## JavaScript cheatsheet – v3.1.0 – <a href="https://github.com/Serrin/Celestra/">https://github.com/Serrin/Celestra/</a>

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	<pre>new <typedarray>(); ES2017</typedarray></pre>
localStorage.length;		<pre>new <typedarray>(length);</typedarray></pre>
<pre>localStorage.key(index);</pre>	camelcase:	<pre>new <typedarray>(typedArray);</typedarray></pre>
<pre>localStorage.getItem(key);</pre>	element.data-name	<pre>new <typedarray>(object);</typedarray></pre>
<pre>localStorage.setItem(key, data);</pre>	-> element.dataset.name	<pre>new <typedarray>(buffer[,byteOffset[,leng]]);</typedarray></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:	<pre>Uint8Array();</pre>
sessionStorage.length;	<pre>element.dataset.name = "value";</pre>	0 to 255, 1 byte, uint8 t
<pre>sessionStorage.key(index);</pre>	<pre>element.dataset["name"] = "value";</pre>	<pre>Uint8ClampedArray(); - not in IE10-11</pre>
<pre>sessionStorage.getItem(key);</pre>	element.setAttribute("data-name",	0 to 255, 1 byte, uint8 t
<pre>sessionStorage.setItem(key, data);</pre>	"value");	_
<pre>sessionStorage.removeItem(key);</pre>	<pre>element["data-name"] = "value";</pre>	<pre>Int16Array();</pre>
<pre>sessionStorage.clear();</pre>		-32768 to 32767, 2 byte, int16 t
-	get:	<pre>Uint16Array();</pre>
hasItem:	element.dataset.name;	0 to 65535, 2 byte, uint16 t
<pre>localStorage.getItem(key) !== null</pre>	<pre>element.dataset["name"];</pre>	_
<pre>sessionStorage.getItem(key) !== null</pre>	<pre>element.getAttribute("data-name");</pre>	<pre>Int32Array();</pre>
	<pre>element["data-name"];</pre>	-2147483648 to 2147483647, 4 byte, int32 t
setJSON:		<pre>Uint32Array();</pre>
localStorage.setItem(key,	remove:	0 to 4294967295, 4 byte, uint32 t
<pre>JSON.stringify(object));</pre>	<pre>element.removeAttribute("data-name");</pre>	
sessionStorage.setItem(key,		<pre>BigInt64Array(); - not in IE10-11</pre>
<pre>JSON.stringify(object));</pre>	check:	-2**63 to $2**63-1$ , 8 byte, int64 t
	<pre>element.hasAttribute("data-name");</pre>	BigUint64Array(); - not in IE10-11
getJSON:		0 to 2**64-1, 8 byte, uint64 t
<pre>JSON.parse(localStorage.getItem(key));</pre>		
JSON.parse(sessionStorage.getItem(key)		<pre>Float32Array();</pre>
);		1.2x10-38 to 3.4x1038, 4 byte, float
		Float64Array();
		5.0x10-324 to 1.8x10308, 8 byte, double

element.classList	JSON
<pre>IE10+IE11 don't have support for classList on SVG or MathML elements. element.classList.add(String[,String]);</pre>	Valid Data Types - a string
<pre>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>	<ul><li>a number</li><li>an object (containing valid JSON values)</li><li>an array</li><li>a boolean</li><li>null</li></ul>
<pre>element.classList.contains(String); IE10+11: yes</pre>	<pre>Invalid Data Types - a function - a date</pre>
<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>	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] ); =&gt; "[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} )); =&gt; Object { a: 1, b: "2", c: true }  JSON.parse(JSON.stringify( [1, 2, 3, 4, 5] )); =&gt; Array(5) [ 1, 2, 3, 4, 5 ]</pre>

```
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.
```