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# JavaScript Cheatsheet

## JavaScript Basics

Set of JavaScript basic syntax to add, execute and write basic programming

### On Page Script

Adding internal JavaScript to HTML

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

### External JS File

Adding external JavaScript to HTML

```
<script src="filename.js"></script>
```

## Functions

JavaScript Function syntax

```
function nameOfFunction () {  
  // function body  
}
```

## DOM Element

```
if (condition) {  
  // block of code to be executed if the condition is true  
}
```

## If-else Statement

If the condition for the if block is false, then the else block will be executed.

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

## Else-if Statement

A basic if-else ladder

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

## Switch Statement

Switch case statement in JavaScript

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

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

## While Loop

Runs the code till the specified condition is true

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

## Do While Loop

A do while loop is executed at least once despite the condition being true or

```
do {  
  // run this code in block  
  i++;  
} while (condition);
```

## Strings

The string is a sequence of characters that is used for storing and managing

### charAt method

Returns the character from the specified index.

```
str.charAt(3)
```

### concat method

Joins two or more strings together.

specified values.

```
str1.replace(str2)
```

## search method

Searches a string against a specified value.

```
str.search('term')
```

## split method

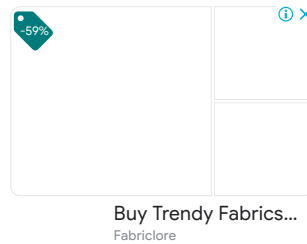
Splits a string into an array consisting of substrings.

```
str.split('\n')
```

## substring method

Returns a substring of a string containing characters from the specified index.

```
str.substring(0,5)
```



## Arrays

The array is a collection of data items of the same type. In simple terms, it is a collection of values.

## join method

Converts the array elements to a string.

```
join()
```

## pop method

Deletes the last element of the array.

```
pop()
```

## reverse method

This method reverses the order of the array elements.

```
reverse()
```

## sort method

Sorts the array elements in a specified manner.

```
sort()
```

## toString method

Converts the array elements to a string.

```
toString()
```

## valueOf method

returns the relevant Number Object holding the value of the argument pass

## toString method

Converts an object to a string

```
toString()
```

## valueOf method

Returns the primitive value of a number.

```
valueOf()
```

## Maths Methods

### ceil method

Rounds a number upwards to the nearest integer, and returns the result

```
ceil(x)
```

### exp method

Returns the value of  $E^x$ .

```
exp(x)
```

### log method

Returns the logarithmic value of x.

```
log(x)
```

### pow method



## Dates

Date object is used to get the year, month and day. It has methods to get a minute, and seconds.

### Pulling Date from the Date object

Returns the date from the date object

```
getDate()
```

### Pulling Day from the Date object

Returns the day from the date object

```
getDay()
```

### Pulling Hours from the Date object

Returns the hours from the date object

```
getHours()
```

### Pulling Minutes from the Date object

Returns the minutes from the date object

## click

Fired when an element is clicked

```
element.addEventListener('click', ()=>{  
  // Code to be executed when the event is fired  
});
```

## oncontextmenu

Fired when an element is right-clicked

```
element.addEventListener('contextmenu', ()=>{  
  // Code to be executed when the event is fired  
});
```

## dblclick

Fired when an element is double-clicked

```
element.addEventListener('dblclick', ()=>{  
  // Code to be executed when the event is fired  
});
```

## mouseenter

Fired when an element is entered by the mouse arrow

```
element.addEventListener('mouseenter', ()=>{  
  // Code to be executed when the event is fired  
});
```

## mouseleave

.....



Fired when the user is pressing a key on the keyboard

```
element.addEventListener('keydown', ()=>{  
  // Code to be executed when the event is fired  
});
```

## keypress

Fired when the user presses the key on the keyboard

```
element.addEventListener('keypress', ()=>{  
  // Code to be executed when the event is fired  
});
```

## keyup

Fired when the user releases a key on the keyboard

```
element.addEventListener('keyup', ()=>{  
  // Code to be executed when the event is fired  
});
```



## Errors

Errors are thrown by the compiler or interpreter whenever they find any fault

Used to alert something on the screen

```
alert()
```

## blur method

The blur() method removes focus from the current window.

```
blur()
```

## setInterval

Keeps executing code at a certain interval

```
setInterval(() => {  
  // Code to be executed  
}, 1000);
```

## setTimeout

Executes the code after a certain interval of time

```
setTimeout(() => {  
  // Code to be executed  
}, 1000);
```

## close

The Window. close() method closes the current window

```
window.close()
```

## confirm

## scrollBy

```
window.scrollBy(100, 0); // Scroll 100px to the right
```

## scrollTo

Scrolls the document to the specified coordinates.

```
window.scrollTo(500, 0); // Scroll to horizontal position !
```

## clearInterval

Clears the setInterval. var is the value returned by setInterval call

```
clearInterval(var)
```

## clearTimeout

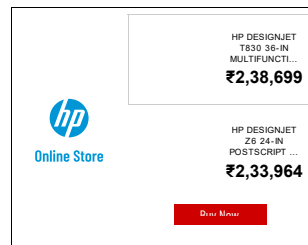
Clears the setTimeout. var is the value returned by setTimeout call

```
clearTimeout(var)
```

## stop

Stops the further resource loading

```
stop()
```



## getElementsByTagName

Select elements by tag name

```
document.getElementsByTagName('element-name')
```

## getElementsByClassName

Select elements by class name

```
document.getElementsByClassName('class-name')
```

## Get Element by Id

Select an element by its id

```
document.getElementById('id')
```

## Creating Elements

Create new elements in the DOM

### createElement

Create a new element

```
document.createElement('div')
```

### createTextNode

Create a new text node

```
document.createTextNode('some text here')
```





**2008sankalpsingh** Jul 20, 2021

Plz make Node js cheatsheet



**pms61206** Jul 19, 2021

Harry Bhai OP



**lakshitk14** Jul 19, 2021

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**thegod009** Jul 17, 2021

Harry bhai, You've made the greatest job for us.. Thank You Brother...



**Preadsy69** Jul 17, 2021

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**newone07** Jul 17, 2021

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**tahirtallah8** Jul 17, 2021

Great idea for a cheat sheet make sure to make a python cheat sheet thanks :)



**ygowthamr** Jul 17, 2021

Django cheat sheet please



**uditjain** Jul 17, 2021

sir please make a video detailed on nodemailer in node js





**bablup8055** Jul 17, 2021

Thanks harry bhai for this short notes:-)



**ansuman.official100** Jul 17, 2021

Correction in for loop syntax:

```
for (initialization; condition; update expression) {  
  // code block to be executed on loop  
}
```



**shubhankarbanerjee16** Jul 17, 2021

Thank you so much Harry bhai .... <3

