



# JavaScript Cheatsheet II

## Arrays

```
let pets = ["cat", "dog", "rabbit"];
```

## Indexes

```
pets[1] = "snake";  
  
console.log(pets[1]); // Output: snake
```

## Array Methods

```
pets.shift();          // removes cat  
pets.pop();           // removes rabbit  
pets.indexOf("snake"); // 0  
pets.includes("fish"); // false
```

## Functions

```
function voicemail() {  
  return "hello! pls leave a message";  
}  
  
voicemail();
```

## Parameters

```
function greeting(name) {  
  console.log("Hi, " + name + "!");  
}
```

## Arguments

```
greeting("Eric");  
// "Eric" is the argument
```

## Link JavaScript in HTML

```
<script src="bye.js"></script>
```

## Objects

```
const phone = {  
  brand: "Apple",  
  model: "iPhone 17 Pro Max",  
  number: 123456789  
  call() {  
    console.log("ring ring!");  
  }  
}  
  
console.log(phone.brand); // property
```

## Selecting HTML Elements (Standard)

```
// select the element with the match  
document.querySelector("h1");  
document.querySelector(".class-name");  
document.querySelector("#id-name");  
  
// selects all elements with the match  
document.querySelectorAll("#id-name");
```

## Selecting HTML Elements

```
document.getElementsByClassName("class");  
document.getElementById("id-name");
```

## Updating CSS Styles

```
document.getElementByClassName("name")  
.style.textAlign = "right";
```

## .addEventListener()

```
let btn = document.getElementById("btn");  
let message = document.getElementById("message");  
  
btn.addEventListener("click", function() {  
  message.innerText = "<h1>Yep it's clicked</h1>";  
});  
  
// Now go build the web app of your dreams! <3
```