JAVASCRIPT CHEAT SHEET

FUNCTIONS, SCOPES, LOOP, ARRAYS.

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1.0

FUNCTIONS

1. **The function adds** *two numbers* **together:**

```javascript
// Defining the function:
function sum(num1, num2) {
  return num1 + num2;
}

// Calling the function:
sum(3, 6); // 9
```

2. **The rocketToMars function returns** *'BOOM!'*.
There are two ways to write it:
as a named function or as a function stored in a variable.

```javascript
// Named function
function rocketToMars() {
  return 'BOOM!';
}

// Anonymous function
const rocketToMars = function() {
  return 'BOOM!';
}
```

FUNCTIONS

3. **The checkWeight function logs the weight provided as an argument. When called with** *checkWeight(25)* **it prints** *"Weight: 25"* **to the console.**

```
const checkWeight = weight => {
  console.log(`Weight : ${weight}`);
};
checkWeight(25); // => Weight : 25
```

4. **The sum function adds two numbers together. When called with** *console.log(sum(2,5))* **it prints** *7* **to the console.**

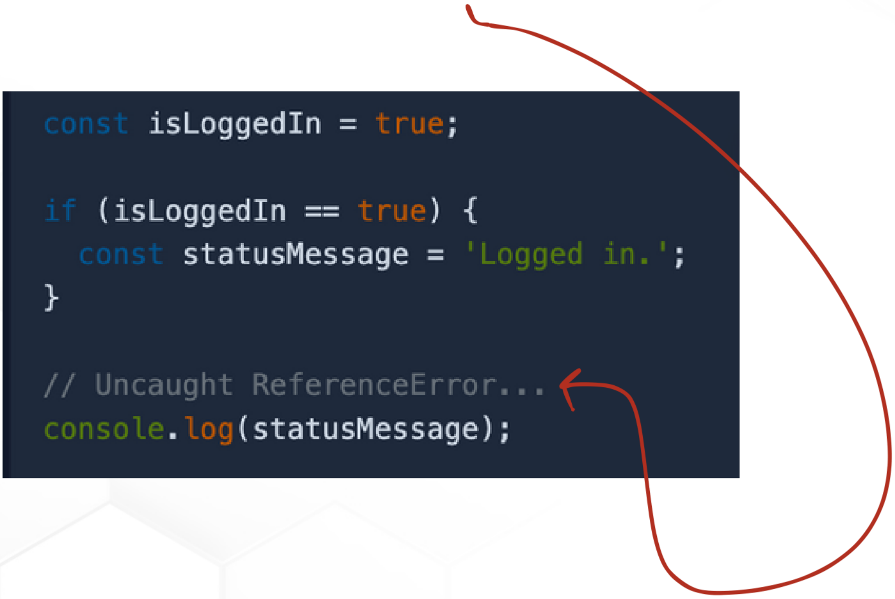
```
const sum = (param1, param2) => {
  return param1 + param2;
};
console.log(sum(2,5)); // => 7
```

SCOPES 1.0

1. **The isLoggedIn variable is set to true. Inside the if statement, the statusMessage variable is declared with the message** *'Logged in.'*

However, since it's declared inside the block, it's not accessible outside of it.

Therefore, attempting to log statusMessage outside the if block will result in a -> *ReferenceError.*



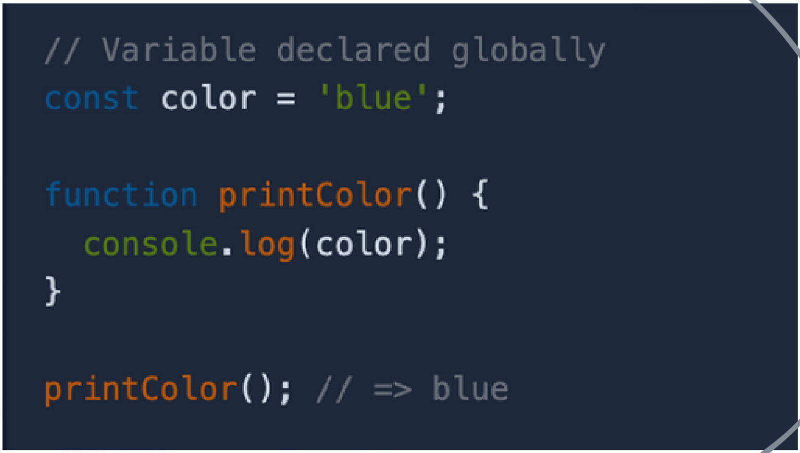
```
const isLoggedIn = true;

if (isLoggedIn == true) {
  const statusMessage = 'Logged in.';
}

// Uncaught ReferenceError...
console.log(statusMessage);
```

1.1

SCOPES

2. **The function printColor logs the value of the globally declared variable color, which is 'blue'.**

When *printColor()* **is called, it prints** 'blue' **to the console.**



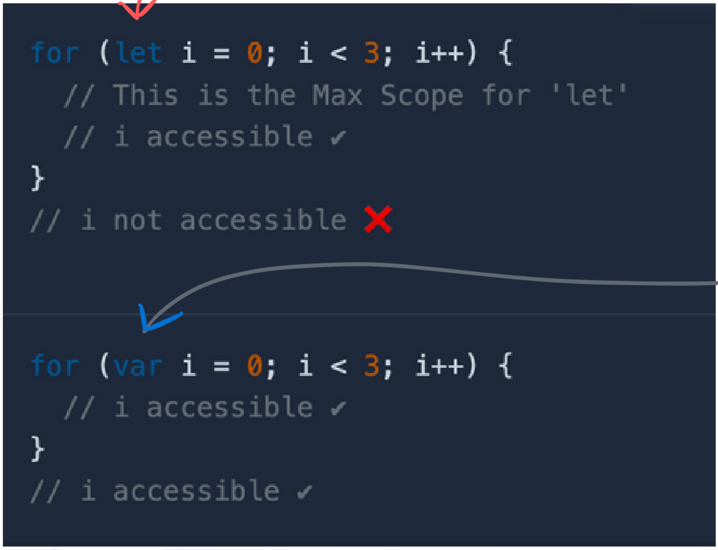
```javascript
// Variable declared globally
const color = 'blue';

function printColor() {
  console.log(color);
}

printColor(); // => blue
```

// Function prints the value of the globally declared variable 'color'
// When called, it logs 'blue' to the console ✓

SCOPES 1.3

3. In the first loop, *i* is declared with let, making it accessible only within the loop's scope. After the loop, *i* is ***not*** accessible.

In the second loop, *i* is declared with *var*, making it accessible both within and outside the loop's scope.



```
for (let i = 0; i < 3; i++) {
  // This is the Max Scope for 'let'
  // i accessible ✔
}
// i not accessible ❌

for (var i = 0; i < 3; i++) {
  // i accessible ✔
}
// i accessible ✔
```

By the way, my recommendation: Please do not use “var” anymore.

ARRAYS 1.0

1. **<u>This code declares two arrays:</u>**
   - **one with "*strings*" representing fruits**
   - **another with *<u>different data types</u>* including numbers, strings, and a boolean value.**

```javascript
const fruits = ["apple", "orange", "banana"

// Different data types
const data = [1, 'chicken', false];
```

2. **<u>This code declares an array of numbers</u> and retrieves its length, which is *<u>4.</u>***

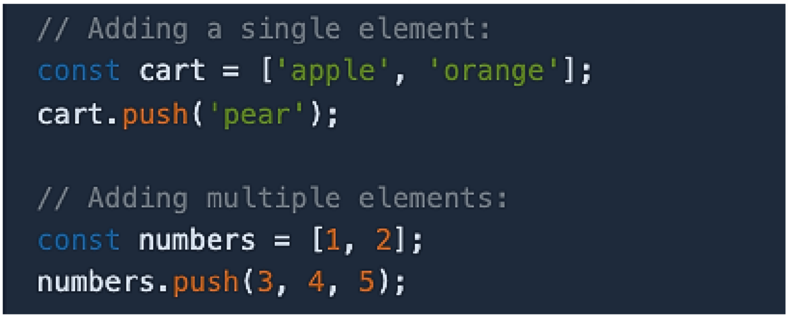
```javascript
const numbers = [1, 2, 3, 4];

numbers.length // 4
```

3. **<u>This code creates an array of numbers</u> and then prints the elements *at index 0 and index 1* using console.log**

```javascript
// Accessing an array element
const myArray = [100, 200, 300];

console.log(myArray[0]); // 100
console.log(myArray[1]); // 200
```

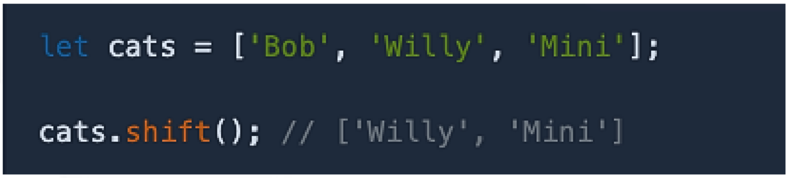
ARRAYS 1.1

4. **<u>This code adds one item, "pear,"</u> to the cart array and three items,** *3, 4, and 5,* **to the numbers array.**



```
// Adding a single element:
const cart = ['apple', 'orange'];
cart.push('pear');

// Adding multiple elements:
const numbers = [1, 2];
numbers.push(3, 4, 5);
```

5. **<u>This code removes the first element</u> from the cats array,** *leaving ['Willy', 'Mini'].*



```
let cats = ['Bob', 'Willy', 'Mini'];

cats.shift(); // ['Willy', 'Mini']
```

leaving ['Willy', 'Mini']. ✓

‘Bob’ is gone.

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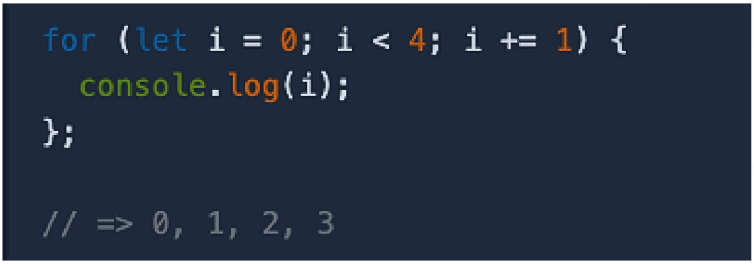
LOOPS

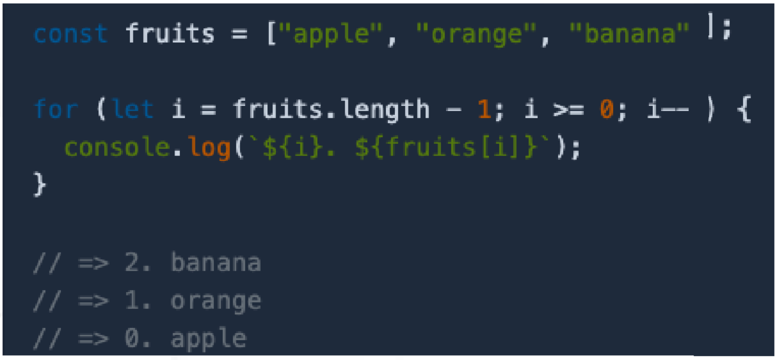
1. **This code loops from 0 to 3, printing** *each number* **to the console.**



```
for (let i = 0; i < 4; i += 1) {
  console.log(i);
};

// => 0, 1, 2, 3
```

2. **This code loops through the fruits array in reverse order,** *printing each index* **and its corresponding fruit.**



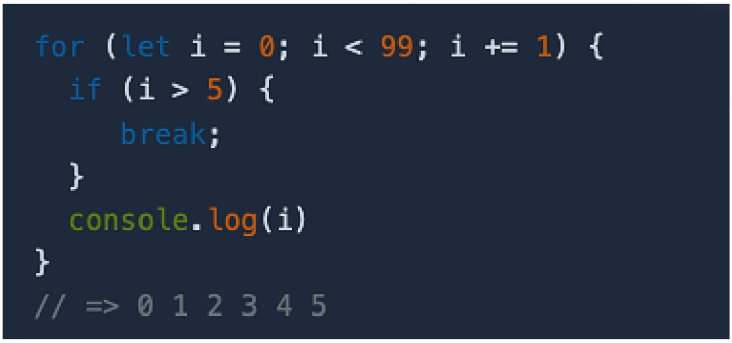
```
const fruits = ["apple", "orange", "banana" ];

for (let i = fruits.length - 1; i >= 0; i-- ) {
  console.log(`${i}. ${fruits[i]}`);
}

// => 2. banana
// => 1. orange
// => 0. apple
```

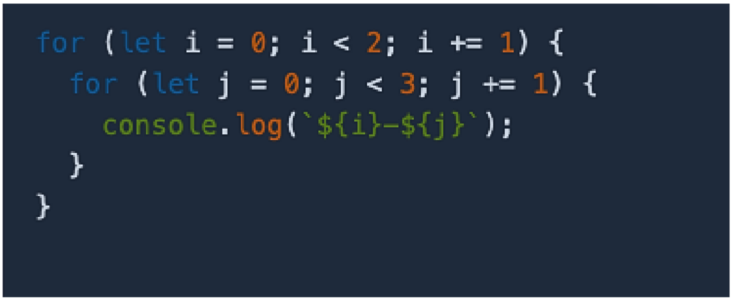
LOOPS

3. **<u>This code loops from 0 to 98</u> but stops and exits the loop when** i *becomes greater than 5*, **printing the numbers** *0 through 5.*



```
for (let i = 0; i < 99; i += 1) {
  if (i > 5) {
    break;
  }
  console.log(i)
}
// => 0 1 2 3 4 5
```

4. **<u>This code uses nested loops</u> to** print pairs **of indices, resulting in the output:**



```
for (let i = 0; i < 2; i += 1) {
  for (let j = 0; j < 3; j += 1) {
    console.log(`${i}-${j}`);
  }
}
```

```
0-0
0-1
0-2
1-0
1-1
1-2
```

PLEASE READ

THIS IS THE END

THANK YOU FOR DOWNLOADING THIS SHORT EBOOK.

I HOPE IT HELPED YOU UNDERSTAND THESE CONCEPTS BETTER.

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THANKS,
MEAK

Hey I'm Meak

A frontend engineer and tech content creator.

I make unique tech content.

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By the way, I'm working on something big for developers, but *psst* don't tell anyone ;)

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