

JavaScript Flash Cards

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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 Terms

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

Basic JavaScript Creation

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

Document.methodname(parameter, parameter)

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

See p 167

Equality & Existence

See p 168

Short Circuit Values

See p 169

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
```

Loop Types

```
for  
while  
do
```

Functions - declaring a function

```
Function function name(argument1, argument2) {  
  code;  
  return var;  
}
```

Immediately Invoked Function Expressions (IIFE) p 97

A way to "brute force" a piece of code.
"Wrappers" to make things happen.

Subject 4

Content