

JavaScript Cheat Sheet

Data Types

```
String - "Apples" // A line of characters represented in quotes
Integer - 1 // A number without a decimal
Float - 1.0 // A number with a decimal
Boolean - true // A true or false value
```

Variables

```
const x = 5; //use const for variables which values will not change in
the program
let y = 15; //use let for variable which will change at a point in
your program
```

Loops

```
//FOR LOOPS (USE WHEN YOU NEED NEW VARIABLES FOR LOOP)
for(let i = 0; /*variable declaration*/; i < 15; /*condition/i++){
    console.log(i);
}
//WHILE LOOPS (USE WHEN VARIABLES USED FOR LOOP IS DECLARED)
let x = 2;
while(x < 10 /*condition*/){
    x += 2;
}
```

Functions

```
//old function syntax
function multiply(x,y/*function parameter*/){
    console.log(x*y);
}
//NEW arrow function syntax
const multiply = (x,y /*function parameter*/)=> console.log(x*y)
```

Document Object Model (DOM)

The Document Object Model, is used to explain how we can use Javascript to interact with our HTML. The “Document” in the model refers to the HTML page itself. The “Object” refers to anything that we have added to page like images, that we can manipulate using JavaScript. The “Model” refers to how we layout our objects.

Dom Selectors

```
document.querySelector()//use # to select id, . for class, and tag name for tag  
document.querySelectorAll()//same thing as above but selects all  
document.getElementById()//used to select something using the Id  
document.getElementsByClassName()//used to select something by class  
document.getElementsByTagName()//used to select something by tag
```

Dom Manipulation

```
//DOM MANIPULATION  
const h1 = document.getElementById("hoverh1");  
h1.style.color = "blue"; //style property used to style elements  
h1.innerHTML = "Hello World"; //changes the text of the h1  
  
//Event Listeners  
h1.addEventListener('click',function(){ //runs the function when the  
h1 is clicked  
    alert("You clicked me!");  
}))
```

Arrays

```
//Arrays - a variable that can hold multiple strings, integers or floats  
let fruits = ["Oranges", "Apples", "Bananas"]  
console.log(fruits[0]); //prints out the thing in the first index of the array  
  
//Adding something to an array  
fruits.push('Bananas');  
  
console.log(fruits);  
  
//Mapping Method for an array  
let numbers = [1,2,3,4,5];  
  
let doubled = numbers.map(x=>x*2);//takes each original argument and doubles it
```