

variables

```
let height = 5.4;
const FPS = 30;

var size = 50;
// similar to let but weird.
```

operators

```
2 + 2 → 4
6 - 3 → 3
5 * 4 → 20
3 / 2 → 1.5
9 % 4 → 1
2 ** 3 → 8
4 === 4 → true

5 > 1 → true
5 < 1 → false
5 >= 5 → true
5 <= 5 → true
'4' == 4 → true
5 != '5' → false
5 !== '5' → true

== is only recommended when comparing to null
```

```
true && false → false
true || false → true
0 ?? 20 → 0
null ?? 8 → 8

?? is useful for assigning default values
```

Math.floor is needed for integer arithmetic

```
const eggs = 29;
const cartons = Math.floor(eggs / 12);
const leftover = eggs % 12;
```

functions

```
function showResult(text) {
  document.body.innerText = text;
}

const showResult = (text) => {
  document.body.innerText = text;
}
```

function
declaration

function
arrow

```
function getCirc(r) {
  return 2 * Math.PI * r;
}

const getCirc = (r) => 2 * Math.PI * r;
```

Arrow functions make concise callbacks.

```
setTimeout(() => alert('1s later'), 1000);
```

strings

```
let name = 'Alan Turing';
name[0]; // 'A'
name[1]; // 'l'
name[name.length - 1]; // 'g'
```

```
'5' + '5' // '55'
```

A leading plus converts a string into a number

```
const userInput = '19'; // '19'
const age = +userInput; // 19
const nextYear = age + 1; // 20
```

Template strings can include variables concisely

```
const m = `Age next year: ${nextYear}`;
```

objects

```
const detective = {
  firstName: 'Sherlock',
  lastName: 'Holmes',
};

const brother = {
  ...detective,
  firstName: 'Mycroft',
};

detective.firstName; // 'Sherlock'
brother.lastName; // 'Holmes'
```

loops

```
let langs = ['C', 'C++', 'C#'];
for (const lang of langs) {
  console.log(lang);
}
```

```
for (let x = 1; x <= 10; x++) {
  const y = x * 3;
  console.log(`${x} times 3 is ${y}`);
}
```

```
while (current = queue.getNext()) {
  console.log(current.value);
}
```

arrays (lists)

```
const colors = ['red', 'brown', 'blue'];
colors[0];           // 'red'
colors[1];           // 'brown'
colors.length        // 3
colors[colors.length - 1] // 'blue'
colors.at(-1)        // 'blue'
```

modifying arrays

Add to the end	<code>list.push('banana')</code>
Add to the start	<code>list.unshift('banana')</code>
Remove from end	<code>list.pop()</code>
Remove from start	<code>list.shift()</code>
Remove at index	<code>list.splice(index, 1)</code>
Insert at index	<code>list.splice(index, 0, x)</code>

searching arrays

```
const temps = [63, 70, 81, 73, 63, 72];

Math.min(...temps)      → 63
Math.max(...temps)      → 81
temps.includes(70)       → true
temps.indexOf(63)        → 0
temps.lastIndexOf(63)    → 4
temps.find(t => t > 70)    → 81
temps.find(t => t > 90)    → undefined
temps.findIndex(t => t > 70) → 2
temps.findIndex(t => t > 90) → -1
```

copying arrays

```
const list1 = [1, 2, 3];
const list2 = [4, 5, 6];

const list3 = [...list1]; // [1, 2, 3];
list1 === list3;          // false

// [1, 2, 3, 4, 5, 6]
const list4 = [...list1, ...list2];
```

string functions

<code>'Banana'.substring(3)</code>	→ <code>'ana'</code>
<code>'Banana'.indexOf('n')</code>	→ <code>2</code>
<code>'Banana'.includes('ana')</code>	→ <code>true</code>
<code>'Banana'.toUpperCase()</code>	→ <code>'BANANA'</code>
<code>'Banana'.toLowerCase()</code>	→ <code>'banana'</code>
<code>'\$85.63'.padStart(10)</code>	→ <code>' \$86.63'</code>
<code>'Potato'.padEnd(10, '.')</code>	→ <code>'Potato....'</code>
<code>'Hi'.trim()</code>	→ <code>'Hi'</code>
<code>'A-Z'.split('-')</code>	→ <code>['A', 'Z']</code>

data processing

```
const myList = [4, 0, 1, 3];
const sum = (a, b) => a + b;

myList.filter(x => x > 2) → [4, 3]
myList.map(x => x * 2)   → [8, 0, 2, 6]
myList.reduce(sum)      → 8
myList.forEach((value) => {
  console.log(value);
});
myList.every(x => x > 5) → false
myList.some(x => x > 2)  → true
myList.join(':')        → '4:0:1:3'
myList.fill(0)          → (fills list with 0s)
```

destructuring

```
const name = 'Samuel L Jackson';
const parts = name.split(' ');

const [first, middle, last] = parts;

`${last}, ${first}` // Jackson, Samuel

const { age } = detective; // 37
const { length } = colors; // 3

document.body.onclick = ({ target }) => {
  console.log(target);
}
```