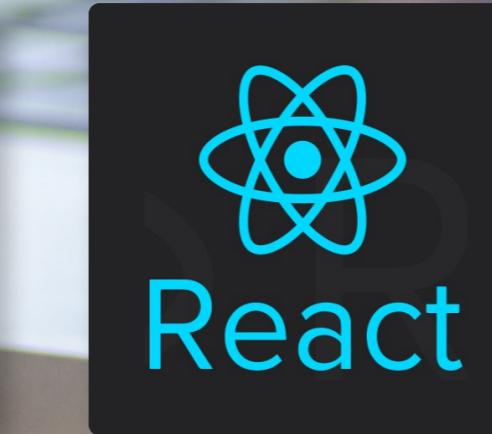




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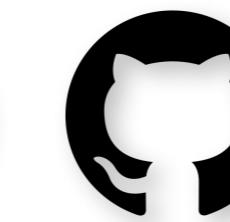


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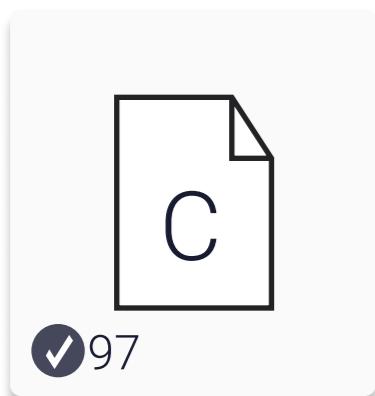
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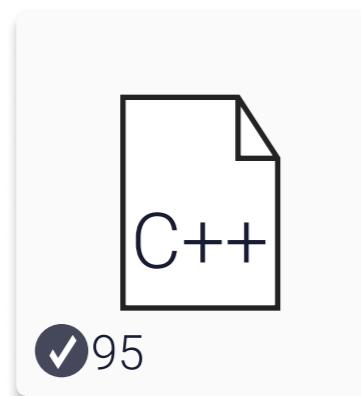
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C cheat sheet

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C++ Cheat

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✓78

CSS 2 help

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M



✓33

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Markdown help

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✓17

MongoDB

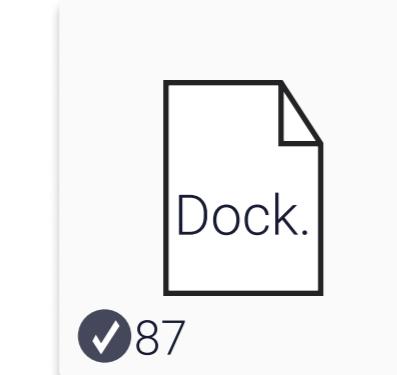
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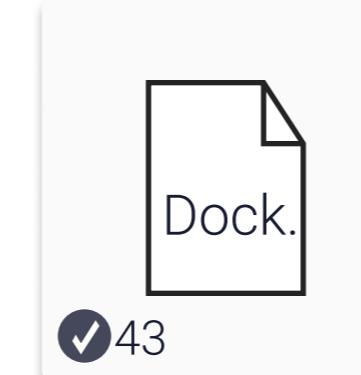
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✓87



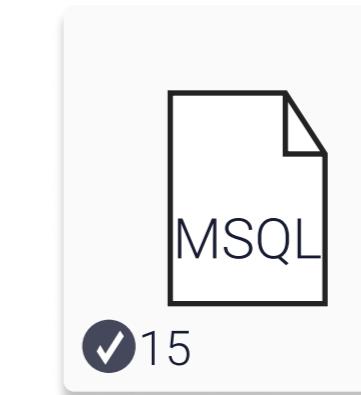
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MongoDB sheet

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MySQL

Creator 22



✓9

MySQL help

Creator 65



# Forum



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12,938 asked questions

Answers

0

Votes

0

vba

## Expected user-defined type, not project

I've looked through several pages on SF on this error. This is the first time I've tried to add records to Access via VBA. Here is my code: Option Compare Database Public Sub...

Views

2



Creator 01

Answers

0

Votes

-1

c++

pthreads

## How can I use std::thread with gcc (via pthread) on godbolt.org?

Here is my code: #include <thread> #include <chrono> using namespace std::literals::chrono\_literals; #include <iostream> void f(int n){for(int cnt = 0; cnt < n; ++cnt){...

Views

13



Creator 54

Answers

7

Votes

15

javascript

jquery

ajax

## How do I return the response from an asynchronous call?

I have a function foo which makes an Ajax request. How can I return the response from foo? I tried returning the value from the success callback as well as assigning the...

Views

1300



Creator 87

Answers

23

Votes

278

## Event binding on dynamically created elements?

I have a bit of code where I am looping through all the select boxes on a page and binding a .hover event to them to do a bit of twiddling with their width on mouse on/off. This...

Views

2530



Creator 97

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# How do I return the response from an asynchronous call?

[Ask question](#)

Asked 08.01.2013.

Views 1300

Active 1 month ago

15

I have a function `foo` which makes an Ajax request. How can I return the response from `foo`?  
I tried returning the value from the `success` callback as well as assigning the response to a local variable inside the function and returning that one, but none of those ways actually return the response.

```
function foo() {
  var result;

  $.ajax({
    url: '...',
    success: function(response) {
      result = response;
      // return response; // <- I tried that one as well
    }
  });

  return result;
}

var result = foo(); // It always ends up being `undefined`.
```



Creator 87

[Answer](#)[javascript](#)[jquery](#)[ajax](#)

7 Answers

23

## The problem

The A in Ajax stands for asynchronous. That means sending the request (or rather receiving the response) is taken out of the normal execution flow. In your example, `$.ajax` returns immediately and the next statement, `return result;`, is executed before the function you passed as `success` callback was even called.

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# JS Cheat Sheet!!! ✓58✖

^ - Start of string

\$ - End of string

. - Any single character

(a|b) - a or b

(...) - Group section

[abc] - In range (a, b or c)

[^abc] - Not in range

\s - White space

a? - Zero or one of a

a\* - Zero or more of a

a\*? - Zero or more, ungreedy

a+ - One or more of a

a+? - One or more, ungreedy

a{3} - Exactly 3 of a

a{3,} - 3 or more of a



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. - Any single character  
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a+ - One or more of a  
a+? - One or more, ungreedy  
a{3} - Exactly 3 of a  
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## Regular Expressions Syntax

^	Start of string
\$	End of string
.	Any single character
(a b)	a or b
(...)	Group section
[abc]	In range (a, b or c)
[^abc]	Not in range
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a?	Zero or one of a
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a+	One or more of a
a+?	One or more, ungreedy
a{3}	Exactly 3 of a
a{3,}	3 or more of a
a{,6}	Up to 6 of a
a{3,6}	3 to 6 of a
a{3,6}?	3 to 6 of a, ungreedy
\	Escape character
[:punct:]	Any punctuation symbol
[:space:]	Any space character

## Pattern Modifiers (cont)

x *	Allow comments and whitespace in pattern
e *	Evaluate replacement
U *	UnGreedy pattern
*	PCRE modifier

## JavaScript RegExp Object

compile()	lastParen
exec()	leftCOntext
global	multiline
ignoreCase	rightContext
input	source
lastIndex	test()
lastMatch	

## JavaScript Event Handlers

onabort	onmousedown
onblur	onmousemove
onchange	onmouseout
onclick	onmouseover
ondblclick	onmouseup

## JavaScript Arrays

concat()	slice()
join()	sort()
length	splice()
pop()	toSource()
push()	toString()
reverse()	unshift()
shift()	valueOf()

## JavaScript Numbers and Maths

abs()	min()
acos()	NEGATIVE_INFINITY
asin()	PI
atan()	POSITIVE_INFINITY
atan2()	pow()
ceil()	random()
cos()	round()
E	sin()
exp()	sqrt()
floor()	SQRT1_2
LN10	SQRT2
LN2	tan()

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## Constants

```
> const EULER = 2.7182818284
> EULER = 13
> EULER
> 2.7182818284
```

Warning! If array or object, the reference is kept constant. If the constant is a reference to an object, you can still modify the content, but never change the variable.

```
> const CONSTANTS = []
> CONSTANTS.push(EULER)
> CONSTANTS
> [ 2.7182818284 ]
> CONSTANTS = { 'euler': 2.7182818284 }
> CONSTANTS
> [ 2.7182818284 ]
```

## Binary, Octal and Hex Notation

```
> 0b1001011101 // 605
> 0o6745 // 3557
> 0x2f50a // 193802
```

## New Types

[Symbols](#) [Maps](#) [WeakMaps](#) and [Sets](#)

## let vs var

```
> var average = 5
> var average = (average + 1) / 2
> average
> 3
> let value = 'hello world'
> let value = 'what is new'
// -> throws TypeError: Identifier 'value' has already been declared
```

Be aware of Temporal Dead Zones:

```
> console.log(val) // -> 'undefined'
> var val = 3
> console.log(val) // -> 3
```

Because it's equivalent to:

```
> var val
> console.log(val)
> val = 3
> console.log(val)
```

Variables declared with "let/const" do not get hoisted:

```
> console.log(val)
// -> Throws ReferenceError
> let val = 3
> console.log(val) // -> 3
```



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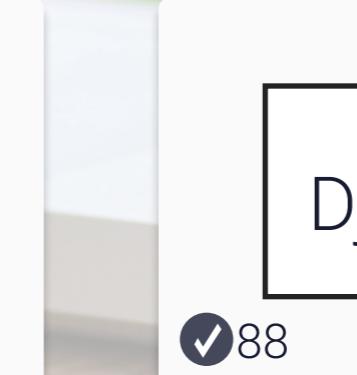
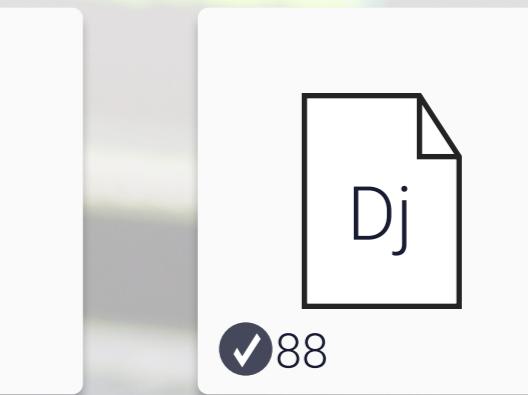
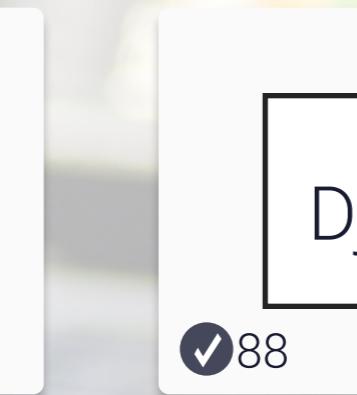
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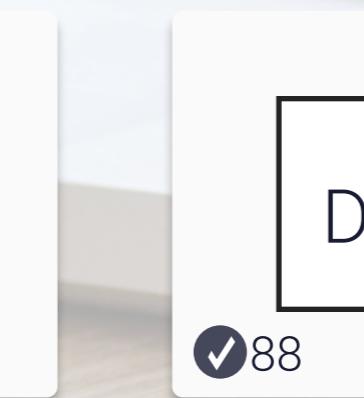
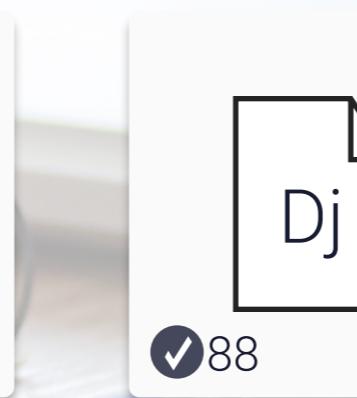
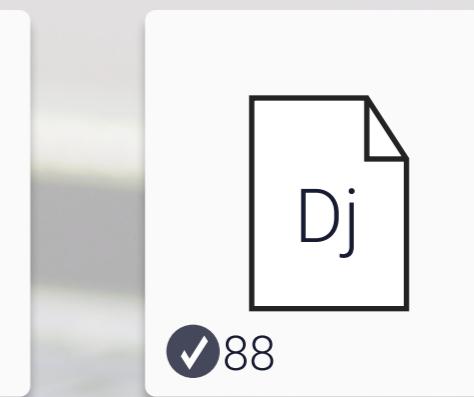
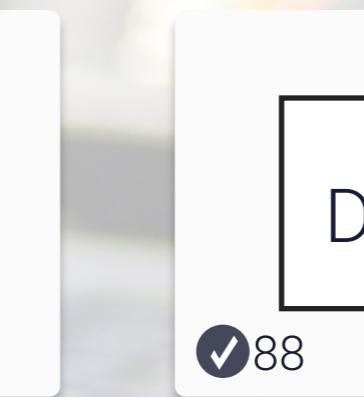
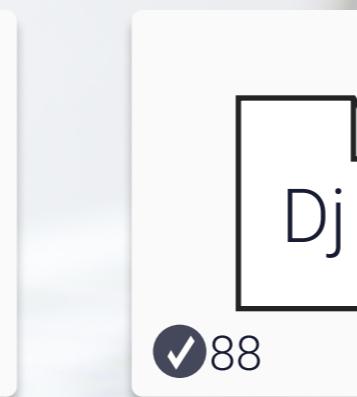


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## Google promises another Pixel 4 software update, this time for the screen's refresh rate

Every major phone launch has a “-gate”: a drama about some problem or worry with the hardware. With the Pixel 4, there are several...

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