



JS CHEATSHEET

BASICS

<script src="/scripts/script.js"></script>	External script file, always link at the bottom of your body.
/* Multi line comment */ // One line	Multi line and single line comment

* link third-party scripts before your own scripts.

VARIABLES

definition

let a = 15;	block scope {} local variable
var b = "IoT";	general variable
const PI = 3.14;	constant

* 'use strict'; makes sure you don't forget the var, let or const.

datatypes

Boolean	true or false
Number	integer or float
bigint	unlimited integer (eg. 23232n)
String	Text
undefined	eg. let a;
Null	eg. let a = null;
Symbol	eg. Symbol("description");
Function	eg. let a = function(){};
Array	eg. let a = [2,3,4,5]
Date	eg. let a = new Date("2020-02-02");
RegExp	eg. let a = /()/;

* variables are 'loosly-typed' in javascript, so the datatype can change during the program.

logic operators

&&	AND
	OR
!	NOT
==	EQUAL (content)
===	EQUAL (content and datatype)

DECISIONS

<pre>if ((age >= 14) && (age < 19)) { status = "Eligible." } else { status = "Not eligible." }</pre>	logical decision based on a condition with a true and false action.
<pre>switch (new Date().getDay()) { case 6: text = "Saturday"; break; case 0: text = "Sunday"; break; default: text = "Whatever"; }</pre>	switched decision based on content with a default action.
(a == 5) ? s = true : s = false;	ternary operator for if - else

LOOPS

for (let i=0; i<10; i++){}	FOR
let names = ['Piet','Jan','Pol']; for (let name of names) {};	FOR-OF
let names = {n1:'Piet',n2:'Jan',n3:'Pol'}; for (let i in names) {};	FOR-IN
let count = 5; while (count > 0){}	WHILE
let count = 5; do { } while (count > 0);	DO-WHILE
arr.forEach(element => {});	loop true an array

FUNCTIONS

<pre>function isEven(n) { return ((n%2)===0); } let even=isEven(10);</pre>	definition and call of function
let sayMessage= function(message){};	function as a variable
let obj= { f: function(message){ } };	function as part of an object
nummers.forEach(function(i) { });	anonymous function

ERROR HANDLING

<pre>try { // code } catch (e){ // error handling };</pre>	standard try – catch syntax for error handling
--	--

DOM ELEMENT INTERACTION

document.getElementById()	get an element by Id
document.getElementByName()	get an element by Name
document.getElementsByTagName()	get an element by Tag
document.querySelectorAll()	get a list of elements by selection
document.querySelector()	get an element by selection
.textContent=	change the text content of an element

* never use .innerHTML due to security issues!

JSON

let obj = JSON.parse(jsonstring);	convert a json string into an object
let jsonstring = JSON.stringify(obj);	convert an object into a json string
let name = obj.student[1].name;	access JSON values in an object

AJAX

<pre>document.getElementById('get').addEventListener('click', getData); function getData() { fetch("https://httpbin.org/get?a=1").then(response => response.json()). then(response => { document.getElementById('result').textContent= JSON.stringify(response.args); }); };</pre>	promise callback
<pre>document.getElementById('get').addEventListener('click', getData); async function getData() { let response = await fetch("https://httpbin.org/get?a=1"); let json = await response.json(); document.getElementById('result').textContent= JSON.stringify(json.args); };</pre>	Async/await callback