Save This JavaScript Cheat Sheet

Swipe

Data types

```javascript
var years = 3;                              // number

var name = "Codecrumbs";                    / string

var name = {first:"Code", last:"crumbs"};   / object

var isValid = false;                        / boolean

var technologies = ["HTML","CSS","JS"];     // array

var b; typeof b;                            // undefined

var b = null;                               // value null
```

String functions

```javascript
var name = 'Codecrumbs';


name.indexOf('crumbs'); // 4

name.lastIndexOf('crumbs'); // 4

name.slice(4, 7); // "ecr"

name.replace('Code', '1234'); // "1234crumbs"

name.toUpperCase(); // "CODECRUMBS"

name.toLowerCase(); // "codecrumbs"

name.concat(' ', 'example'); // "Codecrumbs example"
```

String functions

```javascript
var name = 'Codecrumbs';


name.charAt(3);                    // "e"

name[3];                           // "e"

name.charCodeAt(3);                // 101

name.split(';');                   // ["Codecrumbs"]

name.split('');                    // ["C","o","d","e","c","r","u","m","b","s"]
```

Global functions

```javascript
String(3);                              // "3"

(3).toString();                         // "3"

Number('3');                            // 3

decodeURI('my%20page.asp');             // "my page.asp"

encodeURI('my page.asp');               // "my%20page.asp"

decodeURIComponent('Code%20crumbs');    // "Code crumbs"

encodeURIComponent('Code crumbs');      // "Code%20crumbs"

isFinite(3);                            // true

isNaN('Codecrumbs');                    // true

parseFloat('3.14Codecrumbs');           // 3.14

parseInt('3Codecrumbs', 10);            // 3
```

Math functions

```
Math.round(4.7);          // 5

Math.round(4.3);          // 4

Math.pow(3, 3);           // 27

Math.sqrt(64);            // 8

Math.abs(-5.67);          // 5.67

Math.ceil(2.22);          // 3

Math.floor(6.89);         // 6

Math.sin(Math.PI);        // 0
```

Math functions

```
Math.cos(0); // 1

Math.min(1, 4, -3, 2); // -3

Math.max(1, 4, -3, 2); // 4

Math.log(10); // 2.302585092994046

Math.exp(2); // 7.38905609893065

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

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