JavaScript Flash Cards

Basic JavaScript Terms

```
Object
  Property
    Name: Value (Value Pairs)
Method()
Event
```

JavaScript scripts reside alongside html document, recommended in a separate folder for organization.

Basic JavaScript Creation

```
var name = variable value;
code (parameters) {code
} {code
} {code
}
```

```
Document.methodname(parameter, parameter)
```

Basic JavaScript Terms

JavaScript appears in html as
`<script src="dir/filename.js"></script>`

Data Types

```
Numeric - numbers, including floating
  values.
String - 'letters and other characters.'
Boolean - will return true or false.
```

Naming Variable Rules

1. Name must begin with letter, $, or _.
2. Name cannot use a - or .
3. Cannot be a keyword or reserved word.
4. All variables are case sensitive.
5. Be correctly descriptive.
6. Use camelCase for new words, and -
   (dashes) are also acceptable.

Arithmetic Operators

```
+ Addition      - Subtraction
/ Divison       * Multiplication
++ increment  - +1 from current number
-- Decrement  - -1 from current number
% Modulus     - divides by value and
                 returns the remainder.
```

Arrays

```
Create by - (below is an array literal)
  var colors;
  colors = ['white', 'black', 'custom';
Call by -
  colors.item(0) (returns 'white')
   OR
  colors[2] (returns 'custom')

  Arrays began at 0.
```

Concatenation

+ combines values to a string if a string
  value is present in the concatenation.

Comparison Operators

```
==    equal to
!=    is not equal to
===   strict equal to
!==   strict not equal to
>     greater than
<     less than
>=    greater than or equal to
<=    less than or equal to
```

If...Else Statements

```
keyword (condition) {
    code to execute if true();
}
else {
    code to execute if false();
}
```

Logical Operators

```
&& logical and (tests more than one
               condition)
|| logical or  (tests at least one
               condition)
!  Logical not (takes a single Bool and
   inverts it)
```

Subject 4

```
Content
```

Switch Statements

```
switch (var being evaluated) {
  case (var result):
    var if true;
    break;
  case (next until choose to stop):
    var if true;
    break
  default:
    var if none resolve true;
    Break;
}

element.element = var resolved as true
```

Truthy and Falsy Values

Equality & Existence

Short Circuit Values

Weak or Strong Typed Content

```
Weak Typing = data type can change.
Strong Typing = data type for a variable
is specified prior.
```

Subject 4

```
Content
```

Loops

```
For (var i = value; I < 10; i++) {
     |        /           /      \
keyword  initialization  condition  update
 document.write(i);
        \
   code to execute during loop
```

Subject 1

Content

Loop Types

```
for
while
do
```

Subject 4

Content