

JAVASCRIPT TIPS



# JavaScript

**SHORTHAND TECHNIQUES**



# Declaring variables

```
//Longhand  
let x;  
let y;  
let z = "a";
```

```
//Shorthand  
let x, y, z="a";
```

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# Assignment operators

```
//Longhand
```

```
x = x + y;
```

```
x = x - y;
```

```
//Shorthand
```

```
x += y;
```

```
x -= y;
```



# Ternary operators

```
//Longhand  
let number;  
if (x > 9) {  
    number = true;  
}  
else {  
    number = false;  
}
```

```
//Shorthand  
let number = x > 9 ? true : false;
```

# If presence

```
//Longhand  
if (boolGoesHere === true) {}  
  
//Shorthand  
if (boolGoesHere) {}
```

# Switch Case

```
//Longhand
switch (something) {
  case 1:
    doSomething();
    break;
  case 2:
    doSomethingElse();
    break;
}
```

```
//Shorthand
var cases = {
  1: doSomething,
  2: doSomethingElse
}
```

# Arrow functions

//Longhand

```
function sayHello(name) {  
  console.log('Hello', name);  
}
```

//Shorthand

```
sayHello = name => console.log('Hello', name);
```



# Object array notation

```
//longhand
let a = new Array();
a[0] = "myString1";
a[1] = "myString2";
a[2] = "myString3";

//shorthand
let a = ["myString1", "myString2", "myString3"];
```

# charAt()

```
//Longhand  
"myString".charAt(0);  
  
//Shorthand  
"myString"[0];
```