Hide comments



```
Basics ➤
                                                                                                                                                                Loops .
                                                                               On page script
                                                                                                                                                              For Loop
  If - Else ↓↑
                                                                                script type="text/javascript"> ...
                                                                                                                                                              for (var i =
if ((age >= 14) && (age < 19)) {
                                          // logical condition
                                                                                /script>
                                                                                                                                                                  document
    status = "Eligible.";
                                          // executed if condition is true
                                                                                clude external JS file
                                                                                                                                                              var sum = 0;
} else {
                                          // else block is optional
                                                                                script src="filename.js"></script>
                                                                                                                                                              for (var i =
    status = "Not eligible.":
                                          // executed if condition is false
                                                                                                                                                                  sum + =
}
                                                                                elay - 1 second timeout
                                                                                                                                                              html = "";
Switch Statement
                                                                                etTimeout(function () {
                                                                                                                                                              for (var i o
switch (new Date().getDay()) {
                                      // input is current day
                                                                                                                                                                 html +=
    case 6:
                                      // \text{ if (day == 6)}
                                                                                 1000);
        text = "Saturday";
                                                                                unctions
        break;
                                                                                                                                                              While Loop
                                      // if (day == 0)
    case 0:
                                                                                unction addNumbers(a, b) {
        text = "Sunday";
                                                                                                                                                              var i = 1:
                                                                                  return a + b: :
                                                                                                                                                              while (i < 1)
        break;
    default:
                                      // else...
                                                                                 = addNumbers(1, 2);
        text = "Whatever";
                                                                                                                                                                  document
                                                                               _dit DOM element
                                                                                                                                                              Do While Loo
                                                                               document.getElementById("elementID").innerHTML = "Hello World!";
                                                                                                                                                              var i = 1;
                                                                               Output
  Variables x
                                                                                                                                                              do {
                                                                                                                                                                 i *= 2;
                                                                                onsole.log(a);
                                                                                                            // write to the browser console
                                  // variable
                                                                                ocument.write(a);
                                                                                                            // write to the HTML
                                                                                                                                                                 document
var b = "init";
var c = "Hi" + " " + "Joe";
                                  // string
                                                                                lert(a);
                                                                                                            // output in an alert box
                                                                                                                                                              } while (i <
                                 // = "Hi Joe'
// = "33"
                                                                                onfirm("Really?");
                                                                                                            // yes/no dialog, returns true/false depending
                                                                                                                                                              Break
var d = 1 + 2 + "3";
                                                                                rompt("Your age?","0");
                                                                                                            // input dialog. Second argument is the initia
var e = [2,3,5,8];
                                  // array
                                                                                                                                                              for (var i =
var f = false;
                                  // boolean
                                                                                omments
                                                                                                                                                                 if (i ==
var g = /()/;
var h = function(){};
                                  // RegEx
                                                                                * Multi line
                                                                                                                                                                  document
                                                                                                                                                             }
                                  // function object
                                                                                  comment */
const PI = 3.14;
                                  // constant
                                                                                 One line
                                                                                                                                                              Continue
var a = 1, b = 2, c = a + b;
                                 // one line
let z = 'zzz';
                                                                                                                                                              for (var i =
                                  // block scope local variable
                                                                                                                                                                 if (i ==
                                                                                 Data Types R
                                                                                                                                                                 document
"use strict": // Use strict mode to write secure code
                                                                                                                         // number
                                                                               var age = 18:
                // Throws an error because variable is not declared
x = 1;
                                                                               var name = "Jane";
                                                                                                                         // string
                                                                               var name = {first:"Jane", last:"Doe"};
Values
                                                                               var truth = false;
                                                                                                                         // boolean
                                                                                                                                                                String
                                  // boolean
false, true
                                                                              var sheets = ["HTML","CSS","JS"];
                                                                                                                         // array
18, 3.14, 0b10011, 0xF6, NaN
                                 // number
                                                                                                                         // undefined
                                                                              var a; typeof a;
                                                                                                                                                              var abc = "a
 'flower". 'John'
                                  // string
                                                                                                                        // value null
                                                                              var a = null;
                                                                                                                                                              var esc = 'I
undefined, null , Infinity
                                 // special
                                                                                                                                                              var len = ab
                                                                              Objects
                                                                                                                                                              abc.indexOf(
Operators
                                                                              var student = {
                                                                                                                // object name
                                                                                                                                                              abc.lastInde
a = b + c - d;

a = b * (c / d);
                     // addition, substraction
                                                                                                                // list of properties and values
                                                                                   firstName: "Jane".
                                                                                                                                                              abc.slice(3,
                    // multiplication, division
// modulo. 100 / 48 remainder = 4
                                                                                   lastName: "Doe".
x = 100 % 48;
                                                                                                                                                              abc.replace(
                                                                                   age:18,
                                                                                                                                                              abc.toUpperC
                     // postfix increment and decrement
a++; b--;
                                                                                   height: 170,
                                                                                     runction() { // object function return this.firstName + " " + thic ?
                                                                                                                                                              abc.toLowerC
                                                                                   fullName : function() {
Bitwise operators
                                                                                                                                                              abc.concat("
                                                                                                                 " + this.lastName;
                                                                                                                                                              abc.charAt(2
&
     AND
                         5 & 1 (0101 & 0001)
                                                                                                                                                              abc[2];
      OR
                        5 | 1 (0101 | 0001)
                                              5 (101)
                                                                              };
                                                                                                                                                              abc.charCode
      NOT
                        ~ 5 (~0101)
                                              10 (1010)
                                                                                                                                                             abc.split(",
                                                                              student.age = 19;
                                                                                                            // setting value
٨
      XOR
                         5 ^ 1 (0101 ^ 0001)
                                              4 (100)
                                                                               student[age]++;
                                                                                                            // incrementing
                                                                                                                                                              abc.split(
<<
      left shift
                        5 << 1 (0101 << 1)
                                              10 (1010)
                                                                               name = student.fullName(); // call object function
                                                                                                                                                              128.toString
                        5 >> 1 (0101 >> 1)
     right shift
                                              2 (10)
>>> zero fill right shift 5 >>> 1 (0101 >>> 1) 2 (10)
Arithmetic
                                                                                 Numbers and Math∑
                                                                                                                                                                Events
a * (b + c)
                     // grouping
                                                                              var pi = 3.141;
                                                                                                                                                              button oncl
person, age
                     // member
                                                                               pi.toFixed(0);
                                                                                                        // returns 3
                                                                                                                                                                Click her
                     // member
person[age]
                                                                                                        // returns 3.14 - for working with money
                                                                              pi.toFixed(2):
                                                                                                                                                               /button>
                     // logical not
!(a == b)
                                                                               pi.toPrecision(2)
                                                                                                        // returns 3.1
a != b
                     // not equal
                                                                                                                                                              louse
                                                                               pi.valueOf();
                                                                                                        // returns number
typeof a
                     // type (number, object, function...)
                                                                               Number(true);
                                                                                                        // converts to number
                                                                                                                                                              nclick, oncor
x << 2 x >> 3
                     // minary shifting
                                                                               Number(new Date())
                                                                                                        // number of milliseconds since 1970
                                                                                                                                                              nmousemov
                     // assignment
a = b
                                                                               parseInt("3 months");
                                                                                                       // returns the first number: 3
a == b
                     // equals
                                                                               parseFloat("3.5 days"); // returns 3.5
                                                                                                                                                               eyboard
                     // unequal
                                                                                                                                                              nkeydown, c
                                                                               Number.MAX_VALUE
                                                                                                       // largest possible JS number
a === b
                     // strict equal
                                                                               Number.MIN_VALUE
                                                                                                        // smallest possible JS number
a !== b
                     // strict unequal
                                                                                                                                                               rame
                                                                               Number.NEGATIVE_INFINITY// -Infinity
a < b \quad a > b
                     // less and greater than
                                                                                                                                                               nabort, onbe
                                                                              Number.POSITIVE INFINITY// Infinity
a <= b a >= b
                     // less or equal, greater or eq
                                                                                                                                                               nresize, ons
                     // a = a + b (works with - * %...)
                                                                               Math.
a && b
                     // logical and
                                                                                                                                                              orm
                                                                               var pi = Math.PI;
                                                                                                        // 3.141592653589793
                     // logical or
a || b
                                                                                                                                                              nblur, oncha
                                                                               Math.round(4.4);
                                                                                                        // = 4 - rounded
                                                                                                                                                              nsearch, ons
                                                                               Math.round(4.5);
                                                                                                        // = 5
                                                                               Math.pow(2,8);
                                                                                                        // = 256 - 2 to the power of 8
                                                                                                                                                              rag
  Dates 31
                                                                               Math.sqrt(49);
                                                                                                        // = 7 - square root
                                                                                                                                                              ndrag, ondra
                                                                                ath.abs(-3.14);
                                                                                                        // = 3.14 - absolute, positive value
Fri Feb 28 2020 09:03:22 GMT+0100 (heure normale d'Europe centrale)
                                                                                ath.ceil(3.14);
                                                                                                        // = 4 - rounded up
                                                                                                                                                               lipboard
var d = new Date();
                                                                                                        // = 3 - rounded down
                                                                                ath.floor(3.99);
                                                                                                                                                              ncopy, oncut
1582877002368 miliseconds passed since 1970
                                                                                ath.sin(∅);
                                                                                                        // = 0 - sine
Number(d)
                                                                                ath.cos(Math.PI);
                                                                                                        // OTHERS: tan,atan,asin,acos,
                                                                                                                                                               ledia
                                                                                ath.min(0, 3, -2, 2); // = -2 - the lowest value
Date("2017-06-23");
                                      // date declaration
                                                                                                                                                              nabort, onca
                                                                                ath.max(0, 3, -2, 2); // = 3 - the highest value
Date("2017");
                                      // is set to Jan 01
                                                                                                                                                               nloadeddata
                                                                                ath.log(1);
                                                                                                        // = 0 natural logarithm
```

```
Date("2017-06-23T12:00:00-09:45"); // date - time YYYY-MM-DDTHH:MM:SSZ
                                                                               ath.exp(1);
                                                                                                       // = 2.7182pow(E,x)
                                                                                                                                                              nprogress, o
                                     // long date format
Date("June 23 2017");
                                                                               ath.random();
                                                                                                       // random number between 0 and 1
                                                                                                                                                              ntimeupdate
Date("Jun 23 2017 07:45:00 GMT+0100 (Tokyo Time)"); // time zone
                                                                               ath.floor(Math.random() * 5) + 1; // random integer, from 1 to 5
                                                                                                                                                              nimation
                                                                                onstants like Math.PI:
                                                                                                                                                              nimationend
var d = new Date();
                                                                                , PI, SQRT2, SQRT1_2, LN2, LN10, LOG2E, Log10E
                                                                                                                                                             wliscellaneous
a = d.getDay();
                     // getting the weekday
                                                                                                                                                             transitionend.
                                                                                                                                                             onstorage, on
getDate();
                     // day as a number (1-31)
                                                                                                                                                             ontouchstart
getDay();
                     // weekday as a number (0-6)
                                                                                Arrays ≡
getFullYear();
                     // four digit year (yyyy)
                                                                               var dogs = ["Bulldog", "Beagle", "Labrador"];
getHours();
                     // hour (0-23)
                                                                               var dogs = new Array("Bulldog", "Beagle", "Labrador"); // declaration
                                                                                                                                                               Global
getMilliseconds();
                     // milliseconds (0-999)
getMinutes():
                     // minutes (0-59)
                                                                                                            // access value at index, first item being [0] eval();
                                                                              alert(dogs[1]);
                     // month (0-11)
getMonth();
                                                                              dogs[0] = "Bull Terier";
                                                                                                           // change the first item
                                                                                                                                                             String(23);
getSeconds();
                     // seconds (0-59)
                                                                                                                                                             (23).toStrin
getTime();
                     // milliseconds since 1970
                                                                               for (var i = 0; i < dogs.length; i++) {</pre>
                                                                                                                                                             Number("23")
                                                                                                                            // parsing with array.length
Setting part of a date
                                                                                   console.log(dogs[i]);
                                                                                                                                                             decodeURI(en
                                                                                                                                                             encodeURI(ur
var d = new Date();
                                                                                                                                                             decodeURICom
d.setDate(d.getDate() + 7); // adds a week to a date
                                                                              Methods
                                                                                                                                                             encodeURICom
                                                                                                                        // convert to string: results "Bul
                                                                              dogs.toString();
                                                                                                                                                             isFinite();
setDate();
                     // day as a number (1-31)
                                                                              dogs.join(" *
                                                                                                                        // join: "Bulldog * Beagle * Labra
                                                                                                                                                             isNaN();
setFullYear();
                     // year (optionally month and day)
                                                                              dogs.pop();
                                                                                                                        // remove last element
                                                                                                                                                             parseFloat()
setHours();
                     // hour (0-23)
                                                                              dogs.push("Chihuahua");
                                                                                                                        // add new element to the end
                                                                                                                                                             parseInt();
setMilliseconds():
                    // milliseconds (0-999)
                                                                              dogs[dogs.length] = "Chihuahua";
                                                                                                                        // the same as push
setMinutes();
                     // minutes (0-59)
                                                                                                                        // remove first element
                                                                              dogs.shift();
                     // month (0-11)
setMonth();
                                                                               dogs.unshift("Chihuahua");
                                                                                                                        // add new element to the beginning
setSeconds();
                     // seconds (0-59)
                                                                                                                                                               Regula
                                                                              delete dogs[0];
                                                                                                                        // change element to undefined (not
                     // milliseconds since 1970)
setTime();
                                                                              dogs.splice(2, 0, "Pug", "Boxer");
var animals = dogs.concat(cats,birds);
                                                                                                                        // add elements (where, how many t
                                                                                                                                                             var a = str.
                                                                                                                        // join two arrays (dogs followed
  Errors /
                                                                                                                        // elements from [1] to [4-1]
                                                                              dogs.slice(1,4);
                                                                                                                                                             Modifiers
                                                                               ogs.sort();
                                                                                                                        // sort string alphabetically
try {
                                 // block of code to try
                                                                                ogs.reverse();
                                                                                                                        // sort string in descending order \boldsymbol{i}
    undefinedFunction();
                                                                                .sort(function(a, b){return a - b});
                                                                                                                        // numeric sort
                                                                                                                        // numeric descending sort
                                                                                .sort(function(a, b){return b - a});
catch(err) {
                                 // block to handle errors
                                                                                                                        // first item in sorted array is t
                                                                               ighest = x[0];
                                                                                                                                                             Patterns
    console.log(err.message);
                                                                                .sort(function(a, b){return 0.5 - Math.random()});
                                                                                                                                         // random order so
}
                                                                                                                                                             h/
                                                                               oncat, copyWithin, every, fill, filter, find, findIndex, forEach, indexOf, isArray, join,
Throw error
                                                                                                                                                             \s
                                                                                istIndexOf, map, pop, push, reduce, reduceRight, reverse, shift, slice, some, sort,
                                                                                                                                                             ۱b
                                                                               plice, toString, unshift, valueOf
throw "My error message";
                              // throw a text
                                                                                                                                                             n+
                                                                                                                                                             n*
Input validation
                                                                                                                                                             n?
var x = document.getElementBvId("mvnum").value: // get input value
                                                                                 J SON j
try {
                                                                               var str = '{"names":[' +
    if(x == "") throw "empty";
                                                                                                                            // crate JSON object
                                                                                                                                                              IXXXX
                                                                               if(isNaN(x)) throw "not a number";
    x = Number(x);
                 throw "too high";
    if(x > 10)
                                                                              obj = JSON.parse(str);
                                                                                                                                                               Promis
                                                                                                                            // parse
                                                  // if there's an error
                                                                              document.write(obj.names[1].first);
catch(err) {
                                                                                                                            // access
                                                                                                                                                             function sum
    document.write("Input is " + err);
                                                  // output error
    console.error(err);
                                                  // write the error in cons
                                                                                                                                                                return Pr
                                                                              var myObj = { "name":"Jane", "age":18, "city":"Chicago" }; // create obje
                                                                                                                                                                  setTime
                                                                                                                                                                    if (t
                                                                              var myJSON = JSON.stringify(myObj);
finally {
                                                                                                                                             // stringify
    document.write("</br />Done");
                                                                              window.location = "demo.php?x=" + myJSON;
                                                  // executed regardless of
                                                                                                                                             // send to phr
                                                                                                                                                                     ret
                                                                                                                                                                    }
}
                                                                              Storing and retrieving
                                                                                                                                                                    resol
Error name values
                                                                              myObj = { "name":"Jane", "age":18, "city":"Chicago" };
                                                                                                                                                                  }, 1000
                                                                              myJSON = JSON.stringify(myObj);
localStorage.setItem("testJSON", myJSON);
                    A number is "out of range"
RangeError
                                                                                                                                // storing data
                                                                                                                                                                });
ReferenceError
                    An illegal reference has occurred
SyntaxError
                                                                                                                                                             var myPromis
                    A syntax error has occurred
                                                                              text = localStorage.getItem("testJSON");
                                                                                                                                // retrieving data
                    A type error has occurred
                                                                                                                                                             myPromsise.t
TypeError
                                                                              obj = JSON.parse(text);
URIError
                    An encodeURI() error has occurred
                                                                              document.write(obj.name);
                                                                                                                                                               document.w
                                                                                                                                                               return sum
                                                                                                                                                             }).then(func
                                                                                                                                                             }).catch(fun
  Useful Links ₽
                                                                                                                                                               console.er
                                                                                                                                                             });
            JS cleaner
                                 Obfuscator
                                                      Can I use?
                                                                                                                                                             States
               Node.js
                                iQuery
                                                 RegEx tester
                                                                                                                                                             pending, fulfill
                                                                                                                                                             Properties
                                                                                                                                                             Promise.lengt
                                                                                                                                                             Methods
                                                                                                                                                             Promise.all(ite
                                                                                                                                                             Promise.resol
```

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