

VS Code JavaScript (ES6) code snippets

Below is a list of all available snippets and the triggers of each one. The **→** means the TAB key.

Import and export

Trigger	Content
<code>imp→</code>	<code>imports entire module import fs from 'fs';</code>
<code>imn→</code>	<code>imports entire module without module name import 'animate.css'</code>
<code>imd→</code>	<code>imports only a portion of the module using destructing import {rename} from 'fs'</code>
<code>ime→</code>	<code>imports everything as alias from the module import * as localAlias from 'fs';</code>
<code>ima→</code>	<code>imports only a portion of the module as alias import { rename as localRename } from 'fs';</code>
<code>rqr→</code>	<code>require package require('');</code>
<code>req→</code>	<code>require package to const const packageName = require('packageName');</code>
<code>mde→</code>	<code>default module.exports module.exports = {};</code>
<code>env→</code>	<code>exports name variable export const nameVariable = localVariable;</code>
<code>enf→</code>	<code>exports name function export const log = (parameter) => { console.log(parameter);};</code>
<code>edf→</code>	<code>exports default function export default function fileName (parameter){ console.log(parameter);};</code>
<code>ec1→</code>	<code>exports default class export default class Calculator { };</code>
<code>ece→</code>	<code>exports default class by extending a base one export default class Calculator extends BaseClass { };</code>

Class helpers

Trigger	Content
<code>con→</code>	<code>adds default constructor in the class constructor() {}</code>
<code>met→</code>	<code>creates a method inside a class add() {}</code>
<code>pge→</code>	<code>creates a getter property get propertyName() {return value;}</code>
<code>pse→</code>	<code>creates a setter property set propertyName(value) {}</code>

Various methods

Trigger	Content
<code>fre→</code>	<code>forEach loop in ES6 syntax array.forEach(currentItem => {})</code>
<code>fof→</code>	<code>for ... of loop for(const item of object) {}</code>
<code>fin→</code>	<code>for ... in loop for(const item in object) {}</code>
<code>anfn→</code>	<code>creates an anonymous function (params) => {}</code>
<code>nfn→</code>	<code>creates a named function const add = (params) => {}</code>
<code>dob→</code>	<code>destructing object syntax const {rename} = fs</code>
<code>dar→</code>	<code>destructing array syntax const [first, second] = [1,2]</code>
<code>sti→</code>	<code>set interval helper method setInterval(() => {});</code>
<code>sto→</code>	<code>set timeout helper method setTimeout(() => {});</code>
<code>prom→</code>	<code>creates a new Promise return new Promise((resolve, reject) => {});</code>
<code>thenc→</code>	<code>adds then and catch declaration to a promise .then((res) => {}).catch((err) => {});</code>

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Console methods

Trigger	Content
cas→	console alert method console.assert(expression, object)
ccl→	console clear console.clear()
cco→	console count console.count(label)
cdb→	console debug console.debug(object)
cdi→	console dir console.dir
cer→	console error console.error(object)
cgr→	console group console.group(label)
cge→	console groupEnd console.groupEnd()
clg→	console log console.log(object)
clo→	console log object with name console.log('object :>> ', object);
ctr→	console trace console.trace(object)
cwa→	console warn console.warn
cin→	console info console.info
clt→	console table console.table
cti→	console time console.time
cte→	console timeEnd console.timeEnd