JavaScript cheatsheet – v2.5.2 – https://github.com/Serrin/Celestra/

Web Storage api and JSON	element.dataset & data-* attributes	TypedArray
IE8 compatible	- IE11 compatible	IE10+11 compatible
	- element data-* attributes	
localStorage:	- no methods and events	new TypedArray(); ES2017
localStorage.length;		<pre>new TypedArray(length);</pre>
localStorage.key(index);	camelcase:	<pre>new TypedArray(typedArray);</pre>
<pre>localStorage.getItem(key);</pre>	element.data-name	<pre>new TypedArray(object);</pre>
<pre>localStorage.setItem(key, data);</pre>	-> element.dataset.name	<pre>new TypedArray(buffer[,byteOffset[,length]]);</pre>
<pre>localStorage.removeItem(key);</pre>	element.data-first-second	
localStorage.clear();	-> element.dataset.firstSecond	<pre>Int8Array();</pre>
		-128 to 127, 1 byte, int8 t
sessionStorage:	set:	_
sessionStorage.length;	<pre>element.dataset.name = "value";</pre>	<pre>Uint8Array();</pre>
sessionStorage.key(index);	<pre>element.dataset["name"] = "value";</pre>	0 to 255, 1 byte, uint8 t
sessionStorage.getItem(key);	element.setAttribute("data-name",	_
<pre>sessionStorage.setItem(key, data);</pre>	"value");	<pre>Uint8ClampedArray();</pre>
<pre>sessionStorage.removeItem(key);</pre>	<pre>element["data-name"] = "value";</pre>	0 to 255, 1 byte, uint8 t, not in IE10-11
sessionStorage.clear();		_
	get:	<pre>Int16Array();</pre>
hasItem:	element.dataset.name;	-32768 to 32767, 2 byte, int16 t
<pre>localStorage.getItem(key) !== null</pre>	<pre>element.dataset["name"];</pre>	_
sessionStorage.getItem(key) !== null	<pre>element.getAttribute("data-name");</pre>	<pre>Uint16Array();</pre>
	<pre>element["data-name"];</pre>	0 to 65535, 2 byte, uint16 t
setJSON:		_
localStorage.setItem(key,	remove:	<pre>Int32Array();</pre>
JSON.stringify(object));	<pre>element.removeAttribute("data-name");</pre>	-2147483648 to 2147483647, 4 byte, int32 t
sessionStorage.setItem(key,		
JSON.stringify(object));	check:	<pre>Uint32Array();</pre>
	<pre>element.hasAttribute("data-name");</pre>	0 to 4294967295, 4 byte, uint32 t
getJSON:		
JSON.parse(localStorage.getItem(key));		<pre>Float32Array();</pre>
JSON.parse(sessionStorage.getItem(key)		1.2x10-38 to 3.4x1038, 4 byte, float
);		
		Float64Array();
		5.0x10-324 to 1.8x10308, 8 byte, double

element.classList	JSON
IE10+IE11 don't have support for classList on SVG or MathML elements.	IE8+
<pre>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.</pre>	Valid Data Types - a string - a number - an object (containing valid JSON values) - an array - a boolean - null
<pre>element.classList.contains(String); IE10+11: yes</pre>	Invalid Data Types - a function - a date
<pre>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.</pre>	<pre>- undefined - an object with method(s) (function) JSON.stringify() Convert a JavaScript object to a JSON string.</pre>
<pre>element.classList.item(Number); IE10+11: yes</pre>	JSON.stringify([1, 2, 3, 4, 5]); => "[1,2,3,4,5]"
<pre>element.classList.length; IE10+11: yes</pre>	JSON.parse() Parses a JSON string and returns a JavaScript object.
<pre>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 = "";</pre>	<pre>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]</pre>

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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>123<"
 + "<div>456</div>"
 + "<div>7</div>"
 + "8"
=> Array(4) [ div, div, div, p ]
Tested in IE11, Edge, Firefox and Chrome.
```