

JavaScript

JavaScript Object

Array Object Properties

Property	Description
constructor	Returns the function that created the Array object's prototype
length	Sets or returns the number of elements in an array
prototype	Allows you to add properties and methods to an Array object

Array Object Methods

Method	Description
concat()	Joins two or more arrays, and returns a copy of the joined arrays
indexOf()	Search the array for an element and returns its position
join()	Joins all elements of an array into a string
lastIndexOf()	Search the array for an element, starting at the end, and returns its position
pop()	Removes the last element of an array, and returns that element
push()	Adds new elements to the end of an array, and returns the new length
reverse()	Reverses the order of the elements in an array
shift()	Removes the first element of an array, and returns that element
slice()	Selects a part of an array, and returns the new array
sort()	Sorts the elements of an array
splice()	Adds/Removes elements from an array
toString()	Converts an array to a string, and returns the result
unshift()	Adds new elements to the beginning of an array, and returns the new length
valueOf()	Returns the primitive value of an array

Boolean Object Properties

Property	Description
constructor	Returns the function that created the Boolean object's prototype
prototype	Allows you to add properties and methods to a Boolean object

Boolean Object Methods

Method	Description
toString()	Converts a Boolean value to a string, and returns the result
valueOf()	Returns the primitive value of a Boolean object

Date Object Properties

Property	Description
constructor	Returns the function that created the Date object's prototype
prototype	Allows you to add properties and methods to an object

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Date Object Methods

Method	Description
<code>getDate()</code>	Returns the day of the month (from 1-31)
<code>getDay()</code>	Returns the day of the week (from 0-6)
<code>getFullYear()</code>	Returns the year (four digits)
<code>getHours()</code>	Returns the hour (from 0-23)
<code>getMilliseconds()</code>	Returns the milliseconds (from 0-999)
<code>getMinutes()</code>	Returns the minutes (from 0-59)
<code>getMonth()</code>	Returns the month (from 0-11)
<code>getSeconds()</code>	Returns the seconds (from 0-59)
<code>getTime()</code>	Returns the number of milliseconds since midnight Jan 1, 1970
<code>getTimezoneOffset()</code>	Returns the time difference between UTC time and local time, in minutes
<code>getUTCDate()</code>	Returns the day of the month, according to universal time (from 1-31)
<code>getUTCDay()</code>	Returns the day of the week, according to universal time (from 0-6)
<code>getUTCFullYear()</code>	Returns the year, according to universal time (four digits)
<code>getUTCHours()</code>	Returns the hour, according to universal time (from 0-23)
<code>getUTCMilliseconds()</code>	Returns the milliseconds, according to universal time (from 0-999)
<code>getUTCMinutes()</code>	Returns the minutes, according to universal time (from 0-59)
<code>getUTCMonth()</code>	Returns the month, according to universal time (from 0-11)
<code>getUTCSeconds()</code>	Returns the seconds, according to universal time (from 0-59)
<code>getYear()</code>	Deprecated. Use the <code>getFullYear()</code> method instead
<code>parse()</code>	Parses a date string and returns the number of milliseconds since midnight of January 1, 1970
<code>setDate()</code>	Sets the day of the month of a date object
<code>setFullYear()</code>	Sets the year (four digits) of a date object
<code>setHours()</code>	Sets the hour of a date object
<code>setMilliseconds()</code>	Sets the milliseconds of a date object
<code>setMinutes()</code>	Set the minutes of a date object
<code>setMonth()</code>	Sets the month of a date object
<code>setSeconds()</code>	Sets the seconds of a date object
<code>setTime()</code>	Sets a date and time by adding or subtracting a specified number of milliseconds to/from midnight January 1, 1970
<code>setUTCDate()</code>	Sets the day of the month of a date object, according to universal time
<code>setUTCFullYear()</code>	Sets the year of a date object, according to universal time (four digits)
<code>setUTCHours()</code>	Sets the hour of a date object, according to universal time
<code>setUTCMilliseconds()</code>	Sets the milliseconds of a date object, according to universal time
<code>setUTCMinutes()</code>	Set the minutes of a date object, according to universal time
<code>setUTCMonth()</code>	Sets the month of a date object, according to universal time
<code>setUTCSeconds()</code>	Set the seconds of a date object, according to universal time
<code>setYear()</code>	Deprecated. Use the <code>setFullYear()</code> method instead
<code>toString()</code>	Converts the date portion of a Date object into a readable string
<code>toGMTString()</code>	Deprecated. Use the <code>toUTCString()</code> method instead
<code>toISOString()</code>	Returns the date as a string, using the ISO standard
<code>toJSON()</code>	Returns the date as a string, formatted as a JSON date
<code>toLocaleDateString()</code>	Returns the date portion of a Date object as a string, using locale conventions
<code>toLocaleTimeString()</code>	Returns the time portion of a Date object as a string, using locale conventions
<code>toLocaleString()</code>	Converts a Date object to a string, using locale conventions
<code>toString()</code>	Converts a Date object to a string
<code>getTimeString()</code>	Converts the time portion of a Date object to a string
<code>toUTCString()</code>	Converts a Date object to a string, according to universal time
<code>UTC()</code>	Returns the number of milliseconds in a date string since midnight of January 1, 1970, according to universal time
<code>valueOf()</code>	Returns the primitive value of a Date object

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Math Object Properties

Property	Description
E	Returns Euler's number (approx. 2.718)
LN2	Returns the natural logarithm of 2 (approx. 0.693)
LN10	Returns the natural logarithm of 10 (approx. 2.302)
LOG2E	Returns the base-2 logarithm of E (approx. 1.442)
LOG10E	Returns the base-10 logarithm of E (approx. 0.434)
PI	Returns PI (approx. 3.14)
SQRT1_2	Returns the square root of 1/2 (approx. 0.707)
SQRT2	Returns the square root of 2 (approx. 1.414)

Math Object Methods

Method	Description
abs(x)	Returns the absolute value of x
acos(x)	Returns the arccosine of x, in radians
asin(x)	Returns the arcsine of x, in radians
atan(x)	Returns the arctangent of x as a numeric value between -PI/2 and PI/2 radians
atan2(y,x)	Returns the arctangent of the quotient of its arguments
ceil(x)	Returns x, rounded upwards to the nearest integer
cos(x)	Returns the cosine of x (x is in radians)
exp(x)	Returns the value of E^x
floor(x)	Returns x, rounded downwards to the nearest integer
log(x)	Returns the natural logarithm (base E) of x
max(x,y,z,...,n)	Returns the number with the highest value
min(x,y,z,...,n)	Returns the number with the lowest value
pow(x,y)	Returns the value of x to the power of y
random()	Returns a random number between 0 and 1
round(x)	Rounds x to the nearest integer
sin(x)	Returns the sine of x (x is in radians)
sqrt(x)	Returns the square root of x
tan(x)	Returns the tangent of an angle

Number Object Properties

Property	Description
constructor	Returns the function that created the Number object's prototype
MAX_VALUE	Returns the largest number possible in JavaScript
MIN_VALUE	Returns the smallest number possible in JavaScript
NEGATIVE_INFINITY	Represents negative infinity (returned on overflow)
NaN	Represents a "Not-a-Number" value
POSITIVE_INFINITY	Represents infinity (returned on overflow)
prototype	Allows you to add properties and methods to an object

Number Object Methods

Method	Description
toExponential(x)	Converts a number into an exponential notation
toFixed(x)	Formats a number with x numbers of digits after the decimal point
toPrecision(x)	Formats a number to x length
toString()	Converts a Number object to a string
valueOf()	Returns the primitive value of a Number object

String Object Properties

Property	Description
constructor	Returns the function that created the String object's prototype
length	Returns the length of a string
prototype	Allows you to add properties and methods to an object

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String Object Methods

Method	Description
<code>charAt()</code>	Returns the character at the specified index
<code>charCodeAt()</code>	Returns the Unicode of the character at the specified index
<code>concat()</code>	Joins two or more strings, and returns a copy of the joined strings
<code>fromCharCode()</code>	Converts Unicode values to characters
<code>indexOf()</code>	Returns the position of the first found occurrence of a specified value in a string
<code>lastIndexOf()</code>	Returns the position of the last found occurrence of a specified value in a string
<code>localeCompare()</code>	Compares two strings in the current locale
<code>match()</code>	Searches for a match between a regular expression and a string, and returns the matches
<code>replace()</code>	Searches for a match between a substring (or regular expression) and a string, and replaces the matched substring with a new substring
<code>search()</code>	Searches for a match between a regular expression and a string, and returns the position of the match
<code>slice()</code>	Extracts a part of a string and returns a new string
<code>split()</code>	Splits a string into an array of substrings
<code>substr()</code>	Extracts the characters from a string, beginning at a specified start position, and through the specified number of character
<code>substring()</code>	Extracts the characters from a string, between two specified indices
<code>toLocaleLowerCase()</code>	Converts a string to lowercase letters, according to the host's locale
<code>toLocaleUpperCase()</code>	Converts a string to uppercase letters, according to the host's locale
<code>toLowerCase()</code>	Converts a string to lowercase letters
<code>toString()</code>	Returns the value of a String object
<code>toUpperCase()</code>	Converts a string to uppercase letters
<code>trim()</code>	Removes whitespace from both ends of a string
<code>valueOf()</code>	Returns the primitive value of a String object

String HTML Wrapper Methods

Method	Description
<code>anchor()</code>	Creates an anchor
<code>big()</code>	Displays a string using a big font
<code>blink()</code>	Displays a blinking string
<code>bold()</code>	Displays a string in bold
<code>fixed()</code>	Displays a string using a fixed-pitch font
<code>fontcolor()</code>	Displays a string using a specified color
<code>fontsize()</code>	Displays a string using a specified size
<code>italics()</code>	Displays a string in italic
<code>link()</code>	Displays a string as a hyperlink
<code>small()</code>	Displays a string using a small font
<code>strike()</code>	Displays a string with a strikethrough
<code>sub()</code>	Displays a string as subscript text
<code>sup()</code>	Displays a string as superscript text

RegExp Modifiers

Modifier	Description
<code>i</code>	Perform case-insensitive matching
<code>g</code>	Perform a global match (find all matches rather than stopping after the first match)
<code>m</code>	Perform multiline matching

RegExp Brackets

Expression	Description
<code>[abc]</code>	Find any character between the brackets
<code>[^abc]</code>	Find any character not between the brackets
<code>[0-9]</code>	Find any digit between the brackets
<code>[^0-9]</code>	Find any digit not between the brackets
<code>(x y)</code>	Find any of the alternatives specified

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RegExp Metacharacters

Metacharacter	Description
.	Find a single character, except newline or line terminator
\w	Find a word character
\W	Find a non-word character
\d	Find a digit
\D	Find a non-digit character
\s	Find a whitespace character
\S	Find a non-whitespace character
\b	Find a match at the beginning/end of a word
\B	Find a match not at the beginning/end of a word
\0	Find a NUL character
\n	Find a new line character
\f	Find a form feed character
\r	Find a carriage return character
\t	Find a tab character
\v	Find a vertical tab character
\xxx	Find the character specified by an octal number xxx
\xdd	Find the character specified by a hexadecimal number dd
\uxxxx	Find the Unicode character specified by a hexadecimal number xxxx

RegExp Quantifiers

Quantifier	Description
n+	Matches any string that contains at least one n
n*	Matches any string that contains zero or more occurrences of n
n?	Matches any string that contains zero or one occurrences of n
n{X}	Matches any string that contains a sequence of X n's
n{X,Y}	Matches any string that contains a sequence of X to Y n's
n{X,}	Matches any string that contains a sequence of at least X n's
n\$	Matches any string with n at the end of it
^n	Matches any string with n at the beginning of it
?=n	Matches any string that is followed by a specific string n
?!n	Matches any string that is not followed by a specific string n

RegExp Object Properties

Property	Description
constructor	Returns the function that created the RegExp object's prototype
global	Specifies if the "g" modifier is set
ignoreCase	Specifies if the "i" modifier is set
lastIndex	Specifies the index at which to start the next match
multiline	Specifies if the "m" modifier is set
source	Returns the text of the RegExp pattern

RegExp Object Methods

Method	Description
compile()	Deprecated in version 1.5. Compiles a regular expression
exec()	Tests for a match in a string. Returns the first match
test()	Tests for a match in a string. Returns true or false
toString()	Returns the string value of the regular expression

Global Properties

Property	Description
Infinity	A numeric value that represents positive/negative infinity
NaN	"Not-a-Number" value
undefined	Indicates that a variable has not been assigned a value

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Global Functions

Function	Description
<code>decodeURI()</code>	Decodes a URI
<code>decodeURIComponent()</code>	Decodes a URI component
<code>encodeURI()</code>	Encodes a URI
<code>encodeURIComponent()</code>	Encodes a URI component
<code>escape()</code>	Use <code>encodeURI()</code> or <code>encodeURIComponent()</code> instead (deprecated in version 1.5)
<code>eval()</code>	Evaluates a string and executes it as if it was script code
<code>isFinite()</code>	Determines whether a value is a finite, legal number
<code>isNaN()</code>	Determines whether a value is an illegal number
<code>Number()</code>	Converts an object's value to a number
<code>parseFloat()</code>	Parses a string and returns a floating point number
<code>parseInt()</code>	Parses a string and returns an integer
<code>String()</code>	Converts an object's value to a string
<code>unescape()</code>	Use <code>decodeURI()</code> or <code>decodeURIComponent()</code> instead (deprecated in version 1.5)