Javascript Cheat sheet

1. Variable & Data type

↳ var, let, const · are used for function-scoped (var) and block-scoped variables (let & const). Const for variable that won't be reassigned.

Data Types

↳ Primitive type → number, string boolean, null.

↳ Non-Primitive types → object (array, function & more).

2. Operators

- Assignment → =, +=, -=, *=, /=, %=
- Arithmetic → , +, -, *, /, %
- comparison → ==, ===, !=, <, >, <=
- logical → &&, ||, !

3 Control structure

↳conditional statement → if, else, else if
switch

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loops → for, while, do while, for in

4. Function
   ↳ Declaration, Expression, arrow function, parameters

5. Scope & closure
   ↳ scope → Variable are limited to the block, function or global
   ↳ Closure → it refer to variable from an enclosing scope, even after the outer function has returned.

6. object & array
   ↳ objects → defined with {}

   arrays → like a object methods include push(), pop(), map() reduce()

7. Error handing
   ↳ Use ob try catch & throw to check error.

eg→

```
function divide (a, b) {

    try {
        if (b === 0)
        {
            throw new Error (' / by 0');
        }
        return a/b;
    }
    catch (error) {
        return error.message;
    }
}
```

8. Other Essential concept

- Template literals (`` ` ` ``) for multi-li
  String or to include expression

- spread operator .(...) used to expan
  element of an iterable into a list.