JavaScript Cheat Sheet

OUTPUT

```
# This is a comment
/* This is a multi-line comment */
```

```
window.alert("Hello World")
```

Displays "Hello World" in an alert box

```
console.log("Hello World")
```

Writes "Hello World" into the browser console

DOM METHODS

These methods affect the overall HTML page.

```
document.getElementById("id")
```

Returns the element where id = "id"

```
document.getElementsByClassName("class")
```

Returns a list of elements where class="class"

```
document.createElement("button")
```

Creates a button element

```
element.childNodes
```

Returns all children elements within 'element'

```
element.parentNode
```

Returns the predecessor of 'element'

```
element.appendChild
```

Adds a DOM element to 'element'

```
element.removeChild(child_element)
```

Removes 'child_element' from 'element'

```
element.id
```

Returns or assigns an id to an element

```
element.class
```

Returns or assigns a class to an element

```
elementName.innerText = "Hello World"
```

Assigns text to an HTML element

EVENTS

Events occur only in certain circumstances; they're generally associated with functions.

```
document.onload
```

Occurs when the web page is initially loaded

```
element.onclick
```

Occurs when the element is clicked

```
element.onkeyup
```

Occurs when any key is pressed in the element

VARIABLES

Variables must be declared before they are used.

```
var number = 1;
var workshop = "Advanced Web Dev";
var even_numbers = [2, 4, 6, 8];
```

ARITHMETIC OPERATORS

+ Add   – Subtract   * Multiply   / Divide
++ Increase by one   -- Decrease by one

STRING FUNCTIONS

```
var string = "javascript";
string.length
```

Returns 10 – the length of the string

```
string.slice(0, 4)
```

Slices string from index 0 to index 4.
Returns "java"

```
string.replace('a', 'A')
```

Replaces first instance of 'a'.
Returns "jAvascript"

CONDITIONAL STATEMENTS

Relational Operators
== Equal to   != Not equal to
> Greater than   < Less than
>= Greater than or equal to
<= Less than or equal to

Boolean Operators - evaluate to *True* or *False*

```
&& and
```
```
(1 > 0) && (4 > 0)
```
Evaluates to: `True`

```
|| or
```
```
(1 > 3) || (4 > 3)
```
Evaluates to: `True`

```
! not
```
```
!(1 == 1)
```
Evaluates to: `False`

One Way Selection
```
if (name == "Sudo") {
      alert("Hello Sudo");
}
```

Two Way Selection
```
if (mark >= 50) {
      alert("Pass");
} else {
      alert("Fail");
}
```

Multiple Selection
```
if (number > 0) {
      alert("Positive");

} else if (number < 0) {

      alert("Negative");
} else {
      alert("Zero");
}
```

LOOPS

Counted Loops
```
for (i = 0; i < 5; i++) {
      alert(i);
}
```

This outputs the values 1-9.

```
// Loop through an array

var even_numbers = [2, 4, 6, 8];
for (i = 0; i < even_numbers.length; i++)
{
alert(even_numbers[i]);
}
```

This all values stored in the array.

Conditional Loops
```
var i = 1;
while (i < 10) {
      alert(i);
}
```

This outputs the values 1-9

FUNCTIONS

```
// Function that adds two numbers
function add(number1, number2) {
      return number1 + number2;
}
alert( add( 3, 4 ) )
```

Displays 7

```
// Anonymous Functions Example
window.onload = function() {
      alert("Hello");
}
```

This outputs "Hello" once the window is loaded, and cannot be used any other time.