JS JavaScript Cheat Sheet – Beginner Edition

Variables

```
let name = "Richard";
const age = 26;
var mood = "focused";
```

- let – can be reassigned
- const – cannot be reassigned
- var – older (not recommended)

Data Types

```
const name = "Code Club";          // String
const score = 100;                 // Number
let isActive = true;               // Boolean
const colors = ["red", "blue"];  // Array
const person = { name: "Ayo", age: 30 }; // Object
```

Functions

```
function greet() {
  console.log("Hello world!");
}

greet(); // Call the function
```

DOM Manipulation

```
const quote = document.getElementById("quote");
quote.innerText = "Stay positive!";
```

Events

HTML:

```
<button onclick="sayHi()">Click me</button>
```

JavaScript:

```
function sayHi() {
  alert("Hi there!");
}
```

Math & Random

```
Math.random(); // Random decimal (0 to 1)
Math.floor(3.9); // 3
Math.floor(Math.random() * 5); // Random whole number 0-4
```

Arrays

```javascript
const quotes = ["Believe", "Focus", "Push forward"];

quotes[0];           // Access: "Believe"
quotes.push("Go!"); // Add new quote
quotes.length;       // Count elements
```

Conditionals

```javascript
if (score > 80) {
  console.log("Great job!");
} else {
  console.log("Keep going!");
}
```

Loops

```javascript
for (let i = 0; i < 3; i++) {
  console.log("Repeat:", i);
}
```

Tips

- Use console.log[] to test your code.
- Read error messages — they guide you.
- Use MDN Web Docs for examples and references.
- Try things — JavaScript is all about experimentation.