**JAVASCRIPT:**

**INPUT:**

prompt()

**OUTPUT:**

console.log()

document.write()

alert()

**VARIABLES:**

var

let

**EVENT HANDLING:**

onclick

*or*

document.getElementById(“”).onfocus = function(event) {}

**FUNCTIONS:**

function inArray(arrayToCheck, value) {}

**CASTING:**

Number()

String()

parseInt()

parseFloat()

**IF:**

if() {}

**WHILE:**

while() {}

**FOR:**

for() {}

**ARRAY:**

var x = [1, 2, 3, 4]

**EXCEPTION HANDLING:**

try() {}

catch(e) {}

throw()

**CLASSES:**

**CONSTRUCTORS:**

function Animal(name, height) {

this.name = name;

this.height = height;

}

**OBJECTS:**

var x = new Animal();

**STATIC:**

Animal.numberAnimals = 0; //put it outside the class function

**SHARED:**

Animal.prototype.speak()