Javascript summary

To run a test

console.log then node test.js

OR

Create a html file -> write a JS tag (<script> </script> inside the body tag -> copy paste the console .log -> click on GO LIVE -> right click on blank page -> click on inspect

To reference documents

Inside a Html document

<script src =”test.js”></script>

Inside a Javascript document

Document.GetElementById (« name »).innerHTML = « »

To style the document

Document.GetElementById (« name »).style = “color:red”;

To read the document

Console.log (document.getElementById (“name”).innerHTML);

DATA TYPES : String, number, Boolean, Undefined, null, Object, Nan

To know what kind of data something is. Example for 1

Console.log (typeof 1);

COMMENTS

// OR /\* \*/

VARIABLES

To declare a variable

*var* x = 1 OR  *const* x = 1 OR  *let* x =1

Most common way to name them : use a descriptive name, be specific and use camel case.

ARITHMETIC OPERATORS

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| + | - | \* | / | \*\* | % | ++ | -- |

Order of operations BEDMAS

ASSIGNMENT OPERATORS

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| += | -= | \*= | /= | %= | \*\*= |

TYPE CONVERSIONS

From a string to a number : Number (x), parseInt (x), parsefloat (x)

parseInt (x) and parsefloat (x) only work on strings

Other values to a string: .toString ()