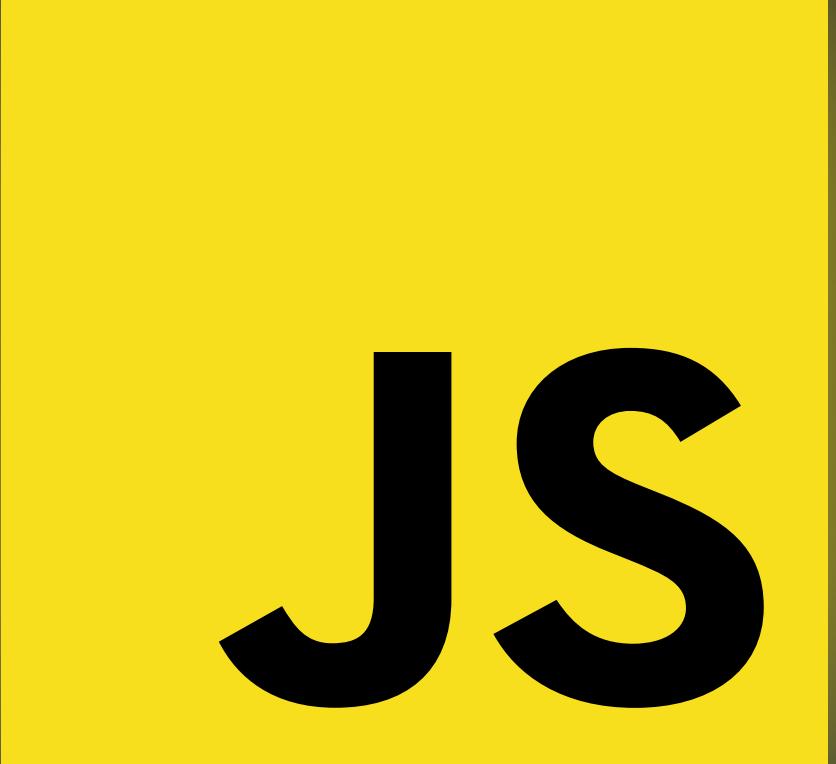




The Ultimate JavaScript CheatSheet

A large, solid yellow square containing the letters 'JS' in a large, bold, black sans-serif font.

JS

Table of Content

JavaScript Basics

- Variables
- Operators
- Functions
- Conditional Statements
- Truthy / Falsy Values
- String Escape Characters

String & Array Methods

- String Methods
- Array Methods
- Looping
- Array methods for looping

- Value vs Reference

Math & Date Methods

- Math Object Methods
- Date Object Methods

Window Object

- Window Object Methods
- Window Object Properties

DOM Events & Properties

- Input Events
- Mouse Events
- HTML DOM Events
- HTML DOM Event Properties & Methods



JavaScript

CheatSheet

Basic



Variables

var variableName = value

Can be reassigned and are only available inside the function they're created in. Its function scoped.

const variableName = value

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

let variableName = value

It can be reassigned but its similar to const i.e. block scoped.

If variables are not created inside a function or block they are globally scoped.

What is the block?

A block is a set of opening and closing curly brackets.

Variables

Primitive Data Types:

Number	5, 6.5, 7 etc
String	"Hello everyone" etc
Boolean	true or false
Null	represents null i.e. no value at all
Undefined	A variable that has not been assigned a value is undefined.
Symbol	used as an identifier for object properties.

Variables

Non-Primitive Data Types:

Object	instance through which we can access members
Array	group of similar values
RegExp	represents regular expression

Operators

Basic Operators

- +** Addition
- Subtraction
- *** Multiplication
- /** Division
- ()** Grouping operator
- %** Modulus (remainder)
- ++** Increment numbers
- Decrement numbers

Operators

Comparison Operators

== Equal to

==== Equal value and equal type

!= Not equal

!== Not equal value or not equal type

> Greater than

< Less than

>= Greater than or equal to

<= Less than or equal to

Operators

Logical Operators

&& Logical and

|| Logical or

! Logical not

Bitwise Operators

Bitwise operators in Javascript are mostly used for numerical conversions/computations, because sometimes they're much faster than their Math or parseInt equivalents

Operators

Bitwise Operators

& AND statement

| OR statement

~ NOT

^ XOR

<< Zero fill left shift

>> Signed right shift

>>> Zero Fill right shift

Functions

Normal Function Declaration

```
function name (parameter) {  
    // statements  
}
```

Function stored in a variable

```
let name = function (parameter) {  
    // statements  
}
```

Arrow Function

```
const name = (parameter) => {  
    // statements  
}
```

Conditional Statements

- Use **if** to specify a block of code to be executed, if a specified condition is true
- Use **else** to specify a block of code to be executed, if the same condition is false
- Use **else if** to specify a new condition to test, if the first condition is false
- Use **switch** to specify many alternative blocks of code to be executed

If - Else Statements

```
if (condition) {  
    // code to be executed if the  
    // condition is true  
}  
else {  
    // code to be executed if the  
    // condition is false  
}
```

Conditional Statements

If – Else If – Else Statements

```
if (condition1) {  
    // code to be executed if the  
    condition is true  
  
} else if (condition2) {  
    // code to be executed if the  
    condition1 is false and  
    condition2 is true  
  
} else {  
    // code to be executed if  
    condition1 is false and  
    condition2 is false  
}
```

Conditional Statements

Switch Statement

```
switch(expression) {  
    case x:  
        // code block  
        break;  
  
    case y:  
        // code block  
        break;  
  
    default:  
        // code block  
}
```

- The switch expression is evaluated once.
- The value of the expression is compared with the values of each case.
- If there is a match, the associated block of code is executed.
- If there is no match, the default code block is executed.

Conditional Statements

Ternary Operator

condition ? exprIfTrue : exprIfFalse

condition

An expression whose value is used as a condition.

exprIfTrue

An expression which is executed if the condition is truthy.

exprIfFalse

An expression which is executed if the condition is falsy.

Truthy / Falsy Values

FALSY Values

- false
- 0 (zero)
- "", "", `` (empty strings)
- null
- undefined
- NaN (not a number)

Note : Empty array ([]) is not falsy

TRUTHY Values

- Everything that is not FALSY

Strings

```
let variableName = "Hello world"
```

Escape Characters

\' Single quote

\\" Double quote

\\" Backslash

\b Backspace

\f Form feed

\n New line

\r Carriage return

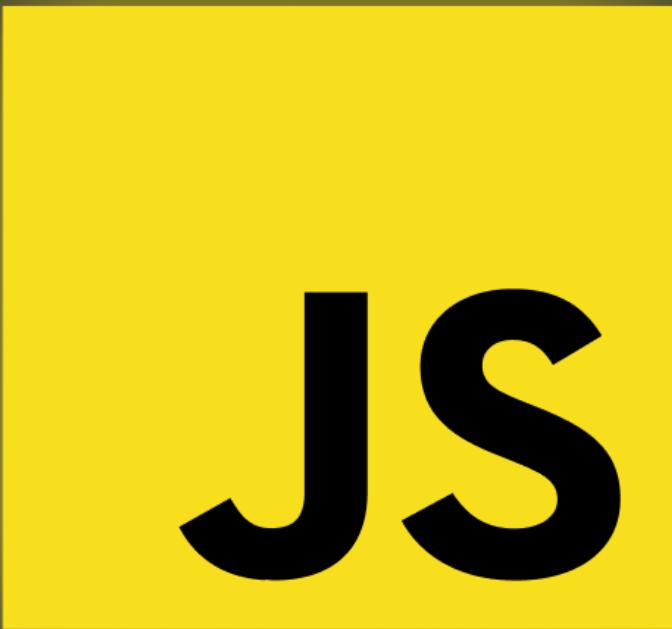
\t Horizontal tabulator

\v Vertical Tabulator



JavaScript CheatSheet

- String Methods
- Array Methods

A large, bold, black 'JS' logo centered on a yellow rectangular background. The yellow rectangle has a dark gradient shadow at its base, creating a sense of depth.

String Methods

string[index]

get a certain character of a string

string.length

return the number of characters in a string

string.split(' ')

returns an array of words of a string

string.split('')

returns an array of characters of a string

string.toLowerCase()

returns a lowercased string

string.toUpperCase()

returns an uppercased string

String Methods

string.charAt(index)

returns a new string consisting of the single character located at the specified offset into the string.

string.replace(substr, newSubstr)

returns a new string with a substring (substr) replaced by a new one (newSubstr).

string.includes(searchString)

performs a case-sensitive search to determine whether one string may be found within another string, returns true or false.

string.substr(start, length)

returns a portion of the string, starting at the specified index and extending for a given number.

String Methods

string.includes('substring')

checks whether a substring exists inside of a string
[check the character case]

string.indexOf(searchValue)

returns the index of the first occurrence of the specified value, starting the search at fromIndex.
Returns -1 if the value is not found.

string.lastIndexOf(searchValue)

returns the index of the last occurrence of the specified value, searching backwards from fromIndex. Returns -1 if the value is not found.

string.slice(beginIndex, endIndex)

extracts a section of a string and returns it as a new string, without modifying the original string.

Array Methods

array[index]

returns a certain value from an array

push(value)

adds the value to the end of the array

pop()

removes the value from the end of the array

shift()

removes the value from the start of the array

unshift(value)

adds the value to the start of the array

splice(fromIndex, no_of_elements)

removes the number_of_elements, starting from fromIndex from the array

Array Methods

slice(fromIndex, toIndex)

copies a certain part of the array

concat()

Join several arrays into one

join('')

returns a string of array values

array.length

returns the number of elements in the array

reverse()

reverse the order of the elements in an array

toString()

returns a string representing the specified array and its elements.

Array Methods

toString()

returns a string representing the specified array and its elements.

includes(searchElement)

determines whether an array includes a certain value among its entries, returning true or false as appropriate.

sort()

It sorts the elements of an array in place and returns the sorted array. It sorts an array alphabetically.

index0f(searchElement)

returns the index of the first occurrence of that value

lastIndex0f(searchElement)

returns the index of the last occurrence of that value

Looping

For Loop

```
for (st 1; st 2; st 3) {  
    // code block to be executed  
}
```

st 1 is executed (one time) before the execution of the code block.

st 2 defines the condition for executing the code block.

st 3 is executed (every time) after the code block has been executed.

While Loop

```
while (condition) {  
    // code block to be executed  
}
```

Looping

Do While Loop

```
do {  
    // code block to be executed  
}  
while (condition);
```

For In Loop

```
for (key in object) {  
    // code block to be executed  
}
```

For Of Loop

```
for (variable of iterable) {  
    // code block to be executed  
}
```

Array methods for looping

array.forEach()

It executes a provided function once for each array element.

```
array.forEach((element, index) => {  
    // code block to be executed  
})
```

array.map()

It creates a new array populated with the results of calling a provided function on every element in the calling array.

```
array.map((element, index) => {  
    // code block to be executed  
})
```

Array method for looping

array.filter()

It creates a new array with all elements that pass the test implemented by the provided function.

```
array.filter((element, index) => {  
    // code block to be executed  
})
```

array.findIndex()

It returns the index of the first element in the array that satisfies the provided testing function

```
array.findIndex((el, idx, arr) => {  
    // code block to be executed  
})
```

Array method for looping

array.some()

It tests whether at least one element in the array passes the test implemented by the provided function

```
array.some((el, index, array)) => {  
    // code block to be executed  
}
```

array.every()

It tests whether all elements in the array pass the test implemented by the provided function. It returns a Boolean value.

```
array.every((element, index) => {  
    // code block to be executed  
})
```

Array method for looping

array.reduce()

It runs a function on each array element to produce (reduce it to) a single value. It works from left-to-right.

```
array.reduce((prevValue, currentValue,  
currentIndex, array)) => {  
    // code block to be executed  
}
```

array.reduceRight()

It runs a function on each array element to produce (reduce it to) a single value. It works from right-to-left.

```
array.reduceRight((accumulator,  
currentValue, index, array)) => {  
    // code block to be executed  
}
```

VALUE VS REFERENCE

Arrays



```
const numbers = [1, 2, 3, 4]
const anotherNumbers = numbers
anotherNumbers.push(5);

console.log(numbers === anotherNumbers); // true
```

Objects



```
const person = { firstName: 'John', lastName: 'Doe' };
const anotherPerson = person;
anotherPerson.lastName = 'Smith';

console.log(person === anotherPerson); // true
```

VALUE VS REFERENCE

Cloning Array

One Level Deep



```
// Shallow cloning - One level Deep

const original = [1, 2, 3, 4];

const new0g = [...original];

new0g.push(5);

console.log(original === new0g) // false
```

VALUE VS REFERENCE

Cloning Array

Two Level Deep



```
// Deep cloning - Two level Deep

const users = [
  { name: 'John', age: 24 },
  { name: 'Victor', age: 31 },
];

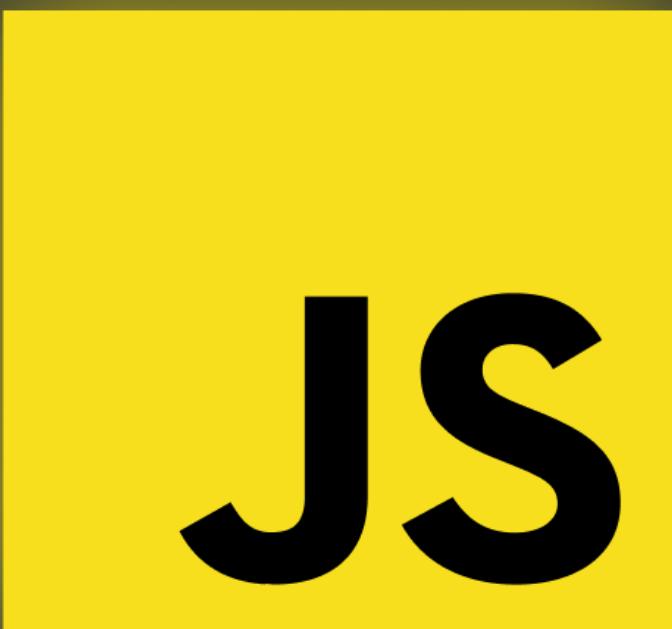
const newUser = JSON.parse(JSON.stringify(users))

console.log(users === newUser) // false
```



JavaScript CheatSheet

- Date Methods
- Math Methods

A large, bold, black 'JS' logo is centered on a solid yellow square background. The square has a thin black border and is positioned in the lower-right quadrant of the page, overlapping the footer area.

Math Object

abs(x)

Returns the absolute value of x

acos(x)

Returns the arccosine of x, in radians

acosh(x)

Returns the hyperbolic arccosine of x

asin(x)

Returns the arcsine of x, in radians

asinh(x)

Returns the hyperbolic arcsine of x

atan(x)

Returns the arctangent of x as a numeric value between -PI/2 and PI/2 radians

Math Object

atan2(y, x)

Returns the arctangent of the quotient of its arguments

atanh(x)

Returns the hyperbolic arctangent of x

cbrt(x)

Returns the cubic root of x

ceil(x)

Returns x, rounded upwards to the nearest integer

cos(x)

Returns the cosine of x (x is in radians)

cosh(x)

Returns the hyperbolic cosine of x

Math Object

exp(x)

Returns the value of Ex

floor(x)

Returns x, rounded downwards to the nearest integer

log(x)

Returns the natural logarithm (base E) of x

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

Returns the number with the highest value

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

Returns the number with the lowest value

pow(x, y)

Returns the value of x to the power of y

Math Object

random()

Returns a random number between 0 and 1

round(x)

Rounds x to the nearest integer

sign(x)

Returns if x is negative, null or positive (-1, 0, 1)

sin(x)

Returns the sine of x (x is in radians)

sinh(x)

Returns the square root of x

sqrt(x)

Returns the square root of x

Math Object

tan(x)

Returns the tangent of an angle

tanh(x)

Returns the hyperbolic tangent of a number

trunc(x)

Returns the integer part of a number (x)

Date Objects

Get Date Methods

getFullYear()

Get the year as a four digit number (yyyy)

getMonth()

Get the month as a number (0-11)

getDate()

Get the day as a number (1-31)

getHours()

Get the hour (0-23)

getMinutes()

Get the minute (0-59)

Date Objects

getTime()

Get the time (milliseconds since January 1, 1970)

getDay()

Get the weekday as a number (0-6)

Date.now()

Get the time. ECMAScript 5.

getSeconds()

Get the second (0-59)

getMilliseconds()

Get the millisecond (0-999)

Date Objects

UTC Date Methods

getUTCDate()

Same as getDate(), but returns the UTC date

getUTCDay()

Same as getDay(), but returns the UTC day

getUTCFullYear()

Same as getFullYear(), but returns the UTC year

getUTCMonth()

Same as getMonth(), but returns the UTC month

getUTCHours()

Same as getHours(), but returns the UTC hour

Date Objects

getUTCMinutes()

Same as getMinutes(), but returns the UTC minutes

getUTCSeconds()

Same as getSeconds(), but returns the UTC seconds

getUTCMilliseconds()

Same as getMilliseconds(), but returns the UTC milliseconds

Date Objects

Set Date Methods

setDate()

Set the day as a number (1-31)

setFullYear()

Set the year (optionally month and day)

setMonth()

Set the month (0-11)

setHours()

Set the hour (0-23)

setMinutes()

Set the minutes (0-59)

Date Objects

setSeconds()

Set the seconds (0-59)

setMilliseconds()

Set the milliseconds (0-999)

setTime()

Set the time (milliseconds since January 1, 1970)

Date Objects

new Date()

Creates a new date object with the current date and time

new Date(year, month, ...)

creates a new date object with a specified date and time

new Date(dateString)

creates a new date object from a date string

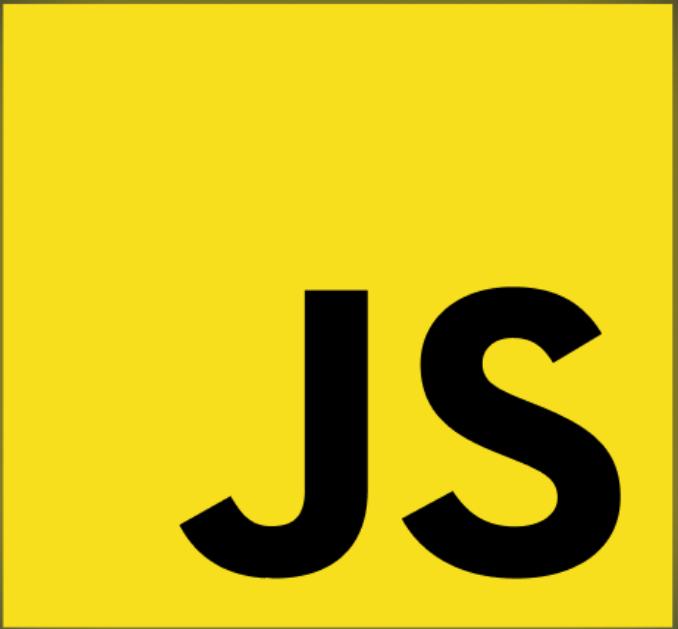
new Date(milliseconds)

creates a new date object as zero time plus milliseconds



JavaScript CheatSheet

- Window Object
- Window Methods

A large, bold, black 'JS' logo centered on a yellow rectangular background. The yellow rectangle has a dark gradient shadow at its base, blending into the dark background of the page.

Window Object Methods

alert()

Displays an alert box with a message & an OK button

atob()

Decodes a base-64 encoded string

blur()

Removes focus from the current window

btoa()

Encodes a string in base-64

clearInterval()

Clears a timer set with setInterval()

clearTimeout()

Clears a timer set with setTimeout()

Window Object Methods

close()

Closes the current window

confirm()

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

getComputedStyle()

Gets the current computed CSS styles applied to an element

getSelection()

Returns a Selection object representing the range of text selected by the user

matchMedia()

Returns a MediaQueryList object representing the specified CSS media query string

Window Object Methods

focus()

Sets focus to the current window

moveBy()

Moves a window relative to its current position

moveTo()

Moves a window to the specified position

open()

Opens a new browser window

print()

Prints the content of the current window

prompt()

Displays a dialog box that prompts the visitor for input

Window Object Methods

requestAnimationFrame()

Requests the browser to call a function to update an animation before the next repaint

resizeBy()

Resizes the window by the specified pixels

resizeTo()

Resizes the window to the specified width and height

scrollBy()

Scrolls the document by the number of pixels

scrollTo()

Scrolls the document to the specified coordinates

stop()

Stops the window from loading

Window Object Methods

setInterval()

Calls a function or evaluates an expression at specified intervals (in milliseconds)

setTimeout()

Calls a function or evaluates an expression after a specified number of milliseconds

Window Object Properties

closed

Returns a Boolean value indicating whether a window has been closed or not

console

Returns a reference to the Console object, which provides methods for logging information to the browser's console

defaultStatus

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

document

Returns the Document object for the window (See Document object)

frames

Returns all <iframe> elements in the current window

Window Object Properties

history

Returns the History object for the window

innerHeight

Returns the height of the window's content area (viewport) including scrollbars

innerWidth

Returns the width of a window's content area (viewport) including scrollbars

length

Returns the number of <iframe> elements in the current window

localStorage

Allows to save key/value pairs in a web browser.
Stores the data with no expiration date

Window Object Properties

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

parent

Returns the parent window of the current window

self

Returns the current window

Window Object Properties

outerHeight

Returns the height of the browser window, including toolbars/scrollbars

outerWidth

Returns the width of the browser window, including toolbars/scrollbars

pageXOffset

Returns the pixels the current document has been scrolled (horizontally) from the upper left corner of the window

pageYOffset

Returns the pixels the current document has been scrolled (vertically) from the upper left corner of the window

Window Object Properties

screen

Returns the Screen object for the window

screenLeft

Returns the horizontal coordinate of the window relative to the screen

screenTop

Returns the vertical coordinate of the window relative to the screen

screenX

Returns the horizontal coordinate of the window relative to the screen

screenY

Returns the vertical coordinate of the window relative to the screen

Window Object Properties

sessionStorage

Allows to save key/value pairs in a web browser.
Stores the data for one session

scrollX

An alias of pageXOffset

scrollY

An alias of pageYOffset

status

Sets or returns the text in the statusbar of a window

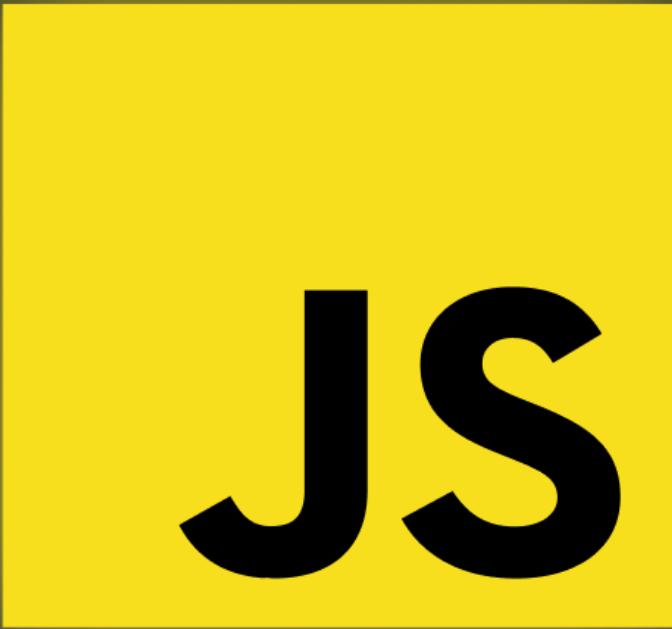
top

Returns the topmost browser window



JavaScript CheatSheet

- DOM Events
- DOM Properties

A large, bold, black 'JS' logo centered on a yellow rectangular background. The yellow rectangle has a dark gradient shadow at its base, blending into the dark background of the page.

Input Events

onblur

When a user leaves an input field

onchange

When a user changes the content of an input field

onfocus

When an input field gets focus

onselect

When input text is selected

onsubmit

When a user clicks the submit button

onreset

When a user clicks the reset button

Input Events

onkeydown

When a user is pressing/holding down a key

onkeypress

When a user is pressing/holding down a key

onkeyup

When the user releases a key

onkeydown

When the user is pressing a key

Mouse Events

onclick

When the user clicks on an element

oncontextmenu

When the user right-clicks on an element to open a context menu

ondblclick

When the user double-clicks on an element

onmouseenter

When the pointer is moved onto an element

onmouseleave

When the pointer is moved out of an element

onmousemove

when the pointer is moving while it is over an element

Mouse Events

onmousedown

When the user presses a mouse button over an element

onmouseout

When a user moves the mouse pointer out of an element, or out of one of its children

onmouseover

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

onmouseup

when a user releases a mouse button over an element

HTML DOM Events

abort

The event occurs when the loading of a media is aborted

afterprint

The event occurs when a page has started printing, or if the print dialogue box has been closed

animationend

The event occurs when a CSS animation has completed

animationiteration

The event occurs when a CSS animation is repeated

animationstart

The event occurs when a CSS animation has started

HTML DOM Events

beforeprint

The event occurs when a page is about to be printed

beforeunload

The event occurs before the document is about to be unloaded

blur

The event occurs when an element loses focus

canplay

The event occurs when the browser can start playing the media (when it has buffered enough to begin)

canplaythrough

The event occurs when the browser can play through the media without stopping for buffering

HTML DOM Events

change

The event occurs when the content of a form element, or the checked state have changed

click

The event occurs when the user clicks on an element

contextmenu

The event occurs when the user right-clicks on an element to open a context menu

copy

The event occurs when the user copies the content of an element

cut

The event occurs when the user cuts the content of an element

HTML DOM Events

dblclick

The event occurs when the user double-clicks on an element

drag

The event occurs when an element is being dragged

dragend

The event occurs when the user has finished dragging an element

dragenter

The event occurs when the dragged element enters the drop target

dragleave

The event occurs when the dragged element leaves the drop target

HTML DOM Events

dragover

The event occurs when the dragged element is over the drop target

dragstart

The event occurs when the user starts to drag an element

drop

The event occurs when the dragged element is dropped on the drop target

durationchange

The event occurs when the duration of the media is changed

ended

The event occurs when the media has reach the end (useful for messages like "thanks for listening")

HTML DOM Events

error

The event occurs when an error occurs while loading an external file

focus

The event occurs when an element gets focus

focusin

The event occurs when an element is about to get focus

focusout

The event occurs when an element is about to lose focus

fullscreenchange

The event occurs when an element is displayed in fullscreen mode

HTML DOM Events

fullscreenerror

The event occurs when an element can not be displayed in fullscreen mode

input

The event occurs when an element gets user input

invalid

The event occurs when an element is invalid

keydown

The event occurs when the user is pressing a key

keypress

The event occurs when the user presses a key

keyup

The event occurs when the user releases a key

HTML DOM Events

load

The event occurs when an object has loaded

loadeddata

The event occurs when media data is loaded

loadedmetadata

The event occurs when meta data (like dimensions and duration) are loaded

loadstart

The event occurs when the browser starts looking for the specified media

message

The event occurs when a message is received through the event source

HTML DOM Events

mousedown

The event occurs when the user presses a mouse button over an element

mouseenter

The event occurs when the pointer is moved onto an element

mouseleave

The event occurs when the pointer is moved out of an element

mousemove

The event occurs when the pointer is moving while it is over an element

mouseover

The event occurs when the pointer is moved onto an element, or onto one of its children

HTML DOM Events

mouseout

The event occurs when a user moves the mouse pointer out of an element, or out of one of its children

mouseup

The event occurs when a user releases a mouse button over an element

offline

The event occurs when the browser starts to work offline

online

The event occurs when the browser starts to work online

open

The event occurs when a connection with the event source is opened

HTML DOM Events

pagehide

The event occurs when the user navigates away from a webpage

pageshow

The event occurs when the user navigates to a webpage

paste

The event occurs when the user pastes some content in an element

pause

The event occurs when the media is paused either by the user or programmatically

play

The event occurs when the media has been started or is no longer paused

HTML DOM Events

playing

The event occurs when the media is playing after having been paused or stopped for buffering

popstate

The event occurs when the window's history changes

progress

The event occurs when the browser is in the process of getting the media data (downloading the media)

ratechange

The event occurs when the playing speed of the media is changed

resize

The event occurs when the document view is resized

HTML DOM Events

reset

The event occurs when a form is reset

scroll

The event occurs when an element's scrollbar is being scrolled

search

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

seeked

The event occurs when the user is finished moving/ skipping to a new position in the media

seeking

The event occurs when the user starts moving/ skipping to a new position in the media

HTML DOM Events

select

The event occurs after the user selects some text (for <input> and <textarea>)

show

The event occurs when a <menu> element is shown as a context menu

stalled

The event occurs when the browser is trying to get media data, but data is not available

storage

The event occurs when a Web Storage area is updated

submit

The event occurs when a form is submitted

HTML DOM Events

suspend

The event occurs when the browser is intentionally not getting media data

timeupdate

The event occurs when the playing position has changed (like when the user fast forwards to a different point in the media)

toggle

The event occurs when the user opens or closes the <details> element

touchcancel

The event occurs when the touch is interrupted

touchend

The event occurs when a finger is removed from a touch screen

HTML DOM Events

touchmove

The event occurs when a finger is dragged across the screen

touchstart

The event occurs when a finger is placed on a touch screen

transitionend

The event occurs when a CSS transition has completed

unload

The event occurs once a page has unloaded (for <body>)

volumechange

The event occurs when the volume of the media has changed (includes setting the volume to "mute")

HTML DOM Events

waiting

The event occurs when the media has paused but is expected to resume (like when the media pauses to buffer more data)

wheel

The event occurs when the mouse wheel rolls up or down over an element

hashchange

The event occurs when there has been changes to the anchor part of a URL

HTML DOM Event Properties and Methods

altKey

Returns whether the "ALT" key was pressed when the mouse event was triggered

animationName

Returns the name of the animation

bubbles

Returns whether or not a specific event is a bubbling event

button

Returns which mouse button was pressed when the mouse event was triggered

HTML DOM Event Properties and Methods

cancelable

Returns whether or not an event can have its default action prevented

charCode

Returns the Unicode character code of the key that triggered the onkeypress event

changeTouches

Returns a list of all the touch objects whose state changed between the previous touch and this touch

clientX

Returns the horizontal coordinate of the mouse pointer, relative to the current window, when the mouse event was triggered

HTML DOM Event Properties and Methods

`clientY`

Returns the vertical coordinate of the mouse pointer, relative to the current window, when the mouse event was triggered

`clipboardData`

Returns an object containing the data affected by the clipboard operation

`code`

Returns the code of the key that triggered the event

`composed`

Returns whether the event is composed or not

`createEvent()`

Creates a new event

HTML DOM Event Properties and Methods

ctrlKey

Returns whether the "CTRL" key was pressed when the mouse event was triggered

currentTarget

Returns the element whose event listeners triggered the event

dataTransfer

Returns an object containing the data being dragged/dropped, or inserted/deleted

defaultPrevented

Returns whether or not the preventDefault() method was called for the event

HTML DOM Event Properties and Methods

deltaX

Returns the horizontal scroll amount of a mouse wheel (x-axis)

deltaY

Returns the vertical scroll amount of a mouse wheel (y-axis)

deltaZ

Returns the scroll amount of a mouse wheel for the z-axis

deltaMode

Returns a number that represents the unit of measurements for delta values (pixels, lines or pages)

HTML DOM Event Properties and Methods

detail

Returns a number that indicates how many times the mouse was clicked

elapsedTime

Returns the number of seconds an animation or transition has been running

eventPhase

Returns which phase of the event flow is currently being evaluated

getTargetRanges()

Returns an array containing target ranges that will be affected by the insertion/deletion

HTML DOM Event Properties and Methods

getModifierState()

Returns an array containing target ranges that will be affected by the insertion/deletion

inputType

Returns the type of the change (i.e "inserting" or "deleting")

isComposing

Returns whether the state of the event is composing or not

isTrusted

Returns whether or not an event is trusted

HTML DOM Event Properties and Methods

data

Returns the inserted characters

key

Returns the key value of the key represented by the event or returns the key of the changed storage item

keyCode

Returns the Unicode character code of the key that triggered the onkeypress event, or the Unicode key code of the key that triggered the onkeydown or onkeyup event

location

Returns the location of a key on the keyboard or device

HTML DOM Event Properties and Methods

lengthComputable

Returns whether the length of the progress can be computable or not

loaded

Returns how much work has been loaded

metaKey

Returns whether the "META" key was pressed when an event was triggered

MovementX

Returns the horizontal coordinate of the mouse pointer relative to the position of the last mousemove event

HTML DOM Event Properties and Methods

MovementY

Returns the vertical coordinate of the mouse pointer relative to the position of the last mousemove event

newValue

Returns the new value of the changed storage item

newURL

Returns the URL of the document, after the hash has been changed

offsetX

Returns the horizontal coordinate of the mouse pointer relative to the position of the edge of the target element

HTML DOM Event Properties and Methods

offsetY

Returns the vertical coordinate of the mouse pointer relative to the position of the edge of the target element

oldValue

Returns the old value of the changed storage item

oldURL

Returns the URL of the document, before the hash was changed

onemptied

The event occurs when something bad happens and the media file is suddenly unavailable (like unexpectedly disconnects)

HTML DOM Event Properties and Methods

pageX

Returns the horizontal coordinate of the mouse pointer, relative to the document, when the mouse event was triggered

pageY

Returns the vertical coordinate of the mouse pointer, relative to the document, when the mouse event was triggered

persisted

Returns whether the webpage was cached by the browser

propertyName

Returns the name of the CSS property associated with the animation or transition

HTML DOM Event Properties and Methods

preventDefault()

Cancels the event if it is cancelable, meaning that the default action that belongs to the event will not occur

pseudoElement

Returns the name of the pseudo-element of the animation or transition

relatedTarget

Returns the element related to the element that triggered the mouse event

repeat

Returns whether a key is being hold down repeatedly, or not

HTML DOM Event Properties and Methods

screenX

Returns the horizontal coordinate of the mouse pointer, relative to the screen, when an event was triggered

screenY

Returns the vertical coordinate of the mouse pointer, relative to the screen, when an event was triggered

shiftKey

Returns whether the "SHIFT" key was pressed when an event was triggered

state

Returns an object containing a copy of the history entries

HTML DOM Event Properties and Methods

stopImmediatePropagation()

Prevents other listeners of the same event from being called

stopPropagation()

Prevents further propagation of an event during event flow

storageArea

Returns an object representing the affected storage object

target

Returns the element that triggered the event

total

Returns the total amount of work that will be loaded

HTML DOM Event Properties and Methods

targetTouches

Returns a list of all the touch objects that are in contact with the surface and where the touchstart event occurred on the same target element as the current target element

timeStamp

Returns the time (in milliseconds relative to the epoch) at which the event was created

touches

Returns a list of all the touch objects that are currently in contact with the surface

transitionend

The event occurs when a CSS transition has completed

HTML DOM Event Properties and Methods

type

Returns the name of the event

url

Returns the URL of the changed item's document

which

Returns which mouse button was pressed when the mouse event was triggered

which

Returns the Unicode character code of the key that triggered the onkeypress event, or onkeyup / down

view

Returns a reference to the Window object where the event occurred

Want to Become a JavaScript Master ?

If you're serious about learning JavaScript and getting a job as a web developer. I highly encourage you to enroll in my **Complete Path to JavaScript Mastery Course**. Don't waste your time following disconnected, outdated tutorials. My Course has everything you need in one place:

This course has everything you need in one place:

- 10 hours of HD video
- Unlimited access
- Self-paced learning – take your time if you prefer
- Watch it online or download and watch offline
- 30-day money-back guarantee
- Certificate of completion