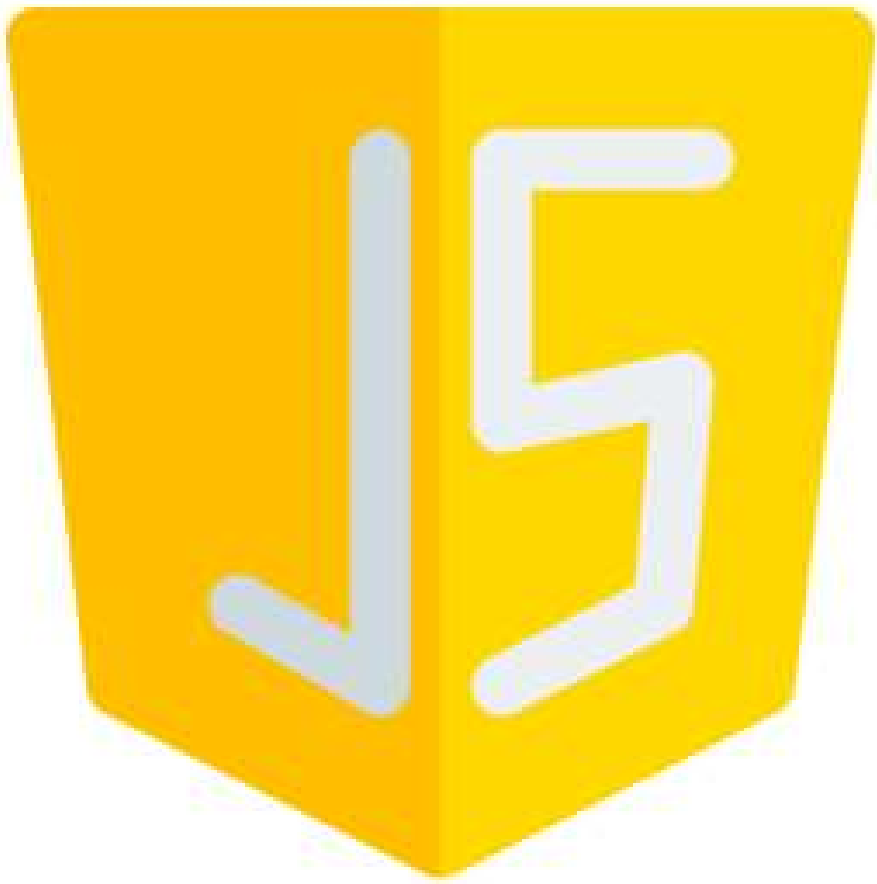
AlgoTutor

PART - 2

JAVA SCRIPT
BUILD-IN METHODS

IMPORTANT CHEATSHEET



{.js}
JavaScript

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16. BOM (Browser Object Model) Methods

- window.open(): const newWindow = window.open(url);
- window.close(): window.close();
- window.moveTo(): window.moveTo(x, y);
- window.resizeTo(): window.resizeTo(width, height);

17. Web Storage API

- localStorage.setItem(): localStorage.setItem('key', 'value');
- localStorage.getItem(): const value = localStorage.getItem('key');
- sessionStorage.setItem(): sessionStorage.setItem('key', 'value');
- sessionStorage.getItem(): const value = sessionStorage.getItem('key');

18. Fetch API and XMLHttpRequest

- fetch(): fetch(url).then(response => response.json());
- XMLHttpRequest(): const xhr = new XMLHttpRequest(); xhr.open('GET', url); xhr.send();

19. History API

- history.pushState(): history.pushState(stateObj, 'title', 'page2.html');
- history.replaceState(): history.replaceState(stateObj, 'title', 'page3.html');
- history.back(): history.back();

20. WebSockets

- WebSocket: const socket = new WebSocket('ws://example.com');

21. File and FileReader API

- FileReader.readAsDataURL(): const reader = new FileReader(); reader.readAsDataURL(file);
- FileReader.onload: reader.onload = function() { console.log(reader.result); };

22. Geolocation API

- navigator.geolocation.getCurrentPosition(): navigator.geolocation.getCurrentPosition(position => console.log(position));
- navigator.geolocation.watchPosition(): const watchID = navigator.geolocation.watchPosition(position => console.log(position));

23. Performance API

- performance.now(): const start = performance.now();

24. Request Animation Frame

- requestAnimationFrame():
  requestAnimationFrame(timestamp => { /* animations */ });

25. Internationalization

- Intl.DateTimeFormat(): const formatter = new Intl.DateTimeFormat('en-US');
  console.log(formatter.format(date));
- Intl.NumberFormat(): const numberFormatter = new Intl.NumberFormat('en-US');
  console.log(numberFormatter.format(number));

26. Canvas API

- getContext(): const ctx = canvas.getContext('2d');

27. Drag and Drop API

- ondragstart: element.ondragstart = function(event) { /* code */ };
- ondrop: dropArea.ondrop = function(event) { /* code */ };

28. Mutation Observer API

- MutationObserver(): const observer = new MutationObserver(callback); observer.observe(targetNode, config);

29. Screen API

- screen.width: const screenWidth = screen.width;
- screen.height: const screenHeight = screen.height;

30. Navigator API

- navigator.userAgent: const userAgent = navigator.userAgent;
- navigator.onLine: const isOnline = navigator.onLine;

JavaScript