouseup */
```

## Keyboard:

```
/* onkeydown, onkeypress, onkeyup */
```



# String

<code>charAt()</code>	<code>slice()</code>
<code>concat()</code>	<code>split()</code>
<code>indexOf()</code>	<code>substr()</code>
<code>lastIndexOf()</code>	<code>substring()</code>
<code>match()</code>	<code>toLowerCase()</code>
<code>replace()</code>	<code>toUpperCase()</code>
<code>search()</code>	<code>valueOf()</code>

# Array

<code>join()</code>	<code>slice()</code>
<code>concat()</code>	<code>splice()</code>
<code>indexOf()</code>	<code>sort()</code>
<code>lastIndexOf()</code>	<code>toString()</code>
<code>pop()</code>	<code>unshift()</code>
<code>push()</code>	<code>valueOf()</code>
<code>reverse()</code>	

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