

JavaScript Cheat Sheet

Use this cheat sheet to keep helpful hints and snippets handy
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Variables - A variable is a variable because it changes!

```
var oranges = 0;  
var oranges = 'lots!';  
var orangesAndBananas = 1;
```

Data Types - How we store information in JavaScript

<i>Strings</i>	var bananas = "I have some bananas"; var oranges = 'Don't have oranges';	Contained in quotes, quotes must match (single ' or double "). Escape quotes with \
<i>Numbers</i>	var numberOfBananas = 5; var numberOfOranges = 0;	Hello old friends!
<i>Boolean</i>	var haveBananas = true; var haveOranges = false;	Value of true or false , no quotes
<i>Undefined</i>	var strawberries;	No value assigned to it yet
<i>Null</i>	var pumpkins = null;	No quotes; a purposely empty value (not the same as 0 or undefined)

Mathematical Expressions

Comparisons

+	Addition	===	Equality
-	Subtraction	!==	Inequality
*	Multiplication	>	Greater than
/	Division	>=	Greater than or equal to
%	Modulus (remainder)	<	Less than
++	Increment (increase by 1)	<=	Less than or equal to
--	Decrement (decrease by 1)		
+=	Add to value (ex. += 2)		
-=	Subtract from value (ex -=3)		

Logical Operators and IF/ELSE

&&	and	<pre>var bananas = 5; var oranges = 2; if (bananas > 3 && oranges > 3){ console.log('Eat fruit!'); } else { console.log('Go with Plan B!'); }</pre>
	or	<pre>if (bananas < 2 oranges < 2){ console.log('Buy fruit!'); }</pre>
!	not	<pre>if !(bananas >= 0){ console.log('How do you have negative bananas?'); }</pre>

Functions

```
function sayHi () { // Defines a function with the name sayHi
  console.log('Hi!!');
}
sayHi (); // Call the function
```

While Loops

<pre>var x = 0; while (x < 5) { console.log(x); x++; }</pre>	<pre>for (initialize; condition; update) { // statements to repeat } for (var i = 0; i < 5; i++) { console.log(i); }</pre>
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For Loops

Arrays

Bracket notation

<pre>var rainbow = ['Red', 'Orange', 'Yellow', 'Green', 'Blue', 'Indigo', 'Violet'];</pre>	<pre>var firstColor = rainbow[0]; var lastColor = rainbow[6]; rainbow[2] = "Brown";</pre>
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Object Literal (Objects)

Dot notation – Accessing information

```
var kitten = {  
  age: 1,  
  name: "Fluffy",  
  likes: ["yarn", "snuggles"],  
  color: "grey"  
};
```

```
var likes = kitten.likes;  
  
kitten.name = "Furball";
```

Objects in Functions

```
var kitten = {  
  name: "Fluffy",  
  species: "cat"  
}
```

```
function aboutMyPets(pet) {  
  console.log(pet.name + " is my pet " + pet.species);  
}  
  
aboutMyPets(kitten);
```

Functions in Objects (Methods)

```
var kitten = {  
  name: "Fluffy",  
  species: "cat",  
  getName: function() {  
    console.log(this.name);  
  }  
}
```

```
kitten.getName()
```