All JavaScript Methods

@coding__comics

String Methods

- charAt(index)

```
let str = "Hello";
console.log(str.charAt(1)); // "e"
```

- includes(searchString)

```
let str = "Hello World";
console.log(str.includes("World")); // true
```

- replace(searchValue, newValue)

```
let str = "Hello World";
console.log(str.replace("World", "JavaScript")); // "Hello JavaScript"
```

- slice(start, end)

```
let str = "Hello World";
console.log(str.slice(0, 5)); // "Hello"
```

- toUpperCase()

```
let str = "hello";
console.log(str.toUpperCase()); // "HELLO"
```

- split(separator)

```
let str = "a,b,c,d";
console.log(str.split(",")); // ["a", "b", "c", "d"]
```

Array Methods

- concat(array1, array2)

```
let arr1 = [1, 2];
let arr2 = [3, 4];
console.log(arr1.concat(arr2)); // [1, 2, 3, 4]
```

- filter(callback)

```
let arr = [1, 2, 3, 4];
console.log(arr.filter(num => num > 2)); // [3, 4]
```

- find(callback)

```
let arr = [1, 2, 3, 4];
console.log(arr.find(num => num > 2)); // 3
```

- map(callback)

```
let arr = [1, 2, 3, 4];
console.log(arr.map(num => num * 2)); // [2, 4, 6, 8]
```

- push(element)

```
let arr = [1, 2];
arr.push(3);
console.log(arr); // [1, 2, 3]
```

- pop()

```
let arr = [1, 2, 3];
arr.pop();
console.log(arr); // [1, 2]
```

Object Methods

- assign(target, ...sources)

```
let target = { a: 1 };
let source = { b: 2 };
Object.assign(target, source);
console.log(target); // { a: 1, b: 2 }
```

- keys(obj)

```
let obj = { a: 1, b: 2 };
console.log(Object.keys(obj)); // ["a", "b"]
```

- values(obj)

```
let obj = { a: 1, b: 2 };
console.log(Object.values(obj)); // [1, 2]
```

- entries(obj)

```
let obj = { a: 1, b: 2 };
console.log(Object.entries(obj)); // [["a", 1], ["b", 2]]
```

Math Methods

- abs(x)

```
console.log(Math.abs(-5)); // 5
```

- ceil(x)

```
console.log(Math.ceil(4.2)); // 5
```

- floor(x)

```
console.log(Math.floor(4.8)); // 4
```

- max(x1, x2, ...)

```
console.log(Math.max(1, 2, 3)); // 3
```

- random()

```
console.log(Math.random()); // Random number between 0 and 1
```

Date Methods

- getDate()

```
let date = new Date();
console.log(date.getDate()); // Current day of the month (1-31)
```

- getFullYear()

```
let date = new Date();
console.log(date.getFullYear()); // Current year (e.g., 2024)
```

- getTime()

```
let date = new Date();
console.log(date.getTime()); // Milliseconds since January 1, 1970
```

- setDate(day)

```
let date = new Date();
date.setDate(15);
console.log(date); // Date set to the 15th of the current month
```

JSON Methods

- parse(text)

```
let jsonString = '{"name": "John", "age": 30}';
let obj = JSON.parse(jsonString);
console.log(obj); // { name: "John", age: 30 }
```

- stringify(value)

```
let obj = { name: "John", age: 30 };
let jsonString = JSON.stringify(obj);
console.log(jsonString); // '{"name":"John","age":30}'
```

Promise Methods

- all(promises)

```
let p1 = Promise.resolve(1);
let p2 = Promise.resolve(2);
Promise.all([p1, p2]).then(result => console.log(result)); // [1, 2]
```

- race(promises)

```
let p1 = new Promise((resolve) => setTimeout(resolve, 500, "One"));
let p2 = new Promise((resolve) => setTimeout(resolve, 100, "Two"));
Promise.race([p1, p2]).then(result => console.log(result)); // "Two"
```

“ Code is like humor. When you have to explain it, it’s bad ”

Coding Comics