➔ JavaScript Cheat Sheet

1. Variables and Data Types

var, let, const : keywords used to declare variables.
block-scoped.

Data Types : Primitive data types in javascript include
number, string, boolean, null.

Object includes object, array, function.

2. Functions and Arrow functions

function : keyword to declare a function.

⇒ : Arrow function syntax for concise function declarations.

3. Conditionals

if, else if, else : These are the keywords used for
conditional execution of statements.

switch, case, default : these are the keywords used for
multi-case decisions.

ternary operator (?:) : A shorthand for the 'if...else statement.

Other concepts in conditionals include :-
- logical operators (&&, ||, !)
- Nullish coalescing operator (??)
- Optional chaining (?.)
- Truthy and falsy values

4. Loops

for, while, do-while : keywords for loop iterations

forEach, map, filter : methods used to iterate over arrays.

for...in : used to loop through the properties of an object

for...of : used to loop through iterable objects (arrays, strings, etc.)

5. Array and Object Methods

push, pop, shift, unshift, splice : methods to modify arrays

array : an ordered collection of data.

object.keys(), object.values(), object.entries() : methods to work with objects.

object : a collection of key-value pairs.

6. Classes

class, constructor : keywords used for creating object blueprint.

extends, super : keywords for inheritance in classes.

→ super() keyword is used to call the constructor of the parent class.

→ extends used to inherit in classes.

Static methods : methods that belong to the class and not to the instances.

getters and setters :- getters are used to get the property value.

→ setters are used to set the property value.

7. Promises

promise : object representing the eventual completion (or failure) of an asynchronous operation.

then, catch, finally (: methods used to handle the outcome of a promise.

8. Fetch API and Async / Await

fetch : API to make network requests.

async, await : keywords for asynchronous programming, making code cleaner and more readable.

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