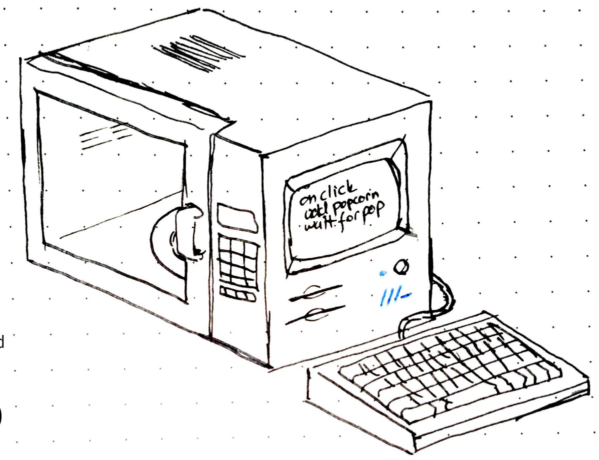
_hyperscript cheatsheet

v2021.12.20 (playground)— **`required`**, `optional`, (?? default value)

Event listeners



	`on`	add event listener
	`every`	do not queue events
	`mousemove`	event name
	`(clientX, clientY)`	expose the event's properties
	`[clientX > 100]`	filter events
	`3`	only respond to 3rd click
or	`3 to 10`	respond to 3rd, 4th … 10th click
or	`3 and on`	respond to all clicks except 1st and 2nd
	`from #my-form`	element to attach listeners to, (?? *me*)
	`debounced at 200ms`	trailing debounce (200ms delay, resets on every event)
or	`throttled at 200ms`	every 200ms at most regardless of the number of events
	`or keyup ...`	specify many events, each with its own from/debounce/…
		if events arrive while the listener is already running…
	`queue all`	add them to a FIFO queue
or	`queue none`	discard them
or	`queue first`	enqueue the first one, discard the rest
or	`queue last`	enqueue the last one, discard the rest (this is the default)

Property access

`user.data.name` ≡ **`user's data's name`**
≡ **`name of data of user`**
≡ **`data.name of user`** ≡ **`user's data.name`**

CSS literals

`#my-form`	Get element by id
`#{getID()}`	Dynamic ID
`.active`	Get elements by class
`.{getClass()}`	Dynamic class
`<em, i />`	Query selector all
`<ul:nth-child(${n}) />`	Dynamic selector

Variable scopes

`foo`	local variable by default
`:foo`	element scoped variable, persisted

- can be declared with top-level `set`
- behaviors are isolated from one another

`$foo`	global variable
`@foo`	HTML attribute

Array operations

`first` `in` **`arr`** ≡ **`first`** `from` **`arr`**
≡ **`first`** `of` **`arr`** ≡ **`first arr`**

also **`random arr`**, **`last arr`**

Finding elements

`closest` ***`<section/>`***
nearest enclosing section

`previous` ***`<section/>`*** `from` *`#sec-2`*
last section that comes before section 2 (?? *me*)

`next` ***`<input, button, a/>`***
  `from` *`document.activeElement`*
  `within` *`#form`* `with wrapping`
element to focus when pressing Tab in a modal dialog

`<p/>` **`in`** ***`#sec-2`***
all paragraphs in section 2

Command index

`required`, `optional`, (?? default value)

> *Ex.* `do argA with argB and optional argC`
> does stuff with *argA*, *argB* and *argC* (?? default value)

`add .class to elt`
`add @attribute=value to elt`
`add { font-size: ${size}px; } to elt`
add classes/attributes/inline styles to *elt* (?? *me*)

`append value to target`
append to strings/arrays/elements, sets *it* = *target* (?? *it*)

`async command` | `async do command… end`
run commands in a non-blocking manner

`call expr` | `get expr` sets *it* = *expr*

`continue` skips to next iteration in a loop

`decrement lvalue by amount`
sets *lvalue=lvalue - amount (?? 1)*

`fetch /url with option: value, …`
``fetch `/url/${id}/` with option: value, …``
makes an HTTP request, see Fetch API docs for options

`go to url /url in new window`
``go to url `/url/${id}/` ``
navigate to a URL in the browser

`go to top of elt -- top/middle/bottom`
`go to top left of elt -- left/center/right`
`go to left of elt smoothly -- /instantly`
scroll an element into view

`halt the event's default` prevent default behavior
`halt default` same as above, and exits listener
`halt the event's bubbling` stop event bubbling
`halt bubbling` same as above, and exits listener
`halt the event` stop both default and bubbling
`halt` all of the above

`hide elt with strategy` see `show`

`if cond then … else … end` if statement

`increment` see `decrement`

`js(var) … end` embed JavaScript

`log value with func`
logs the *value* to the console using *func (?? console.log)*

`make a <tag#id.class /> called name`
creates an element with the given *tag*, *id* and *classes*, sets *name* (?? *it*) = the created element

`make a Class from args… called name`
calls the *Class* constructor with the *args*, sets *name* (?? it) = the created object

`put rvalue into lvalue` see `set`

`put content into elt`
`-- into/before/after/at start of/at end of`
insert *content* into various parts of the *elt*

`remove .class from elt` see `add`
`remove @attribute from elt` see `add`

`remove elt` removes *elt* (?? *me*) from the document

`repeat for name in iterable index i … end`
`for name in iterable index i … end`
loop over an iterable, the loop variable is *name* (?? *it*)

`repeat until event e from elt index i … end`
Repeat every tick until event *e* is received from *elt* (?? *me*)

`repeat while cond` | `repeat until cond … end`
`repeat n times index i … end`
`repeat forever … end`

`return value` | `exit` return, see also `halt`

`send    evt(args…) to elt`
`trigger evt(args…) on elt`
dispatch a DOM event on *elt* (?? *me*)

`set lvalue to rvalue`

`settle` waits for any animations/transitions to end

`show elt with strategy when cond`
`-- strategy: display:_/visibility/opacity/…`
show *elt* (?? *me*) using the *strategy* (?? *display:block*) if *cond* (?? *true*), else hide it

`take .class from eltA for eltB`
remove *class* from *eltA* (?? .class) and add it to *eltB* (?? *me*)

`tell elt … end` set *you* = *elt*, default to *you* over *me*

`throw exception` throws an exception

`toggle .class on eltA for t s`
`toggle [@attr=value] until evt from eltB`
`toggle between .class1 and .class2 on eltA`
toggle classes and attributes on *eltA* (?? *me*)

`transition the elt's`
`  prop from value to value … over t s`
Animate style properties

`wait t s -- or ms` Waits for the given duration

`wait for event or event2 or t s`
waits for one of the events to occur, sets *it*=the event