

HTML Elements
 body html
 head br
 footer <!-- --> li
 ing caption → table td, th
 ul link
 hr script
 header meta
 title <button> <i>
 main input !DOCTYPE
 aside style article
 nav section
 span h1-6
 p
 emphasizing
 blockquote

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CSS. properties
text-align

text-align

float, clear

color

border - top
left

bottom
- right

background-color:

- image
- repeat

position

opacity

z-index

border-width

- style

- color

@keyframes

animation

font - style
- size
- family

min - width

max - height

top

left

bottom

right

center

padding

margin

visibility:

display

line-height

transform

transition

transform-origin

JavaScript

var **varname**;

function **fname** (**paramlist**) {

}

Control flow

```
if (cond) { }
```

```
for( init; cond; incr ) { }
```

```
while (cond) { }
```

```
do { } while (cond)
```

Input/Output

alert ('message')

confirm ('Question')

prompt ('question')

parseInt ('String')

parseFloat ('String')

Getting/Modifying elements in JS.

// get element

```
var pEl = document.getElementById( );
```

// change element's attribute/property

```
pEl. attrname = 'new value';
```

// change element's style property

```
pEl. style. csspropname = 'new value';
```

// change element's content

```
pEl. innerHTML = "new content";
```

Arrays

// get all elements with classname
document.getElementsByTagName('cm');

// get all elements of tag
doc.getElementsByTagName('tr')

literal Array

```
var arrNames = ['Ben', 'Maison', 'Cole']
```

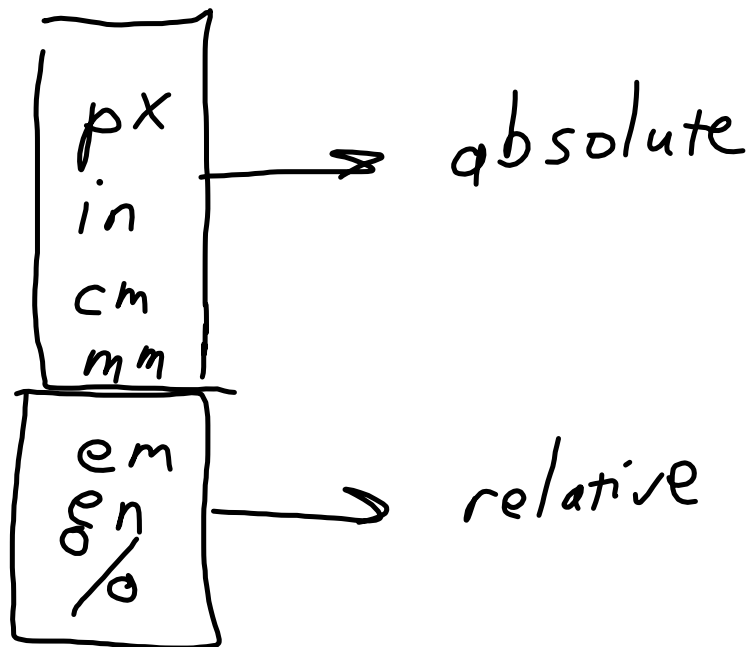
// find out it's length

```
arrNames.length
```

// get 2nd Name in array

```
arrNames[1];
```


CSS units



Picking a random number in javascript

```
random = Math.floor( Math.random() * #ofitems)
```

$0 \rightarrow 1 * 6$

$0 \rightarrow 6$

$0 \rightarrow 5, 1, 2, 3, 4, 5$

0, 1, 2, 3, 4, 5

$$X = X + 1$$

⇓

$$X += 1$$

⇓

$$X ++$$

```
var str = "Kevin";
```

```
str += " ^ Ankiwicz";
```

// for counting loop

for (let i = 0; i < end; i++) { ←

}

// OR

let i;

~~for~~ (i = 0; i < end; i++) { }