

Celestra cheatsheet – v2.4.1 – <https://github.com/Serrin/Celestra/>

The celestra and/or the objects contain these functions, except the polyfills. Example: `_.qsa("p");`

Core API	DOM	Functional programming
<code>qsa(<selector>[,context]).each(callback);</code> <code>qs(<selector>[,context]).argument;</code> <code>domReady(<function>);</code> <code>inherit(<subclass>,<superclass>);</code> <code>random([max]);</code> <code>random(<min>,<max>);</code> <code>randomString([length[,specChar]]);</code> <code>b64Encode(<string>);</code> <code>b64Decode(<string>);</code> <code>javaHash(<data>[,hexa]);</code> <code>importScript(<url>[,success]);</code> <code>importScripts(<scripts>);</code> <code>importScripts(<script1>[,scriptN]);</code> <code>importStyle(<href>[,success]);</code> <code>importStyles(<styles>);</code> <code>importStyles(<style1>[,styleN]);</code> <code>getUrlVar([name]);</code> <code>getUrlVarFromString(<querystr>[,name]);</code> <code>obj2string(<object>);</code> <code>getType(<variable>[,type]);</code> <code>merge([deep,]<target>,<source1>[,srcN]);</code> <code>extend([deep,]<target>,<source1>[,srcN]);</code> <code>deepAssign(<target>,<source1>[,srcN]);</code> <code>getFullscreen();</code> <code>setFullscreenOn(<selector> or <element>);</code> <code>setFullscreenOff();</code> <code>getLocation(<success>[,error]);</code> <code>getDoNotTrack();</code> <code>form2array(<form>);</code> <code>form2string(<form>);</code> <code>strRemoveTags(<string>);</code> <code>strReverse(<string>);</code> <code>createFile(<filename>,<content>[,dType]);</code> <code>noConflict();</code> <code>version;</code>	<code>domCreate(<type>[,properties[,innerHTML]]);</code> <code>domCreate(<element descriptive object>);</code> <code>domToElement(<htmlString>);</code> <code>domGetCSS(<element>,<property>);</code> <code>domSetCSS(<element>,<property>,<value>);</code> <code>domSetCSS(<element>,<properties>);</code> <code>domFadeIn(<element>[,duration[,display]]);</code> <code>domFadeOut(<element>[,duration]);</code> <code>domFadeToggle(<element>[,duration[,display]]);</code> <code>domShow(<element>[,display]);</code> <code>domHide(<element>);</code> <code>domToggle(<element>[,display]);</code> <code>domOn(<eventTarget>,<eventType>,<callback>);</code> <code>domOff(<eventTarget>,<eventType>,<callback>);</code> <code>domTrigger(<eventTarget>,<eventType>);</code> <code>domSiblings(<element>);</code>	<code>toFunction(<function>);</code> <code>bind(<function>,<context>);</code> <code>hasOwn(<object>,<property>);</code> <code>tap(<value>,<callback>);</code> <code>forEach(<collection>,<callback>);</code> <code>map(<collection>,<callback>);</code> <code>forIn(<object>,<callback>);</code> <code>mapIn(<object>,<callback>);</code> <code>forOf(<collection>,<cb>);</code> ES6 <code>mapOf(<collection>,<cb>);</code> ES6 <code>constant(<value>);</code> <code>identity(<value>);</code> <code>noop();</code> <code>T();</code> <code>F();</code>
AJAX and CORS		
	<code>getAjax(<url>,<format>,<success>[,error[,user,<password>]]);</code> <code>postAjax(<url>,<data>,<format>,<success>[,error[,user,<password>]]);</code> <code>getCors(<url>,<format>,<success>[,error[,user,<password>]]);</code> <code>postCors(<url>,<data>,<format>,<success>[,error[,user,<password>]]);</code> Ajax shorthands: <code>getJSON(<url>,<success>);</code> , <code>getText(<url>,<success>);</code>	
Cookie		
	<code>setCookie(<name>,<value>[,hours[,path[,domain[,secure[,HttpOnly]]]]]);</code> <code>getCookie([name]);</code> and <code>hasCookie(<name>);</code> <code>removeCookie(<name>[,path[,domain[,secure[,HttpOnly]]]]);</code>	
Type Checking		
	ES5: <code>isEqual(<value1>,<value2>);</code> only ES5 types , <code>isString(<value>);</code> , <code>isChar(<value>);</code> , <code>isNumber(<value>);</code> , <code>isInteger(<value>);</code> , <code>isFloat(<value>);</code> , <code>isNumeric(<value>);</code> , <code>isBoolean(<value>);</code> , <code>isElement(<value>);</code> , <code>isDate(<value>);</code> , <code>isObject(<value>);</code> <code>isEmptyObject(<value>);</code> , <code>isFunction(<value>);</code> , <code>isArray(<value>);</code> , <code>isEmptyArray(<value>);</code> , <code>isArraylike(<value>);</code> , <code>isNull(<value>);</code> , <code>isUndefined(<value>);</code> , <code>isNullOrUndefined(<value>);</code> , <code>isPrimitive(<value>);</code> , <code>isRegex(<value>);</code>	
	ES6: <code>isSymbol(<value>);</code> , <code>isMap(<value>);</code> , <code>isSet(<value>);</code> , <code>isWeakMap(<value>);</code> , <code>isWeakSet(<value>);</code> , <code>isIterator(<value>);</code>	

Collections

ES5: arrayUnion(<collection1>[,collectionN]);, arrayIntersection(<collection1>,<collection2>);,
arrayDifference(<collection1>,<collection2>);, arraySymmetricDifference(<collection1>,<collection2>);,
arrayKeys(<collection>);, arrayValues(<collection>);, arrayEntries(<collection>);,
uniqueArray(<value>);, uniquePush(<array>,<value>);, arrayClear(<array>);, arrayRemove(<array>,<val>[,all]);,
item(<collection>,<index>);, range(<start>,<end>[,step]);, toPairs(<collection1>,<collection2>);,
min(<collection>);, minIndex(<collection>);, max(<collection>);, maxIndex(<collection>);

ES6: setUnion(<collection1>[,collectionN]);, setIntersection(<set1>,<set2>);, setDifference(<set1>,<set2>);,
setSymmetricDifference(<set1>,<set2>);

Polyfills

Array: Array.prototype.values(); **ES6**, Array.from();, Array.of();, Array.prototype.fill();, Array.prototype.find();,
Array.prototype.findIndex();, Array.prototype.includes();, Array.prototype.flat();, Array.prototype.flatMap();,
Array.prototype.copyWithin();

String: String.prototype.includes();, String.prototype.trimStart()/trimLeft();, String.prototype.trimEnd()/trimRight();,
String.prototype.startsWith();, String.prototype.endsWith();, String.prototype.padStart();, String.prototype.padEnd();,
String.prototype.repeat();, String.fromCodePoint();, String.prototype.codePointAt();

Object: Object.create();, Object.assign();, Object.fromEntries();, Object.entries();, Object.values();, Object.is();,
Object.getOwnPropertyDescriptors();

DOM: globalThis;, window.screenLeft;, window.screenTop;, NodeList.prototype.forEach();, ChildNode.after();,
ChildNode.before();, ChildNode.remove();, ChildNode.replaceWith();, ParentNode.append();, ParentNode.prepend();,
Element.prototype.matches();, Element.prototype.closest();, Element.prototype.toggleAttribute();,
Element.prototype.getAttributeNames();

Number: Number.MIN_SAFE_INTEGER;, Number.MAX_SAFE_INTEGER;, Number.EPSILON;, Number.isInteger();, Number.isSafeInteger();,
Number.isFinite();, Number.isNaN();, isNaN();, Number.parseInt();, Number.parseFloat();

Math: Math.acosh();, Math.asinh();, Math.atanh();, Math.cbrt();, Math.clz32();, Math.cosh();, Math.expm1();,
Math.fround();, Math.hypot();, Math.imul();, Math.log1p();, Math.log10();, Math.log2();, Math.sign();, Math.sinh();,
Math.tanh();, Math.trunc();