

Web Storage api and JSON	element.dataset & data-* attributes	TypedArray
<p>IE8+</p> <p>localStorage: localStorage.length; localStorage.key(index); localStorage.getItem(key); localStorage.setItem(key, data); localStorage.removeItem(key); localStorage.clear();</p> <p>sessionStorage: sessionStorage.length; sessionStorage.key(index); sessionStorage.getItem(key); sessionStorage.setItem(key, data); sessionStorage.removeItem(key); sessionStorage.clear();</p> <p>hasItem: localStorage.getItem(key) !== null sessionStorage.getItem(key) !== null</p> <p>setJSON: localStorage.setItem(key, JSON.stringify(object)); sessionStorage.setItem(key, JSON.stringify(object));</p> <p>getJSON: JSON.parse(localStorage.getItem(key)); JSON.parse(sessionStorage.getItem(key));</p>	<p>- IE11 compatible - element data-* attributes - no methods and events</p> <p>camelcase: element.data-name -> element.dataset.name element.data-first-second -> element.dataset.firstSecond</p> <p>set: element.dataset.name = "value"; element.dataset["name"] = "value"; element.setAttribute("data-name", "value"); element["data-name"] = "value";</p> <p>get: element.dataset.name; element.dataset["name"]; element.getAttribute("data-name"); element["data-name"];</p> <p>remove: element.removeAttribute("data-name");</p> <p>check: element.hasAttribute("data-name");</p>	<p>IE10+11 compatible</p> <p>new <TypedArray>(); <i>ES2017</i> new <TypedArray>(length); new <TypedArray>(typedArray); new <TypedArray>(object); new <TypedArray>(buffer[,byteOffset[,len]]);</p> <p>Int8Array(); -128 to 127, 1 byte, int8_t, Shortint</p> <p>Uint8Array(); 0 to 255, 1 byte, uint8_t, Byte</p> <p>Uint8ClampedArray(); 0 to 255, 1 byte, uint8_t, Byte</p> <p>Int16Array(); -32768 to 32767, 2 byte, int16_t, Smallint</p> <p>Uint16Array(); 0 to 65535, 2 byte, uint16_t, Word</p> <p>Int32Array(); -2147483648 to 2147483647, 4 byte, int32_t</p> <p>Uint32Array(); 0 to 4294967295, 4 byte, uint32_t, Longword</p> <p>BigInt64Array(); - not in IE10-11 -2**63 to 2**63-1, 8 byte, int64_t, Int64</p> <p>BigUint64Array(); - not in IE10-11 0 to 2**64-1, 8 byte, uint64_t, Qword</p> <p>Float16Array(); - not in IE10-11 -65504 to 65504, 2 byte</p> <p>Float32Array(); 1.2x10-38 to 3.4x1038, 4 byte, float, Real</p> <p>Float64Array(); 5.0x10-324 to 1.8x10308, 8 byte, Double</p>
DOM events		
<p>target.addEventListener(<type>,<listener>[,useCapture]); or target.addEventListener(<type>,<listener>[,options]); target.removeEventListener(<type>,<listener>[,useCapture]); or target.removeEventListener(<type>,<listener>[,options]); target.dispatchEvent(<event>); target.type(); or target["type"]();</p>		

element.classList	JSON
<p>IE10+IE11 don't have support for classList on SVG or MathML elements.</p> <p>element.classList.add(String[,String]); IE10+11: yes (except the multiple arguments)</p> <p>element.classList.remove(String[,String]); IE10+11: yes (except the multiple arguments) - Removing a class that does not exist, does NOT throw an error.</p> <p>element.classList.contains(String); IE10+11: yes</p> <p>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.</p> <p>element.classList.item(Number); IE10+11: yes</p> <p>element.classList.length; IE10+11: yes</p> <p>element.classList.replace(oldClass, newClass); IE10+11: No and the method isn't compatible with the Safari and mobile browsers too.</p> <p>Remove all classes: element.className = "";</p>	<p>IE8+</p> <p>Valid Data Types</p> <ul style="list-style-type: none"> - string - number - object (containing valid JSON values) - array - boolean - date - null <p>Invalid Data Types</p> <ul style="list-style-type: none"> - function - Symbol - NaN, Infinity, undefined - <i>will be "null"</i> - an object with method(s) (functions) - Map, Set, WeakMap, WeakSet - <i>fix: convert to array</i> - BigInt - <i>fixed in Celestra - BigInt.prototype.toJSON();</i> <p>JSON.stringify(value[,replacer[,space]]); Convert a JavaScript object to a JSON string.</p> <p>JSON.stringify({ a: 1, b: "2", c: true }); // -> '{"a":1,"b":"2","c":true}'</p> <p>JSON.stringify([1, 2, 3, 4, 5]); // -> "[1,2,3,4,5]"</p> <p>JSON.parse(text[,reviver]); Parses a JSON string and returns a JavaScript object.</p> <p>JSON.parse(JSON.stringify({a: 1, b: "2", c: true})); // -> Object { a: 1, b: "2", c: true }</p> <p>JSON.parse(JSON.stringify([1, 2, 3, 4, 5])); // -> Array(5) [1, 2, 3, 4, 5]</p>

Fetch	Fetch POST
<pre> Firefox 39, Chrome 42, Edgel4, Opera29 , Safari 10.1, Samsung I. 4.0 // Example GET method implementation with TEXT: fetch("https://api.coindesk.com/v1/bpi/currentprice.json") .then(response => response.text()) .then(data => console.log(data)) .catch(error => console.log(error)); // Example GET method implementation with JSON: fetch("https://api.coindesk.com/v1/bpi/currentprice.json") .then(response => response.json()) .then(data => console.log(data.bpi.USD.rate)) .catch(error => console.log(error)); // Example GET method implementation with TEXT and JSON: fetch("https://api.coindesk.com/v1/bpi/currentprice.json") .then(response => response.text()) .then(text => console.log(JSON.parse(text).bpi.USD.rate+"\n"+text)) .catch(error => console.log(error)); // Example POST method implementation with upload JSON data: const data = { username: "example" }; fetch("https://example.com/profile", { method: "POST", // or "PUT" headers: { "Content-Type": "application/json", }, body: JSON.stringify(data), }) .then(response => response.json()) .then(data => { console.log("Success:", data); }) .catch((error) => { console.error("Error:", error); }); </pre>	<pre> // Example POST method implementation: // Default options are marked with * async function postData(url = "url", data = {}) { const response = await fetch(url, { method: "POST", // *GET, POST, PUT, DELETE, etc. mode: "cors", // no-cors, *cors, same-origin cache: "no-cache", // *default, no-cache, reload, force-cache, only-if-cached credentials: "same-origin", // include, *same-origin, omit headers: {"Content-Type": "application/json"}, // "Content-Type": "application/x-www-form- urlencoded" redirect: "follow", // manual, *follow, error referrerPolicy: "no-referrer", // no-referrer, *no-referrer-when-downgrade, origin, origin-when-cross-origin, same-origin, strict-origin, strict-origin-when-cross-origin, unsafe-url body: JSON.stringify(data) // body data type must match "Content-Type" header }); return response.json(); // parses JSON response into native JavaScript objects } postData("https://example.com/answer", { answer: 42 }) .then(data => { console.log(data); }); // JSON data parsed by `data.json()` call </pre>

Nullish coalescing operator <code>x ?? y</code>	Logical nullish assignment <code>x ??= y</code>	Logical AND assignment <code>x &&= y</code>	Logical OR assignment <code>x = y</code>
FF 72, Chrome and Edge 80, Safari 13.1, Safari on iOS 13.4, Samsung Internet 13	FF 79, Chrome and Edge 85, Safari 14, Samsung Internet 14		
The nullish coalescing operator (??) is a logical operator that returns its right-hand side operand when its left-hand side operand is null or undefined, and otherwise returns its left-hand side operand.	The logical nullish assignment operator only assigns if x is nullish (null or undefined).	The logical AND assignment operator only assigns if x is truthy.	The logical OR assignment operator only assigns if x is falsy. (false, 0, -0, 0n, "", '', ``, null, undefined, NaN)
<pre>const nullValue = null; const emptyText = ""; // falsy const someNumber = 42; const valA = nullValue ?? "defaultA"; // "defaultA" const valB = emptyText ?? "default B"; // "" (empty string is not null or undefined) const valC = someNumber ?? 0; // 42</pre>	<pre>function config (options) { options.duration ??= 100; options.speed ??= 25; return options; } config({duration: 125}); // {duration: 125, speed: 25} config({}); // {duration: 100, speed: 25}</pre>	<pre>let x = 0; let y = 1; x &&= 0; // 0 x &&= 1; // 0 y &&= 1; // 1 y &&= 0; // 0</pre>	<pre>const a = { duration: 50, title: "" }; a.duration = 10; // 5 a.title = "title is empty."; // "title is empty"</pre>
<pre>let count = 0; let text = ""; let qty = count 42; // 42 let message = text "hi!"; // "hi!"</pre>	<pre>const a = { duration: 50 }; a.duration ??= 10; // 50 a.speed ??= 25; // 25</pre>	<pre>let a = 1; let b = 0; a &&= 2; // 2 b &&= 2; // 0</pre>	
		equivalent	not equivalent
Nullish coalescing operator (??)	<code>x ?? y</code>	<code>(x !== null) ? x : y</code>	
Logical nullish assignment (??=)	<code>x ??= y</code>	<code>x ?? (x = y);</code>	<code>x = x ?? y;</code>
Logical AND assignment (&&=)	<code>x &&= y</code>	<code>x && (x = y);</code>	<code>x = x && y;</code>
Logical OR assignment (=)	<code>x = y</code>	<code>x (x = y);</code>	<code>x = x y;</code>

Reflect object		
ES6, no IE11 support - FF 42, Chrome 49, Edge 12, Safari 10, Safari on iOS 10, Samsung Internet 5.0		
Function	Description	equivalent
<code>Reflect.apply(target, thisArgument, argumentsList);</code>	Calls a target function with arguments as specified by the argumentsList parameter.	<code>Function.prototype.apply();</code>
<code>Reflect.construct(target, argumentsList [,newTarget]);</code>	The new operator as a function.	<code>new target(...argumentsList);</code>
<code>Reflect.defineProperty(target,propertyKey, attributes);</code>	Similar to <code>Object.defineProperty()</code> . Returns a boolean that is true if the property was successfully defined.	<code>Object.defineProperty(target, propertyKey, attributes);</code>
<code>Reflect.deleteProperty(target,propertyKey);</code>	The delete operator as a function.	<code>delete target[propertyKey];</code>
<code>Reflect.get(target,propertyKey[,receiver]);</code>	Returns the value of the property of the object.	<code>target[propertyKey];</code>
<code>Reflect.getOwnPropertyDescriptor(target, propertyKey);</code>	Returns a property descriptor of the given property if it exists on the object, undefined otherwise.	<code>Object.getOwnPropertyDescriptor(target, propertyKey);</code>
<code>Reflect.getPrototypeOf(target);</code>	<code>Object.getPrototypeOf(target);</code>	<code>Object.getPrototypeOf(target);</code>
<code>Reflect.has(target,propertyKey);</code>	Returns a boolean whether the target has the property.	<code>propertyKey in target;</code>
<code>Reflect.isExtensible(target);</code>	Returns a boolean that is true if the target is extensible.	<code>Object.isExtensible(target);</code>
<code>Reflect.ownKeys(target);</code>	Returns an array of the target object's own (not inherited) property keys.	<code>Object.getOwnPropertyNames(target).concat(Object.getOwnPropertySymbols(target));</code>
<code>Reflect.preventExtensions(target);</code>	Prevents new properties from ever being added to an object. Similar to <code>Object.preventExtensions()</code> .	<code>Object.preventExtensions(target);</code>
<code>Reflect.set(target,propertyKey,value [,receiver]);</code>	Assigns values to properties. Returns a boolean that is true if the update was successful.	<code>target[propertyKey] = value;</code>
<code>Reflect.setPrototypeOf(target,prototype);</code>	Sets the prototype of an object. Returns a boolean that is true if the update was successful.	<code>Object.setPrototypeOf(target,prototype);</code>

Map Object	Set Object helper functions
<pre> var myMap = new Map([iterable]); // The Map objects are iterable. for (let [key, value] of myMap) { console.log(`\${key} = \${value}`); } var cloneMap = new Map(myMap); Map.prototype.size; Map.prototype.get(<key>); -> value/undefineds Map.prototype.set(<key>,<value>); -> Map object Map.prototype.has(<key>); -> boolean Map.prototype.delete(<key>); -> boolean Map.prototype.clear(); -> undefined Map.prototype.forEach(function (value,key,map)); -> undefined Map.prototype.keys(); -> iterator of keys Map.prototype.values(); -> iterator of values Map.prototype.entries(); -> iterator of [key, value] </pre>	<pre> function isSuperset(set, subset) { for (const elem of subset) { if (!set.has(elem)) { return false; } } return true; } function union(setA, setB) { const _union = new Set(setA); for (const elem of setB) { _union.add(elem); } return _union; } function intersection(setA, setB) { const _intersection = new Set(); for (const elem of setB) { if (setA.has(elem)) { _intersection.add(elem); } } return _intersection; } function difference(setA, setB) { const _difference = new Set(setA); for (const elem of setB) { _difference.delete(elem); } return _difference; } function symmetricDifference(setA, setB) { const _d = new Set(setA); for (const e of setB) { if (_d.has(e)) { _d.delete(e); } else { _d.add(e); } } return _d; } const setA = new Set([1,2,3,4]), setB = new Set([2, 3]), setC = new Set([3, 4, 5, 6]) isSuperset(setA, setB); // true union(setA, setC); // Set {1, 2, 3, 4, 5, 6} intersection(setA, setC); // Set {3, 4} difference(setA, setC); // Set {1, 2} symmetricDifference(setA, setC); // Set {1, 2, 5, 6} </pre>
Set Object	
<pre> var mySet = new Set([iterable]); // The Set objects are iterable. for (const item of mySet) { console.log(item); } var cloneSet = new Set(mySet); Set.prototype.size; Set.prototype.add(<value>); -> Set object Set.prototype.has(<value>); -> boolean Set.prototype.delete(<value>); -> boolean Set.prototype.clear(); -> undefined Set.prototype.forEach(function (value,value,set)); -> undefined Set.prototype.keys(); -> iterator of values Set.prototype.values(); -> iterator of values Set.prototype.entries(); -> iterator of [value, value] </pre>	

Array.fromAsync();	Set methods
<pre>Array.fromAsync(<object>[,mapFn[,thisArg]]) .then((resultArray) => /* todo with resultArray */);</pre> <p>Object types: async iterable, iterable (Array, Map, Set, NodeList, etc.), array-like</p> <p>mapfn parameters: element, index</p>	<p>Chrome, Chrome Android, Edge, WebView Android v122 Firefox, Firefox for Android v127 Safari, Safari on iOS, WebView on iOS v17 Opera v108, Opera Android v81 Samsung Internet v26.0 Deno 1.42, Node.js 22.0.0</p>
<pre>async function* asyncIterable () { for (let i = 0; i < 5; i++) { await new Promise((resolve)=> setTimeout(resolve,50*i)); yield i; } }</pre> <pre>Array.fromAsync(asyncIterable()) .then((res) => console.log("asyncIterable1: "+res)); // asyncIterable1: 0,1,2,3,4</pre> <pre>Array.fromAsync(asyncIterable(), (x) => x*2) .then((res) => console.log("asyncIterable2: "+res)); // asyncIterable2: 0,2,4,6,8</pre> <pre>Array.fromAsync([4,5,6,7,8]) .then((res) => console.log("[4,5,6,7,8]: "+res)); // [4,5,6,7,8]: 4,5,6,7,8</pre> <pre>Array.fromAsync([4,5,6,7,8], (x) => x*2) .then((res) => console.log("[4,5,6,7,8] + fn: "+res)); // [4,5,6,7,8] + fn: 8,10,12,14,16</pre> <pre>Array.fromAsync(new Set([4,5,6,6,10])) .then((res) => console.log("Set: "+res)); // Set: 4,5,6,10</pre> <pre>Array.fromAsync(new Set([4,5,6,6,10]), (x) => x*2) .then((res) => console.log("Set + fn: "+res)); // Set + fn: 8,10,12,20</pre> <pre>Array.fromAsync({"0": 3, "1": 4, "2": 5, length: 3}) .then((res) => console.log("arraylike: "+res)); // arraylike: 3,4,5</pre> <pre>Array.fromAsync({"0": 3, "1": 4, "2": 5, length: 3}, (x) => x*2).then((res) => console.log("arraylike + fn: "+res)); // arraylike + fn: 6,8,10</pre>	<pre>Set.prototype.intersection(other): Set Set.prototype.union(other): Set Set.prototype.difference(other): Set Set.prototype.symmetricDifference(other): Set Set.prototype.isSubsetOf(other): Boolean Set.prototype.isSupersetOf(other): Boolean Set.prototype.isDisjointFrom(other): Boolean</pre> <pre>var setA = new Set([1]); var setB = new Set([1,2]); var setC = new Set([2,3]);</pre> <pre>console.log(setB.intersection(setC)); // Set [2] console.log(setB.union(setC)); // Set(3) [1, 2, 3] console.log(setB.difference(setC)); // Set [1] console.log(setB.symmetricDifference(setC)); // Set [1, 3]</pre> <pre>console.log(setB.isSupersetOf(setA)); // true console.log(setA.isSupersetOf(setC)); // false console.log(setA.isSubsetOf(setB)); // true console.log(setA.isSubsetOf(setC)); // false</pre> <pre>console.log(setA.isDisjointFrom(setC)); // true - there are no common elements console.log(setA.isDisjointFrom(setB)); // false - there are common elements</pre>

Iterator methods	Iterator methods samples
<p>Firefox, Firefox for Android 131 Chrome, Edge, Webview Android 122 Opera 108 Safari, Safari in iOS, Webview on iOS 18.4 (?) Samsung Internet 26.0 Deno 1.42, Node.js (?)</p> <p>Iterator.from(object);</p> <p>Iterator.prototype.drop(limit);</p> <p>Iterator.prototype.every(callbackFn(Element, index));</p> <p>Iterator.prototype.filter(callbackFn(Element, index));</p> <p>Iterator.prototype.find(callbackFn(Element, index));</p> <p>Iterator.prototype.flatMap(callbackFn(Element, index));</p> <p>Iterator.prototype.forEach(callbackFn(Element, index));</p> <p>Iterator.prototype.map(callbackFn(Element, index));</p> <p>Iterator.prototype.reduce(callbackFn(accumulator, currentValue, currentIndex), initialValue: Optional);</p> <p>Iterator.prototype.same(callbackFn(Element, index));</p> <p>Iterator.prototype.take(limit);</p> <p>Iterator.prototype.toArray(); Equivalent to Array.from(iterator) and [...iterator]</p> <p>Iterator.prototype[Symbol.iterator]();</p>	<pre>var A1 = [1, 2, 3, 4, 5, 6]; console.log(Iterator.from(A1)); // Iterator { 1, 2, 3, 4, 5, 6 } console.log(A1.values().drop(3)); // Iterator { 4, 5, 6 } console.log(A1.values().every((x) => x > 0)); // true console.log(A1.values().every((x) => x > 3)); // false console.log(A1.values().filter((x) => x > 3)); // Iterator { 4, 5, 6 } console.log(A1.values().find((x) => x > 3)); // 4 var M1 = new Map([["a", 1], ["b", 2], ["c", 3]]); var M2 = new Map([["d", 4], ["e", 5], ["f", 6]]); console.log(new Map([M1, M2].values().flatMap((x) => x))); // Map(6) { a → 1, b → 2, c → 3, d → 4, e → 5, f → 6 } console.log(A1.values().take(2).forEach((el, i) => console.log(i+": "+el))); // "0 : 1", "1 : 2" console.log(A1.values().map((x) => x * 2)); // Iterator { 2, 4, 6, 8, 10, 12 } console.log(A1.values().reduce((ac, it) => (ac + it), 0)); // 21 console.log(A1.values().some((x) => x > 3)); // true console.log(A1.values().some((x) => x > 6)); // false console.log(A1.values().take(3)); // Iterator { 1, 2, 3 } console.log(A1.values().toArray()); // Array(6) [1, 2, 3, 4, 5, 6]</pre>