

## JavaScript cheatsheet – v2.7.3 – <https://github.com/Serrin/Celestra/>

Web Storage api and JSON	element.dataset & data-* attributes	TypedArray
<p>IE8 compatible</p> <p><b>localStorage:</b>          localStorage.length;          localStorage.key(index);          localStorage.getItem(key);          localStorage.setItem(key, data);          localStorage.removeItem(key);          localStorage.clear();</p> <p><b>sessionStorage:</b>          sessionStorage.length;          sessionStorage.key(index);          sessionStorage.getItem(key);          sessionStorage.setItem(key, data);          sessionStorage.removeItem(key);          sessionStorage.clear();</p> <p><b>hasItem:</b>          localStorage.getItem(key) !== null          sessionStorage.getItem(key) !== null</p> <p><b>setJSON:</b>          localStorage.setItem(key, JSON.stringify(object));          sessionStorage.setItem(key, JSON.stringify(object));</p> <p><b>getJSON:</b>          JSON.parse(localStorage.getItem(key));          JSON.parse(sessionStorage.getItem(key));</p>	<p>- IE11 compatible          - element data-* attributes          - no methods and events</p> <p><b>camelcase:</b>          element.data-name              -&gt; element.dataset.name          element.data-first-second              -&gt; element.dataset.firstSecond</p> <p><b>set:</b>          element.dataset.name = "value";          element.dataset["name"] = "value";          element.setAttribute("data-name", "value");          element["data-name"] = "value";</p> <p><b>get:</b>          element.dataset.name;          element.dataset["name"];          element.getAttribute("data-name");          element["data-name"];</p> <p><b>remove:</b>          element.removeAttribute("data-name");</p> <p><b>check:</b>          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[,length]]);</p> <p><b>Int8Array();</b>          -128 to 127, 1 byte, int8_t</p> <p><b>Uint8Array();</b>          0 to 255, 1 byte, uint8_t</p> <p><b>Uint8ClampedArray();</b>          0 to 255, 1 byte, uint8_t, not in IE10-11</p> <p><b>Int16Array();</b>          -32768 to 32767, 2 byte, int16_t</p> <p><b>Uint16Array();</b>          0 to 65535, 2 byte, uint16_t</p> <p><b>Int32Array();</b>          -2147483648 to 2147483647, 4 byte, int32_t</p> <p><b>Uint32Array();</b>          0 to 4294967295, 4 byte, uint32_t</p> <p><b>Float32Array();</b>          1.2x10<sup>-38</sup> to 3.4x10<sup>38</sup>, 4 byte, float</p> <p><b>Float64Array();</b>          5.0x10<sup>-324</sup> to 1.8x10<sup>308</sup>, 8 byte, double</p>

element.classList	JSON
<p>IE10+IE11 don't have support for classList on SVG or MathML elements.</p> <p><b>element.classList.add(String[,String]);</b> IE10+11: yes (except the multiple arguments)</p> <p><b>element.classList.remove(String[,String]);</b> IE10+11: yes (except the multiple arguments) - Removing a class that does not exist, does NOT throw an error.</p> <p><b>element.classList.contains(String);</b> IE10+11: yes</p> <p><b>element.classList.toggle(String[,force]);</b> 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><b>element.classList.item(Number);</b> IE10+11: yes</p> <p><b>element.classList.length;</b> IE10+11: yes</p> <p><b>element.classList.replace(oldClass, newClass);</b> IE10+11: No and the method isn't compatible with the Safari and mobile browsers too.</p> <p><b>Remove all classes:</b> element.className = "";</p>	<p>IE8+</p> <p><b>Valid Data Types</b></p> <ul style="list-style-type: none"> <li>- a string</li> <li>- a number</li> <li>- an object (containing valid JSON values)</li> <li>- an array</li> <li>- a boolean</li> <li>- null</li> </ul> <p><b>Invalid Data Types</b></p> <ul style="list-style-type: none"> <li>- a function</li> <li>- a date</li> <li>- undefined</li> <li>- an object with method(s) (function)</li> </ul> <p><b>JSON.stringify()</b> Convert a JavaScript object to a JSON string.</p> <p>JSON.stringify( { a: 1, b: "2", c: true } ); =&gt; '{"a":1,"b":"2","c":true}'</p> <p>JSON.stringify( [1, 2, 3, 4, 5] ); =&gt; '[1,2,3,4,5]'</p> <p><b>JSON.parse()</b> Parses a JSON string and returns a JavaScript object.</p> <p>JSON.parse(JSON.stringify( {a: 1, b: "2", c: true} )); =&gt; Object { a: 1, b: "2", c: true }</p> <p>JSON.parse(JSON.stringify( [1, 2, 3, 4, 5] )); =&gt; Array(5) [ 1, 2, 3, 4, 5 ]</p>

## 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>1<p>2</p><p>3</p></div>"  
  + "<div>4<p>5</p><p>6</p></div>"  
  + "<div>7</div>"  
  + "<p>8</p>"  
)  
=> Array(4) [ div, div, div, p ]  
Tested in IE11, Edge, Firefox and Chrome.
```