


# JavaScript BOM cheatsheet





the window object represents the whole **browser** all global JavaScript objects, functions and variables automatically become members of the **window** object



```
1 console.log(window)
```

**Pro tip :-**  
console log the  
the window object to  
see all the methods  
and properties

# Window Controls



```
1 // open window
2 window.open()
3
4 // close window
5 window.close()
6
7 // move to ".." window
8 window.moveTo()
9
10 // resize the window
11 window.resizeTo()
```



# Navigation



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```
1 // return true if cookies are enabled
2 navigator.cookieEnabled
3
4 // application name of the browser
5 navigator.appName
6
7 // returns true if the browser is online
8 navigator.onLine
9
10 // returns the Operating system
11 navigator.plartform
12
13 // returns the language of the browser
14 navigator.language
```

# Location



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```
1 // href (URL) of the current page
2 window.location.href
3
4 // domain name of the web host
5 window.location.hostname
6
7 // path and filename of the current page
8 window.location.pathname
9
10 // the web protocol used (http: or https:)
11 window.location.protocol
12
13 // loads a new document
14 window.location.assign()
```

# History



```
1 // go back
2 window.history.back()
3
4 // go forward
5 window.history.forward()
```

# Popups



```
1 //can be written without window
2 window.alert()
3 alert()
4 confirm()
5 prompt()
```

# Screen



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- 1 `screen.width`
- 2 `screen.height`
- 3 `screen.availWidth`
- 4 `screen.availHeight`
- 5 `screen.colorDepth`
- 6 `screen.pixelDepth`

# Timeing Events



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```
1 //can be written without window
2 window.setTimeout()
3 setTimeout()
4 setInterval()
5 clearTimeout()
6 clearInterval()
```