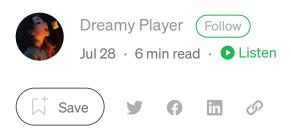


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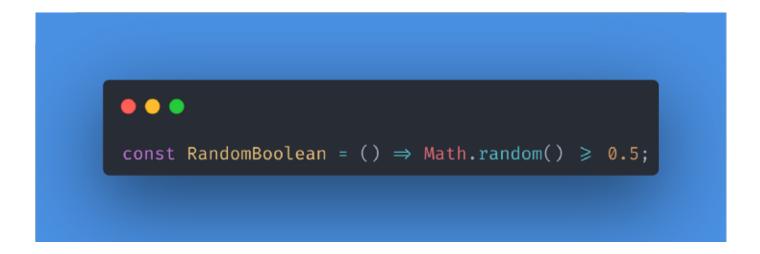


# 40+ Killer JavaScript One Liners

# Hey Everyone! Comment your Best One-liner Ts/Js code.

#### 1. Get a random boolean

This function will return a boolean (true or false) using Math.random() method. It's a 50/50 chance to get either true or false.



# 2. Check if the provided date is a weekday or Weekend











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```
const isWeekend = date ⇒ [0, 6].indexOf(date.getDay()) ≠ -1;
```

3. Check if a number is even or odd

```
const isEven = num \Rightarrow num % 2 \Longrightarrow 0;

// OR

const isEven = (n) \Rightarrow !(n & 1);
```

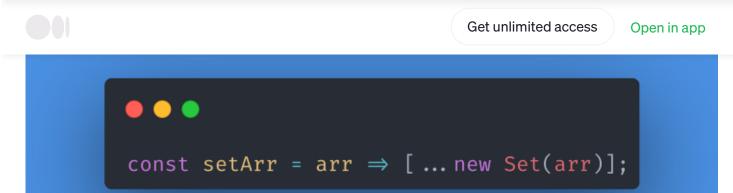
4. Remove all duplicate values in an array











# 5. Check if a variable is an array

A clean and easy way to check if a variable is an array.

```
const isArray = (arr) ⇒ Array.isArray(arr);
```

#### 6. Generate a random number between two numbers

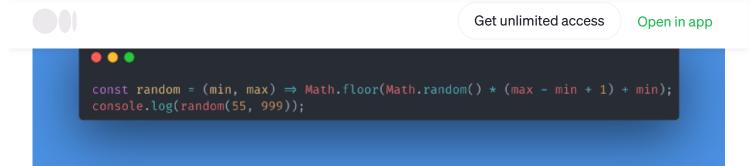
This will take two numbers as params and will generate a random number between those two numbers!











# 7. Generate a random string (unique id?)

```
o o o
const randomString = () ⇒ Math.random().toString(36).slice(2);
```

# 8. Swapping Two Variables || Destructuring

Destructuring assignment that swaps the variables values









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```
let foo = 'ॐ';
let bar = 'ŵ';
[foo, bar] = [bar, foo];
```

# 9. Calculate number of days between two dates

To calculate the days between two dates, we first find the absolute between two dates and then divide it with 24 \* 60 \* 60 \* 1000 = 86400000 which is equal to milliseconds in a single day, and at the end, we round the result and return it.

```
    Output
    Output
    Const daysDiff = (date, date2) ⇒ Math.ceil(Math.abs(date - date2) / 86400000);
```

You can use Math.round or Math.floor instead of Math.ceil.

# 10. Different ways of merging multiple arrays









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```
// Merge but don't remove the duplications
const merge = (a, b) ⇒ a.concat(b);
// Or
const merge = (a, b) ⇒ [...a, ...b];

// Merge and remove the duplications
const merge = [... new Set(a.concat(b))];
// Or
const merge = [... new Set([...a, ...b])];
```

# 11. Get the actual type of javascript primitives

## 12. Truncate









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```
// string at the end
const truncateString = (string, length) ⇒ {
  return string.length < length ? string : `${string.slice(0, length - 3)}...`;
};

// string from the middle
const truncateStringMiddle = (string, length, start, end) ⇒ {
  return `${string.slice(0, start)}...${string.slice(string.length - end)}`;
};

// A number to a fixed decimal point
const toFixed = (n, fixed) ⇒ ~(Math.pow(10, fixed) * n) / Math.pow(10, fixed);</pre>
```

#### 13. Capitalizing a string

```
const capitalize = (str) ⇒ str.charAt(0).toUpperCase() + str.slice(1);
// OR capitalize all starting words in a sentence
const capitalize = (str, lower = false) ⇒
  (lower ? str.toLowerCase() : str).replace(/(?:^|\s|["'([{]})+\S/g, match ⇒ match.toUpperCase());
```

## 14. Check if the current tab is in view/focus

This simple helper method returns true or false depending on if a tab is in view/focus









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```
const isTabInView = () ⇒ document.hidden;
isTabInView(); // true/false
// OR
document.hidden ? 'hidden' : 'visible';
```

## 15. Reverse a string

```
const reverse = str \Rightarrow str.split('').reverse().join('');
// OR
const reverse = str \Rightarrow [... str].reverse().join``
```

# 16. Check if an element is currently in focus

We can check if an element is currently in focus using the document.activeElement property.











## 17. Check if the current user has touch events supported

```
const touchSupported = () ⇒ {
  ('ontouchstart' in window || window.DocumentTouch 86 document instanceof window.DocumentTouch);
};
```

## 18. Scroll to top of the page

```
const goToTop = () ⇒ window.scrollTo(0, 0, 'smooth');
goToTop();
// OR
const scrollToTop = (element) ⇒
    element.scrollIntoView({ behavior: "smooth", block: "start" });
// Scroll to bottom of the page
const scrollToBottom = () ⇒ window.scrollTo(0, document.body.scrollHeight);
```

# 19. Get average value of arguments

We can use the reduce method to get the average value of the arguments.











# 20. Convert Fahrenheit / Celsius

Dealing with temperatures can be confusing at times. These 2 functions will help you convert Fahrenheit to Celsius and the other way around.

```
const celsiusToFahrenheit = (celsius) ⇒ celsius * 9/5 + 32;
const fahrenheitToCelsius = (fahrenheit) ⇒ (fahrenheit - 32) * 5/9;
```

#### 21. Get query parameters from the URL

To obtain query parameters, we must first divide the URL at "?" and then replace "=" with ":" and "&" with ",".

```
const getQueryParams = URL ⇒

JSON.parse('{"' + decodeURI(URL.split('?')[1]).replace(/5/g, '","').replace(//gg, '";"') + '"}');

getQueryParams('https://www.com?search=api&test=true')

// {search: 'api', test: 'true'}
```









To paste text:

```
const text = navigator.clipboard.readText();
```

#### 23. Get Value of a brower Cookie

Retrieve the value of a cookie by accessing with document.cookie

```
const cookie = name ⇒ `; ${document.cookie}`.split(`; ${name}=`).pop().split(';').shift();
cookie('_ga');
// Result: "GA1.2.1929736587.1601974046"
```









25. Find which is the day by a given date in year.

```
const dayOfYear = (date) ⇒
   Math.floor((date - new Date(date.getFullYear(), 0, 0)) / 1000 / 60 / 60 / 24);
dayOfYear(new Date()); // Result: 272
```

#### 26. Clear All Cookies

You can easily clear all cookies stored in a web page by accessing the cookie using document.cookie and clearing it.

```
const clearCookies = document.cookie.split(';').forEach(cookie ⇒ document.cookie =
cookie.replace(/^ +/, '').replace(≠.+/, '=;expires=${new Date(0).toUTCString()};path=/'));
```

27. Check if array is empty && Object Is Empty











#### 28. Get Selected Text

Get the text the user has select using inbuilt getSelection property.

```
const getSelectedText = () ⇒ window.getSelection().toString();
```

## 29. Detect Dark Mode

```
const isDarkMode = window.matchMedia 86 window.matchMedia('(prefers-color-scheme: dark)').matches
console.log(isDarkMode) // Result: True or False
```

## 30. Shuffle an Array

Shuffling an array is super easy with sort and random methods.











```
const shuffleArray = (arr) ⇒ arr.sort(() ⇒ 0.5 - Math.random());
```

#### 31. Generate Random Hex

```
const randomHex = () ⇒ '#' + Math.floor(Math.random() * 16777215).toString(16);
// OR
const randomHex = () ⇒ `#${Math.floor(Math.random() * 0×ffffff).toString(16).padEnd(6, "0")}`;
```

#### 32. Convert RGB to Hex

```
const rgbToHex = (r, g, b) ⇒
   "#" + ((1 << 24) + (r << 16) + (g << 8) + b).toString(16).slice(1);
rgbToHex(0, 51, 255); // Result: #0033ff</pre>
```

#### 33. Get Min & max value of an array











## 34. Reload the current page

```
const reload = () ⇒ location.reload();

// Or
const reload = () ⇒ (location.href = location.href);
```

35. Check if a string consists of a repeated character sequence

```
const consistsRepeatedSubstring = (str) ⇒ `${str}${str}`.indexOf(str, 1) ≠ str.length;
```

36. Convert a letter to associate emoji









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const letterToEmoji = (c) ⇒ String.fromCodePoint(c.toLowerCase().charCodeAt(0) + 127365);

37. Calculate the angle of a line defined by two points

```
// In radians
const radiansAngle = (p1, p2) ⇒ Math.atan2(p2.y - p1.y, p2.x - p1.x);
// In degrees
const degreesAngle = (p1, p2) ⇒ (Math.atan2(p2.y - p1.y, p2.x - p1.x) * 180) / Math.PI;
```

38. Convert radians to degrees && degrees to radians

```
const radsToDegs = (rad) ⇒ (rad * 180) / Math.PI;

// 86

const degsToRads = (deg) ⇒ (deg * Math.PI) / 180.0;
```

39. Wait for an amount of time











# 40. Create an object from the pairs of key and value

# 41. Get union of arrays

```
const union = (...arr) ⇒ [...new Set(arr.flat())];
```

# 42. Partition an array based on a condition











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```
const partition = (arr, criteria) ⇒ arr.reduce((acc, i) ⇒ (acc[criteria(i) ? 0 : 1].push(i),
acc), [[], []]);
partition([1, 2, 3, 4, 5], (n) ⇒ n % 2); // [[1, 3, 5], [2, 4]]
```

## 43. Remove falsy values from array

```
const removeFalsy = (arr) ⇒ arr.filter(Boolean);
```

That's all Aliens!

Hope you found this helpful, see you in the next one @

Please clap if you found this article useful.







