JavaScript cheatsheet – v2.0.0 – 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>
<pre>localStorage.key(index);</pre>	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	
<pre>localStorage.clear();</pre>	-> 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
<pre>sessionStorage.clear();</pre>		
_	get:	<pre>Int16Array();</pre>
hasItem:	element.dataset.name;	-32768 to 32767, 2 byte, int16 t
<pre>localStorage.getItem(key) !== null</pre>	element.dataset["name"];	
sessionStorage.getItem(key) !== null	<pre>element.getAttribute("data-name");</pre>	<pre>Uint16Array();</pre>
	element["data-name"];	0 to 65535, 2 byte, uint16 t
setJSON:		_
localStorage.setItem(key,	remove:	<pre>Int32Array();</pre>
<pre>JSON.stringify(object));</pre>	<pre>element.removeAttribute("data-name");</pre>	-2147483648 to 2147483647, 4 byte, int32 t
sessionStorage.setItem(key,		
<pre>JSON.stringify(object));</pre>	check:	<pre>Uint32Array();</pre>
	element.hasAttribute("data-name");	0 to 4294967295, 4 byte, uint32 t
getJSON:	,,	
<pre>JSON.parse(localStorage.getItem(key));</pre>		<pre>Float32Array();</pre>
JSON.parse(sessionStorage.getItem(key)		1.2x10-38 to 3.4x1038, 4 byte, float
);		1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1
		<pre>Float64Array();</pre>
		5.0x10-324 to 1.8x10308, 8 byte, double
		1

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