

JavaScript

Cheat Sheet

PART - 02

JS

Javascript Array

```
var num = [1, 2, 3, 4];
num.at(1) // 2
num.push(5) // Add element to the end: [1, 2, 3, 4, 5]
num.pop() // remove last element: [1, 2, 3]
num.fill(1) // fill every element: [1, 1, 1, 1]
num.shift() // remove first element: [2, 3, 4]
num.unshift(5) // Add element to beginning: [5, 1, 2, 3, 4 ]
num.reverse() // sort in descending order: [4, 3, 2, 1]
num.includes(2) // is array contains a specified value: true
num.map( item => 2*item) // Map elements: [2, 4, 6, 8]
num.filter( item => item > 2) // filter element: [3, 4]
num.find(item => item > 2) // Find element : 3(first match)
num.every(item => item > 0) // true
num.findIndex(item => item === 2) // 1
num.reduce( (prev, curr) => prev + curr, 0) // 10
num.toString(); // convert to string
num.join(" * "); // join: "1 * 2 * 3 * 4"
num.splice(2, 0, "i", "p"); // add elements : [1, 2, 'i', 'p', 3, 4]
num.slice(1,4); // slice elements from [1] to [4-1]
num.sort(); // sort string alphabetically
x.sort(function(a, b){return a - b}); // numeric sort
x.sort(function(a, b){return b - a}); // numeric descending sort
x.sort(function(a, b){return 0.5 - Math.random()}); // random sort
```

Javascript Dates

```
var d = new Date();

Date("2017-06-23");           // date declaration
Date("2017");                  // is set to Jan 01
Date("2017-06-23T12:00:00-09:45"); // YYYY-MM-DDTHH:MM:SSZ
Date("June 23 2017");          // long date format
Date("Jun 23 2017 07:45:00 GMT+0530"); // time zone

a = d.getDay();               // getting the weekday

getDate();                    // day as a number (1-31)
getDay();                     // weekday as a number (0-6)
getFullYear();                // four digit year (yyyy)
getHours();                   // hour (0-23)
getMilliseconds();            // milliseconds (0-999)
getMinutes();                 // minutes (0-59)
getMonth();                   // month (0-11)
getSeconds();                 // seconds (0-59)
getTime();                    // milliseconds since 1970
```


Errors Handlings

```
try {           // block of code to try
    undefinedFunction();
}
catch(err) {    // block to handle errors
    console.log(err.message);
}
```

```
// Input validation

var x = document.getElementById("mynum").value;

try {
    if(x == "")    throw "empty";           // error cases
    if(isNaN(x)) throw "not a number";
    x = Number(x);
    if(x > 10)    throw "too high";
}
catch(err) {           // if there's an error
    document.write("Input is " + err);      // output error
    console.error(err);                     // write the error in console
}
finally {
    // executed regardless of the try / catch result
    document.write("</br />Done");
}
```

Javascript JSON

```
var str = '{"names":[" + // crate JSON object
  '{"first":"Hakuna","lastN":"Matata" }', ' +
  '{"first":"Jane","lastN":"Doe" }', ' +
  '{"first":"Air","last":"Jordan" }]]}';

myObj = JSON.parse(str); // parse
document.write(myObj.names[1].first); // access
var myJSON = JSON.stringify(myObj); // stringify
ocalStorage.setItem("testJSON", myJSON); // storing data
text = localStorage.getItem("testJSON"); // retrieving data
```

Javascript Object

```
var student = { // object name
  firstName:"Jane", // list of properties and values
  lastName:"Doe",
  age:18,
  height:170,
  fullName : function() { // object function
    return this.firstName + " " + this.lastName;
  }
};

student.age = 19; // setting value
student[age]++; // incrementing
name = student.fullName(); // call object function
```

Javascript Events

Mouse

`onclick, oncontextmenu, ondblclick,
onmousedown, onmouseenter, onmouseleave,
onmousemove, onmouseover, onmouseout,
onmouseup`

Keyboard

`onkeydown, onkeypress, onkeyup`

Frame

`onabort, onbeforeunload, onerror,
onhashchange, onload, onpageshow,
onpagehide, onresize, onscroll, onunload`

Form

`onblur, onchange, onfocus, onfocusin,
onfocusout, oninput, oninvalid, onreset,
onsearch, onselect, onsubmit`

Drag

`ondrag, ondragend, ondragenter,
ondragleave, ondragover, ondragstart,
ondrop`

Animation

`animationend, animationiteration,
animationstart`

Javascript Events

Media

```
onabort, oncanplay, oncanplaythrough,  
ondurationchange, onended, onerror,  
onloadeddata, onloadedmetadata,  
onloadstart, onpause, onplay, onplaying,  
onprogress, onratechange, onseeked,  
onseeking, onstalled, onsuspend,  
ontimeupdate, onvolumechange, onwaiting
```

Miscellaneous

```
transitionend, onmessage, onmousewheel,  
ononline, onoffline, onpopstate, onshow,  
onstorage, ontoggle, onwheel,  
ontouchcancel, ontouchend, ontouchmove,  
ontouchstart
```

Thanks For **Your Attention**



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