

JavaScript Quick Reference

Comments

// Single-line comment

/* Multi-line comment */

Literals

42 // Number

"Hello" // String

'Hello' // String

true, false // Boolean

null // Null value

undefined // Undefined value

Declarations

let x; // Declare a block-scoped variable without initializing

let x = 42; // Declare and initialize a block-scoped variable

const y = 10; // Declare and initialize a block-scoped constant

var z = 30; // Declare a function-scoped variable

Data Types

let num = 42; // Number

let str = "Hello"; // String

let bool = true; // Boolean

let obj = {a: 1, b: 2}; // Object

let arr = [1, 2, 3]; // Array

```
let func = function() {}; // Function
```

```
let sym = Symbol(); // Symbol
```

Operators

// Arithmetic Operators

+, -, *, /, %, **

// Assignment Operators

=, +=, -=, *=, /=, %=, **=

// Comparison Operators

==, ===, !=, !==, >, >=, <, <=

// Logical Operators

&&, ||, !

// Bitwise Operators

&, |, ^, ~, <<, >>, >>>

// Other Operators

typeof, instanceof, in, delete, void

Control Structures

// Conditional Statements

if (condition) { ... }

else if (condition) { ... }

```
else { ... }
```

```
// Switch Statement
```

```
switch (expression) {
```

```
  case value1:
```

```
    // code
```

```
    break;
```

```
  case value2:
```

```
    // code
```

```
    break;
```

```
  default:
```

```
    // code
```

```
}
```

```
// Loops
```

```
while (condition) { ... }
```

```
do { ... } while (condition);
```

```
for (initialization; condition; increment) { ... }
```

```
for (let key in object) { ... }    // Iterate over object properties
```

```
for (let value of iterable) { ... } // Iterate over iterable values
```

```
Functions
```

```
// Function Declaration
```

```
function name(params) {
```

```
// code
```

```
}
```

```
// Function Expression
```

```
const name = function(params) {
```

```
  // code
```

```
};
```

```
// Arrow Function
```

```
const name = (params) => {
```

```
  // code
```

```
};
```

```
// Parameters and Arguments
```

```
function greet(name = 'Guest') {
```

```
  console.log(`Hello, ${name}!`);
```

```
}
```

```
// Rest Parameters
```

```
function sum(...numbers) {
```

```
  return numbers.reduce((total, num) => total + num, 0);
```

```
}
```

```
// Returning a value
```

```
function add(a, b) {
```

```
  return a + b;
```

```
}
```

Objects

// Object Creation

```
let obj = {key1: value1, key2: value2};
```

// Accessing Properties

```
obj.key1;
```

```
obj['key2'];
```

// Adding/Updating Properties

```
obj.key3 = value3;
```

// Deleting Properties

```
delete obj.key1;
```

Arrays

// Array Creation

```
let arr = [1, 2, 3];
```

// Accessing Elements

```
arr[0];
```

// Adding/Removing Elements

```
arr.push(4);    // Add to end
```

```
arr.pop();      // Remove from end
```

```
arr.unshift(0); // Add to beginning
```

```
arr.shift(); // Remove from beginning
```

```
// Iterating over Arrays
```

```
arr.forEach((element) => { ... });
```

Error Handling

```
try {
```

```
    // code
```

```
} catch (error) {
```

```
    // error handling
```

```
} finally {
```

```
    // always executed
```

```
}
```

```
// Throwing Errors
```

```
throw new Error('Something went wrong');
```

Promises and Asynchronous Programming

```
// Creating a Promise
```

```
let promise = new Promise((resolve, reject) => {
```

```
    // async operation
```

```
});
```

```
// Consuming a Promise
```

```
promise
```

```
.then((result) => { ... })  
  
.catch((error) => { ... });
```

// Async/Await

```
async function fetchData() {  
  
  try {  
  
    let response = await fetch(url);  
  
    let data = await response.json();  
  
    // use data  
  
  } catch (error) {  
  
    // error handling  
  
  }  
  
}
```

Modules

// Exporting

```
export const name = 'value';  
  
export function myFunction() { ... }  
  
export default myFunction;
```

// Importing

```
import { name } from './module';  
  
import myFunction from './module';
```

ES6 Features

// Let and Const

```
let x = 10;
```

```
const y = 20;
```

```
// Arrow Functions
```

```
const greet = (name) => `Hello, ${name}`;
```

```
// Template Literals
```

```
let message = `Hello, ${name}`;
```

```
// Destructuring
```

```
let [a, b] = [1, 2];
```

```
let {name, age} = person;
```

```
// Spread Operator
```

```
let arr = [...arr1, ...arr2];
```

```
let obj = {...obj1, ...obj2};
```

```
Standard Library Functions
```

```
// Math
```

```
Math.max(...arr);
```

```
Math.min(...arr);
```

```
Math.random();
```

```
// String Methods
```

```
str.length;
```

```
str.includes('sub');
```



```
str.indexOf('sub');
```

```
str.toUpperCase();
```

```
str.toLowerCase();
```

```
// Array Methods
```

```
arr.length;
```

```
arr.push(4);
```

```
arr.pop();
```

```
arr.unshift(0);
```

```
arr.shift();
```

```
arr.indexOf(2);
```

```
arr.includes(3);
```

```
arr.map((elem) => elem * 2);
```

```
arr.filter((elem) => elem > 2);
```

```
arr.reduce((acc, curr) => acc + curr, 0);
```

```
// Date
```

```
let date = new Date();
```

```
date.getFullYear();
```

```
date.getMonth();
```

```
date.getDate();
```

```
date.toISOString();
```