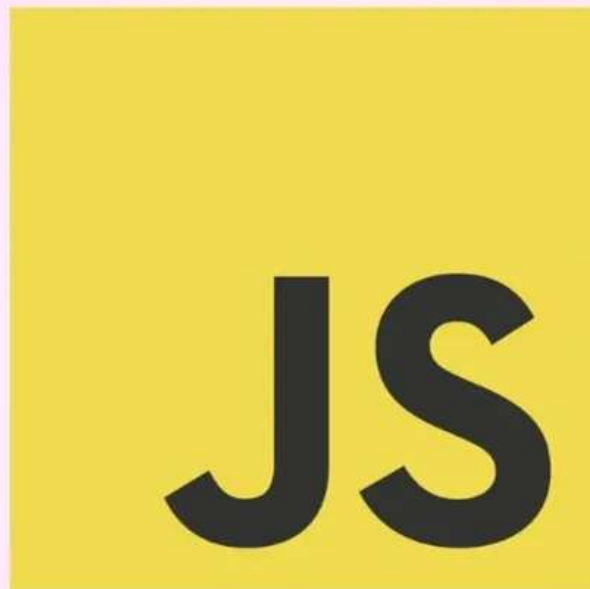# JS CHEATSHEET

JS

THE COMPLETE GUIDE 2025

DATA TYPES

```javascript
let num = 10;
const price = 19.99;
let text = "Hello, JavaScript!";
let isJSFun = true;
let items = ["apple", "banana", "cherry"];
```

```javascript
// Function-scoped
var x = 10;

// Block-scoped
let y = 10;

// Block-scoped & constant
const z = 10;
```

CONDITIONALS

```javascript
let num = 10;

if (num > 0) {
    console.log("Positive number");
} else {
    console.log("Negative number");
}
```

LOOPS

```javascript
// For loop
for (let i = 1; i <= 5; i++) {
    console.log("For Loop:", i);
}

// While loop
let i = 1;
while (i <= 5) {
    console.log("While Loop:", i);
    i++;
}

// Do-while loop
let j = 1;
do {
    console.log("Do-While Loop:", j);
    j++;
} while (j <= 5);
```

FUNCTIONS

```javascript
function add(a, b) {
    return a + b;
}

console.log(add(5, 3)); // Output: 8
```

OBJECTS

```javascript
let car = {
    model: "Tesla",
    year: 2024
};

console.log(car.model); // Output: Tesla
```

ERROR HANDLING

```javascript
try {
    let result = 10 / 0;
} catch (error) {
    console.log("Error:", error.message);
}
```

PROMISES & ASYNC

```javascript
// Using Promises
function fetchData() {
    return new Promise((resolve, reject) => {
        setTimeout(() => resolve("Data loaded!"), 2000);
    });
}
fetchData().then(data => console.log(data));

// Using Async/Await
async function loadData() {
    let data = await fetchData();
    console.log(data);
}
loadData();
```

DOM MANIPULATION

```javascript
// Select an element
let heading = document.getElementById("title");
heading.textContent = "Hello, JavaScript!";

// Create & append a new element
let newParagraph = document.createElement("p");
newParagraph.textContent = "This is a new paragraph.";
document.body.appendChild(newParagraph);
```