JavaScript cheatsheet – v2.4.0 – https://github.com/Serrin/Celestra/

Web Storage api and JSON

IE8 compatible

localStorage:
```
localStorage.length;
localStorage.key(index);
localStorage.getItem(key);
localStorage.setItem(key, data);
localStorage.removeItem(key);
localStorage.clear();
```

sessionStorage:
```
sessionStorage.length;
sessionStorage.key(index);
sessionStorage.getItem(key);
sessionStorage.setItem(key, data);
sessionStorage.removeItem(key);
sessionStorage.clear();
```

hasItem:
```
localStorage.getItem(key) !== null
sessionStorage.getItem(key) !== null
```

setJSON:
```
localStorage.setItem(key,
JSON.stringify(object));
sessionStorage.setItem(key,
JSON.stringify(object));
```

getJSON:
```
JSON.parse(localStorage.getItem(key));
JSON.parse(sessionStorage.getItem(key)
);
```

element.dataset & data-* attributes

- IE11 compatible
- element data-* attributes
- no methods and events

camelcase:
```
element.data-name
  -> element.dataset.name
element.data-first-second
  -> element.dataset.firstSecond
```

set:
```
element.dataset.name = "value";
element.dataset["name"] = "value";
element.setAttribute("data-name",
"value");
element["data-name"] = "value";
```

get:
```
element.dataset.name;
element.dataset["name"];
element.getAttribute("data-name");
element["data-name"];
```

remove:
```
element.removeAttribute("data-name");
```

check:
```
element.hasAttribute("data-name");
```

TypedArray

IE10+11 compatible

```
new TypedArray(); ES2017
new TypedArray(length);
new TypedArray(typedArray);
new TypedArray(object);
new TypedArray(buffer[,byteOffset[,length]]);
```

Int8Array();
-128 to 127, 1 byte, int8_t

Uint8Array();
0 to 255, 1 byte, uint8_t

Uint8ClampedArray();
0 to 255, 1 byte, uint8_t, not in IE10-11

Int16Array();
-32768 to 32767, 2 byte, int16_t

Uint16Array();
0 to 65535, 2 byte, uint16_t

Int32Array();
-2147483648 to 2147483647, 4 byte, int32_t

Uint32Array();
0 to 4294967295, 4 byte, uint32_t

Float32Array();
1.2x10-38 to 3.4x1038, 4 byte, float

Float64Array();
5.0x10-324 to 1.8x10308, 8 byte, double

element.classList

IE10+IE11 don't have support for classList on SVG or MathML elements.

element.classList.add(String[,String]);
IE10+11: yes (except the multiple arguments)

element.classList.remove(String[,String]);
IE10+11: yes (except the multiple arguments)
- Removing a class that does not exist, does NOT throw an error.

element.classList.contains(String);
IE10+11: yes

element.classList.toggle(String[,force]);
IE10+11: yes (except the second argument)
- When only one argument is present: Toggle class value; if class exists then remove it and return false, if not, then add it and return true.
- When a second argument is present: If the second argument evaluates to true, add specified class value, and if it evaluates to false, remove it.

element.classList.item(Number);
IE10+11: yes

element.classList.length;
IE10+11: yes

element.classList.replace(oldClass, newClass);
IE10+11: No and the method isn't compatible with the Safari and mobile browsers too.

Remove all classes:
element.className = "";

JSON

IE8+

Valid Data Types
- a string
- a number
- an object (containing valid JSON values)
- an array
- a boolean
- null

Invalid Data Types
- a function
- a date
- undefined
- an object with method(s) (function)

JSON.stringify()
Convert a JavaScript object to a JSON string.

```
JSON.stringify( { a: 1, b: "2", c: true } );
=> "{\"a\":1,\"b\":\"2\",\"c\":true}"

JSON.stringify( [1, 2, 3, 4, 5] );
=> "[1,2,3,4,5]"
```

JSON.parse()
Parses a JSON string and returns a JavaScript object.

```
JSON.parse(JSON.stringify( {a: 1, b: "2", c: true} ));
=> Object { a: 1, b: "2", c: true }

JSON.parse(JSON.stringify( [1, 2, 3, 4, 5] ));
=> Array(5) [ 1, 2, 3, 4, 5 ]
```

DOMParser

IE9: XML support
IE10+IE11: XML, SVG and HTML support

```
var parser = new DOMParser();
var doc = parser.parseFromString("sourceStr", "application/xml");
```
Returns a Document, but not a SVGDocument nor a HTMLDocument.

```
var parser = new DOMParser();
var doc = parser.parseFromString(sourceStr, "image/svg+xml");
```
Returns a SVGDocument, which also is a Document.

```
var parser = new DOMParser();
var doc = parser.parseFromString(sourceStr, "text/html");
```
Returns a HTML document.

DOMParser sample function

```
function parseHTML (str) {
  return Array.prototype.slice.call(
    (new DOMParser())
      .parseFromString(str, "text/html")
      .childNodes[0]
      .childNodes[1]
      .childNodes
  );
}

parseHTML(
  "<div>1<p>2</p><p>3</p></div>"
  + "<div>4<p>5</p><p>6</p></div>"
  + "<div>7</div>"
  + "<p>8</p>"
);
```
=> Array(4) [div, div, div, p]
Tested in IE11, Edge, Firefox and Chrome.