

---

Beginner's Essential

# Javascript Cheat Sheet

The language of the web.



WebsiteSetup

# Table of Contents

|                          |    |
|--------------------------|----|
| Javascript Basics        | 2  |
| Variables                | 2  |
| Arrays                   | 3  |
| Operators                | 4  |
| Functions                | 5  |
| Loops                    | 7  |
| If - Else Statements     | 7  |
| Strings                  | 7  |
| Regular Expressions      | 9  |
| Numbers and Math         | 10 |
| Dealing with Dates       | 12 |
| DOM Node                 | 14 |
| Working with the Browser | 18 |
| Events                   | 21 |
| Errors                   | 27 |

# Javascript Basics

## Including JavaScript in an HTML Page

```
<script type="text/javascript">  
  //JS code goes here  
</script>
```

## Call an External JavaScript File

```
<script src="myscript.js"></script><code></code>
```

## Including Comments

```
//
```

Single line comments

```
/* comment here */
```

Multi-line comments

# Variables

## var, const, let

**var**

The most common variable. Can be reassigned but only accessed within a function. Variables defined with var move to the top when code is executed.

**const**

Cannot be reassigned and not accessible before they appear within the code.

**let**

Similar to const, however, let variable can be reassigned but not re-declared.

## Data Types

```
var age = 23
```

Numbers

```
var x
```

Variables

```
var a = "init"
```

Text (strings)

```
var b = 1 + 2 + 3
```

Operations

```
var c = true
```

True or false statements

```
const PI = 3.14
```

Constant numbers

```
var name = {firstName:"John", lastName:"Doe"}
```

Objects

## Objects

```
var person = {  
  firstName:"John",  
  lastName:"Doe",  
  age:20,  
  nationality:"German"  
};
```

## Arrays

```
var fruit = ["Banana", "Apple", "Pear"];
```

### Array Methods

```
concat()
```

Join several arrays into one

```
indexOf()
```

Returns the first position at which a given element appears in an array

```
join()
```

Combine elements of an array into a single string and return the string

```
lastIndexOf()
```

Gives the last position at which a given element appears in an array

**pop()**

Removes the last element of an array

**push()**

Add a new element at the end

**reverse()**

Reverse the order of the elements in an array

**shift()**

Remove the first element of an array

**slice()**

Pulls a copy of a portion of an array into a new array of 4 24

**sort()**

Sorts elements alphabetically

**splice()**

Adds elements in a specified way and position

**toString()**

Converts elements to strings

**unshift()**

Adds a new element to the beginning

**valueOf()**

Returns the primitive value of the specified object

## Operators

### Basic Operators

**+** Addition

**-** Subtraction

**\*** Multiplication

**/** Division

**(...)** Grouping operator

**%** Modulus (remainder)

**++** Increment numbers

**--** Decrement numbers

## Comparison Operators

|                    |                                   |
|--------------------|-----------------------------------|
| <code>==</code>    | Equal to                          |
| <code>===</code>   | Equal value and equal type        |
| <code>!=</code>    | Not equal                         |
| <code>!==</code>   | Not equal value or not equal type |
| <code>&gt;</code>  | Greater than                      |
| <code>&lt;</code>  | Less than                         |
| <code>&gt;=</code> | Greater than or equal to          |
| <code>&lt;=</code> | Less than or equal to             |
| <code>?</code>     | Ternary operator                  |

## Logical Operators

|                         |             |
|-------------------------|-------------|
| <code>&amp;&amp;</code> | Logical and |
| <code>  </code>         | Logical or  |
| <code>!</code>          | Logical not |

## Bitwise Operators

|                           |                       |
|---------------------------|-----------------------|
| <code>&amp;</code>        | AND statement         |
| <code> </code>            | OR statement          |
| <code>~</code>            | NOT                   |
| <code>^</code>            | XOR                   |
| <code>&lt;&lt;</code>     | Left shift            |
| <code>&gt;&gt;</code>     | Right shift           |
| <code>&gt;&gt;&gt;</code> | Zero fill right shift |

# Functions

```
function name(parameter1, parameter2, parameter3) {  
    // what the function does  
}
```

## Outputting Data

`alert()`

Output data in an alert box in the browser window

`confirm()`

Opens up a yes/no dialog and returns true/false depending on user click

`console.log()`

Writes information to the browser console, good for debugging purposes

**document.write()**

Write directly to the HTML document

**prompt()**

Creates an dialogue for user input

## **Global Functions**

**decodeURI()**

Decodes a Uniform Resource Identifier (URI) created by encodeURIComponent or similar

**decodeURIComponent()**

Decodes a URI component

**encodeURIComponent()**

Encodes a URI into UTF-8

**encodeURIComponent()**

Same but for URI components

**eval()**

Evaluates JavaScript code represented as a string

**isFinite()**

Determines whether a passed value is a finite number

**isNaN()**

Determines whether a value is NaN or not

**Number()**

Returns a number converted from its argument

**parseFloat()**

Parses an argument and returns a floating point number

**parseInt()**

Parses its argument and returns an integer

# Loops

```
for (before loop; condition for loop; execute after loop) {  
    // what to do during the loop  
}  
for
```

The most common way to create a loop in Javascript

**while**

Sets up conditions under which a loop executes

**do while**

Similar to the while loop, however, it executes at least once and performs a check at the end to see if the condition is met to execute again

**break**

Used to stop and exit the cycle at certain conditions

**continue**

Skip parts of the cycle if certain conditions are met of 7 24

# If - Else Statements

```
if (condition) {  
    // what to do if condition is met  
} else {  
    // what to do if condition is not met  
}
```

# Strings

```
var person = "John Doe";
```

## Escape Characters

```
\'    - Single quote  
\"    - Double quote  
\\    - Backslash  
\\b   - Backspace  
\\f   - Form feed  
\\n   - New line  
\\r   - Carriage return  
\\t   - Horizontal tabulator
```



`\v` - Vertical tabulator

## String Methods

### `charAt()`

Returns a character at a specified position inside a string

### `charCodeAt()`

Gives you the unicode of character at that position

### `concat()`

Concatenates (joins) two or more strings into one

### `fromCharCode()`

Returns a string created from the specified sequence of UTF-16 code units

### `indexOf()`

Provides the position of the first occurrence of a specified text within a string

### `lastIndexOf()`

Same as `indexOf()` but with the last occurrence, searching backwards

### `match()`

Retrieves the matches of a string against a search pattern

### `replace()`

Find and replace specific text in a string

### `search()`

Executes a search for a matching text and returns its position

### `slice()`

Extracts a section of a string and returns it as a new string

### `split()`

Splits a string object into an array of strings at a specified position

### `substr()`

Similar to `slice()` but extracts a substring depended on a specified number of characters

### `substring()`

Also similar to `slice()` but can't accept negative indices

### `toLowerCase()`

Convert strings to lowercase

`toUpperCase()`

Convert strings to uppercase

`valueOf()`

Returns the primitive value (that has no properties or methods) of a string object

## Regular Expressions

### Pattern Modifiers

`e` – Evaluate replacement

`i` – Perform case-insensitive matching

`g` – Perform global matching

`m` – Perform multiple line matching

`s` – Treat strings as single line

`x` – Allow comments and whitespace in pattern

`U` – Non Greedy pattern

### Brackets

`[abc]` Find any of the characters between the brackets

`[^abc]` Find any character not in the brackets

`[0-9]` Used to find any digit from 0 to 9

`[A-z]` Find any character from uppercase A to lowercase z

`(a|b|c)` Find any of the alternatives separated with `|`

### Metacharacters

`.` – Find a single character, except newline or line terminator

`\w` – Word character

`\W` – Non-word character

`\d` – A digit

`\D` – A non-digit character

`\s` – Whitespace character

`\S` – Non-whitespace character

`\b` – Find a match at the beginning/end of a word

`\B` – A match not at the beginning/end of a word

`\0` – NUL character

`\n` – A new line character

`\f` – Form feed character

`\r` – Carriage return character

`\t` – Tab character

`\v` – Vertical tab character

`\xxx` – The character specified by an octal number `xxx`  
`\xdd` – Character specified by a hexadecimal number `dd`  
`\uxxxx` – The Unicode character specified by a hexadecimal number `xxxx`

## Quantifiers

`n+` – Matches any string that contains at least one `n`  
`n*` – Any string that contains zero or more occurrences of `n`  
`n?` – A string that contains zero or one occurrences of `n`  
`n{X}` – String that contains a sequence of `X` `n`'s  
`n{X,Y}` – Strings that contains a sequence of `X` to `Y` `n`'s  
`n{X,}` – Matches any string that contains a sequence of at least `X` `n`'s  
`n$` – Any string with `n` at the end of it  
`^n` – String with `n` at the beginning of it  
`?=n` – Any string that is followed by a specific string `n`  
`?!n` – String that is not followed by a specific string `n`

# Numbers and Math

## Number Properties

### `MAX_VALUE`

The maximum numeric value representable in JavaScript

### `MIN_VALUE`

Smallest positive numeric value representable in JavaScript

### `NaN`

The “Not-a-Number” value

### `NEGATIVE_INFINITY`

The negative Infinity value

### `POSITIVE_INFINITY`

Positive Infinity value

## Number Methods

### `toExponential()`

Returns a string with a rounded number written as exponential notation

### `toFixed()`

Returns the string of a number with a specified number of decimals

**toFixed()**

String of a number written with a specified length

**toString()**

Returns a number as a string

**valueOf()**

Returns a number as a number

## Math Properties

|                |                            |
|----------------|----------------------------|
| <b>E</b>       | Euler's number             |
| <b>LN2</b>     | The natural logarithm of 2 |
| <b>LN10</b>    | Natural logarithm of 10    |
| <b>LOG2E</b>   | Base 2 logarithm of E      |
| <b>LOG10E</b>  | Base 10 logarithm of E     |
| <b>PI</b>      | The number PI              |
| <b>SQRT1_2</b> | Square root of 1/2         |
| <b>SQRT2</b>   | The square root of 2       |

## Math Methods

**abs(x)**

Returns the absolute (positive) value of x

**acos(x)**

The arccosine of x, in radians

**asin(x)**

Arcsine of x, in radians

**atan(x)**

The arctangent of x as a numeric value

**atan2(y,x)**

Arctangent of the quotient of its arguments

**ceil(x)**

Value of x rounded up to its nearest integer

**cos(x)**

The cosine of x (x is in radians)

**exp(x)**

Value of  $E^x$

**floor(x)**

The value of x rounded down to its nearest integer

**log(x)**

The natural logarithm (base E) of x

**max(x, y, z, . . . , n)**

Returns the number with the highest value

**min(x, y, z, . . . , n)**

Same for the number with the lowest value

**pow(x, y)**

X to the power of y

**random()**

Returns a random number between 0 and 1

**round(x)**

The value of x rounded to its nearest integer

**sin(x)**

The sine of x (x is in radians)

**sqrt(x)**

Square root of x

**tan(x)**

The tangent of an angle

## Dealing with Dates

### Setting Dates

**Date()**

Creates a new date object with the current date and time

**Date(2017, 5, 21, 3, 23, 10, 0)**

Create a custom date object. The numbers represent year, month, day, hour, minutes, seconds, milliseconds. You can omit anything you want except for year and month.

**Date("2017-06-23")**

Date declaration as a string

## **Pulling Date and Time Values**

**getDate()**

Get the day of the month as a number (1-31)

**getDay()**

The weekday as a number (0-6)

**getFullYear()**

Year as a four digit number (yyyy)

**getHours()**

Get the hour (0-23)

**getMilliseconds()**

The millisecond (0-999)

**getMinutes()**

Get the minute (0-59)

**getMonth()**

Month as a number (0-11)

**getSeconds()**

Get the second (0-59)

**getTime()**

Get the milliseconds since January 1, 1970

**getUTCDate()**

The day (date) of the month in the specified date according to universal time (also available for day, month, fullyear, hours, minutes etc.)

**parse**

Parses a string representation of a date, and returns the number of milliseconds since January 1, 1970

## Set Part of a Date

### `setDate()`

Set the day as a number (1-31)

### `setFullYear()`

Sets the year (optionally month and day)

### `setHours()`

Set the hour (0-23)

### `setMilliseconds()`

Set milliseconds (0-999)

### `setMinutes()`

Sets the minutes (0-59)

### `setMonth()`

Set the month (0-11)

### `setSeconds()`

Sets the seconds (0-59)

### `setTime()`

Set the time (milliseconds since January 1, 1970)

### `setUTCDate()`

Sets the day of the month for a specified date according to universal time (also available for day, month, fullyear, hours, minutes etc.)

## DOM Node

### Node Properties

#### `attributes`

Returns a live collection of all attributes registered to and element

#### `baseURI`

Provides the absolute base URL of an HTML element

#### `childNodes`

Gives a collection of an element's child nodes

**firstChild**

Returns the first child node of an element

**lastChild**

The last child node of an element

**nextSibling**

Gives you the next node at the same node tree level

**nodeName**

Returns the name of a node

**nodeType**

Returns the type of a node

**nodeValue**

Sets or returns the value of a node

**ownerDocument**

The top-level document object for this node

**parentNode**

Returns the parent node of an element

**previousSibling**

Returns the node immediately preceding the current one

**textContent**

Sets or returns the textual content of a node and its descendants

**Node Methods****appendChild()**

Adds a new child node to an element as the last child node

**cloneNode()**

Clones an HTML element

**compareDocumentPosition()**

Compares the document position of two elements

**getFeature()**

Returns an object which implements the APIs of a specified feature



**hasAttributes()**

Returns true if an element has any attributes, otherwise false

**hasChildNodes()**

Returns true if an element has any child nodes, otherwise false

**insertBefore()**

Inserts a new child node before a specified, existing child node

**isDefaultNamespace()**

Returns true if a specified namespaceURI is the default, otherwise false

**isEqualNode()**

Checks if two elements are equal

**isSameNode()**

Checks if two elements are the same node

**isSupported()**

Returns true if a specified feature is supported on the element

**lookupNamespaceURI()**

Returns the namespaceURI associated with a given node

**lookupPrefix()**

Returns a DOMString containing the prefix for a given namespaceURI, if present

**normalize()**

Joins adjacent text nodes and removes empty text nodes in an element

**removeChild()**

Removes a child node from an element

**replaceChild()**

Replaces a child node in an element

**Element Methods****getAttribute()**

Returns the specified attribute value of an element node

**getAttributeNS()**

Returns string value of the attribute with the specified namespace and name

**getAttributeNode()**

Gets the specified attribute node

**getAttributeNodeNS()**

Returns the attribute node for the attribute with the given namespace and name

**getElementsByTagName()**

Provides a collection of all child elements with the specified tag name

**getElementsByTagNameNS()**

Returns a live HTMLCollection of elements with a certain tag name belonging to the given namespace

**hasAttribute()**

Returns true if an element has any attributes, otherwise false

**hasAttributeNS()**

Provides a true/false value indicating whether the current element in a given namespace has the specified attribute

**removeAttribute()**

Removes a specified attribute from an element

**removeAttributeNS()**

Removes the specified attribute from an element within a certain namespace

**removeAttributeNode()**

Takes away a specified attribute node and returns the removed node

**setAttribute()**

Sets or changes the specified attribute to a specified value

**setAttributeNS()**

Adds a new attribute or changes the value of an attribute with the given namespace and name

**setAttributeNode()**

Sets or changes the specified attribute node

**setAttributeNodeNS()**

Adds a new namespaced attribute node to an element

# Working with the Browser

## Window Properties

### **closed**

Checks whether a window has been closed or not and returns true or false

### **defaultStatus**

Sets or returns the default text in the statusbar of a window

### **document**

Returns the document object for the window

### **frames**

Returns all <iframe> elements in the current window

### **history**

Provides the History object for the window

### **innerHeight**

The inner height of a window's content area

### **innerWidth**

The inner width of the content area

### **length**

Find out the number of <iframe> elements in the window

### **location**

Returns the location object for the window

### **name**

Sets or returns the name of a window

### **navigator**

Returns the Navigator object for the window

### **opener**

Returns a reference to the window that created the window

### **outerHeight**

The outer height of a window, including toolbars/ scrollbars

**outerWidth**

The outer width of a window, including toolbars/ scrollbars

**pageXOffset**

Number of pixels the current document has been scrolled horizontally

**pageYOffset**

Number of pixels the document has been scrolled vertically

**parent**

The parent window of the current window

**screen**

Returns the Screen object for the window

**screenLeft**

The horizontal coordinate of the window (relative to screen)

**screenTop**

The vertical coordinate of the window

**screenX**

Same as screenLeft but needed for some browsers

**screenY**

Same as screenTop but needed for some browsers

**self**

Returns the current window

**status**

Sets or returns the text in the statusbar of a window

**top**

Returns the topmost browser window

**Window Methods****alert()**

Displays an alert box with a message and an OK button

**blur()**

Removes focus from the current window

**clearInterval()**

Clears a timer set with setInterval()

**clearTimeout()**

Clears a timer set with setTimeout()

**close()**

Closes the current window

**confirm()**

Displays a dialogue box with a message and an OK and Cancel button

**focus()**

Sets focus to the current window

**moveBy()**

Moves a window relative to its current position

**moveTo()**

Moves a window to a specified position

**open()**

Opens a new browser window

**print()**

Prints the content of the current window

**prompt()**

Displays a dialogue box that prompts the visitor for input

**resizeBy()**

Resizes the window by the specified number of pixels

**resizeTo()**

Resizes the window to a specified width and height

**scrollBy()**

Scrolls the document by a specified number of pixels

**scrollTo()**

Scrolls the document to specific coordinates

### **setInterval()**

Calls a function or evaluates an expression at specified intervals

### **setTimeout()**

Calls a function or evaluates an expression after a specified interval

### **stop()**

Stops the window from loading

## **Screen Properties**

### **availHeight**

Returns the height of the screen (excluding the Windows Taskbar)

### **availWidth**

Returns the width of the screen (excluding the Windows Taskbar)

### **colorDepth**

Returns the bit depth of the color palette for displaying images

### **height**

The total height of the screen

### **pixelDepth**

The color resolution of the screen in bits per pixel

### **width**

The total width of the screen

## **Events**

### **Mouse**

#### **onclick**

The event occurs when the user clicks on an element

#### **oncontextmenu**

User right-clicks on an element to open a context menu

#### **ondblclick**

The user double-clicks on an element

#### **onmousedown**

User presses a mouse button over an element

#### **onmouseenter**

The pointer moves onto an element

#### **onmouseleave**

Pointer moves out of an element

#### **onmousemove**

The pointer is moving while it is over an element

#### **onmouseover**

When the pointer is moved onto an element or one of its children

#### **onmouseout**

User moves the mouse pointer out of an element or one of its children

#### **onmouseup**

The user releases a mouse button while over an element

### **Keyboard**

#### **onkeydown**

When the user is pressing a key down

#### **onkeypress**

The moment the user starts pressing a key

#### **onkeyup**

The user releases a key

### **Frame**

#### **onabort**

The loading of a media is aborted

#### **onbeforeunload**

Event occurs before the document is about to be unloaded

#### **onerror**

An error occurs while loading an external file

### **onhashchange**

There have been changes to the anchor part of a URL

### **onload**

When an object has loaded

### **onpagehide**

The user navigates away from a webpage

### **onpageshow**

When the user navigates to a webpage

### **onresize**

The document view is resized

### **onscroll**

An element's scrollbar is being scrolled

### **onunload**

Event occurs when a page has unloaded

## **Form**

### **onblur**

When an element loses focus

### **onchange**

The content of a form element changes (for <input>, <select>and <textarea>)

### **onfocus**

An element gets focus

### **onfocusin**

When an element is about to get focus

### **onfocusout**

The element is about to lose focus

### **oninput**

User input on an element

### **oninvalid**

An element is invalid



### **onreset**

A form is reset

### **onsearch**

The user writes something in a search field (for <input="search">)

### **onselect**

The user selects some text (for <input> and <textarea>)

### **onsubmit**

A form is submitted

## **Drag**

### **ondrag**

An element is dragged

### **ondragend**

The user has finished dragging the element

### **ondragenter**

The dragged element enters a drop target

### **ondragleave**

A dragged element leaves the drop target

### **ondragover**

The dragged element is on top of the drop target

### **ondragstart**

User starts to drag an element

### **ondrop**

Dragged element is dropped on the drop target

## **Clipboard**

### **oncopy**

User copies the content of an element

### **oncut**

The user cuts an element's content

### **onpaste**

A user pastes content in an element

## **Media**

### **onabort**

Media loading is aborted

### **oncanplay**

The browser can start playing media (e.g. a file has buffered enough)

### **oncanplaythrough**

When browser can play through media without stopping

### **ondurationchange**

The duration of the media changes

### **onended**

The media has reached its end

### **onerror**

Happens when an error occurs while loading an external file

### **onloadeddata**

Media data is loaded

### **onloadedmetadata**

Meta Metadata (like dimensions and duration) are loaded

### **onloadstart**

Browser starts looking for specified media

### **onpause**

Media is paused either by the user or automatically

### **onplay**

The media has been started or is no longer paused

### **onplaying**

Media is playing after having been paused or stopped for buffering

### **onprogress**

Browser is in the process of downloading the media

### **onratechange**

The playing speed of the media changes

### **onseeked**

User is finished moving/skipping to a new position in the media

### **onseeking**

The user starts moving/skipping

### **onstalled**

The browser is trying to load the media but it is not available

### **onsuspend**

Browser is intentionally not loading media

### **ontimeupdate**

The playing position has changed (e.g. because of fast forward)

### **onvolumechange**

Media volume has changed (including mute)

### **onwaiting**

Media paused but expected to resume (for example, buffering)

## **Animation**

### **animationend**

A CSS animation is complete

### **animationiteration**

CSS animation is repeated

### **animationstart**

CSS animation has started

## **Other**

### **transitionend**

Fired when a CSS transition has completed

### **onmessage**

A message is received through the event source

**onoffline**

Browser starts to work offline

**ononline**

The browser starts to work online

**onpopstate**

When the window's history changes

**onshow**

A <menu> element is shown as a context menu

**onstorage**

A Web Storage area is updated

**ontoggle**

The user opens or closes the <details> element

**onwheel**

Mouse wheel rolls up or down over an element

**ontouchcancel**

Screen touch is interrupted

**ontouchend**

User finger is removed from a touch screen

**ontouchmove**

A finger is dragged across the screen

**ontouchstart**

Finger is placed on touch screen

## Errors

**try**

Lets you define a block of code to test for errors

**catch**

Set up a block of code to execute in case of an error

### **throw**

Create custom error messages instead of the standard JavaScript errors

### **finally**

Lets you execute code, after try and catch, regardless of the result

## **Error Name Values**

### **name**

Sets or returns the error name

### **message**

Sets or returns an error message in string from

### **EvalError**

An error has occurred in the eval() function

### **RangeError**

A number is "out of range"

### **ReferenceError**

An illegal reference has occurred

### **SyntaxError**

A syntax error has occurred

### **TypeError**

A type error has occurred

### **URIError**

An encodeURI() error has occurred