JavaScript Cheat Sheet

1) Variables & Data Types

- var, let, const: Declare variables with var, let or const (block scoped)
- Data Types: Primitive types include number, string, boolean, null, undefined, symbol. Objects include object, array, function.

2) Operators

- Arithmetic operators: $+$, $-$, $*$, $/$, $\cdot/\cdot$ (modulus), $++$ (increment), $--$ (decrement)
- Comparison Operators: $==$, $===$ (strict equality), $!=$, $!==$ (strict inequality), $>$, $<$, $>=$, $<=$
- Logical Operators: && (and), || (or), ! (not)

3) Control Flow

- if...else statement - Executes code based on a condition
- switch statement - Selects one of many code blocks to execute
- for loop: Repeats a block of code a specified no. of times
- while loop: Loops through a block of code while a specified condition is true.

4) Functions

- Function declaration: Declares a function with the function keyword

- Arrow Functions: A concise way to write functions using =>

- Parameters & Arguments: Parameters are the names listed in function definition. Arguments are the values received by function when it is invoked.

) Arrays

- declaration - using square brackets [].

- Accessing elements: Use bracket notation [] & zero-based index to access elements.

- Array methods: include push(), pop(), shift(), unshift(), slice(), splice(), forEach(), map(), filter(), reduce()

) Objects

- Declaration - using curly braces {}.

- Properties & Methods:- Properties are variables attached to objects. Methods are functions attached to objects.

- Accessing properties:- Use dot notation (.) or bracket notation [] to access properties & methods.

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7) Dom Manipulation

- Selecting elements - Use document.querySelector() or document.get ElementbyId()

- Manipulating elements. Change text or HTML content, modify CSS style add or remove classes, attach event listener

8) Asynchronous JavaScript:-

- Callbacks. Functions passed as arguments to other functions to be executed later.

- Promises:. Represent eventual completion or failure of an asynchronous operation.

- Async/Await :- Synctatic Syntactic sugar for working with promises, making asynchronous code more readable & maintanable

9) Error Handling

- try...catch : Handles errors gracefully by catching exceptions within a block of code

- throw statement: Throws a user-defined exception.

10) Modules

- Exporting : Use export keyword to export functions, objects or primitives from a module

- Importing : Use import keyword to import exported binding from another module.