CHEAT SHEET

JAVASCRIPT WEB DEVELOPMENT

JS

Created by @Manz (https://twitter.com/Manz) https://lenguajejs.com/

n Number() = 42

PROPERTIES

- n .POSITIVE_INFINITY +∞ equivalent
- n .NEGATIVE_INFINITY -∞ equivalent
- n .MAX_VALUE largest positive value
- n .MIN_VALUE smallest positive value
- n .EPSILON diff between 1 & smallest >1
- n .NaN not-a-number value

METHODS

- s .toExponential(dec) exp. notation
- s .toFixed(dec) fixed-point notation
- s .toPrecision(p) change precision
- b .isFinite(n) check if number is finite
- b .isInteger(n) check if number is int.
- b .isNaN(n) check if number is NaN
- n .parseInt(s, radix) string to integer
- n .parseFloat(s, radix) string to float

r Regexp() = /.+/ig

PROPERTIES

- n .lastIndex index to start global regexp
- s .flags active flags of current regexp
- b .global flag g (search all matches)
- b .ignoreCase flag i (match lower/upper)
- b .multiline flag m (match multiple lines)
- b .sticky flag y (search from lastIndex)
- b .unicode flag u (enable unicode feat.)
- s .source current regexp (w/o slashs)

METHODS

- a .exec(str) exec search for a match
- b .test(str) check if regexp match w/str

CLASSES

. any character	\t tabulator
\d digit [0-9]	\r carriage return
\D no digit [^0-9]	\n line feed
\w any alphanumeric char [A-Za-z0-9_]	
\W no alphanumeric char [^A-Za-z0-9_]	
\s any space char (space, tab, enter...)	
\S no space char (space, tab, enter...)	
\xN char with code N	[\b] backspace
\uN char with unicode N	\0 NUL char

CHARACTER SETS OR ALTERNATION

[abc] match any character set
[^abc] match any char. set not enclosed
a|b match a or b

BOUNDARIES

^ begin of input $ end of input
\b zero-width word boundary
\B zero-width non-word boundary

GROUPING

(x) capture group (?:x) no capture group
\n reference to group n captured

QUANTIFIERS

x* preceding x 0 or more times {0,}
x+ preceding x 1 or more times {1,}
x? preceding x 0 or 1 times {0,1}
x{n} n ocurrences of x
x{n,} at least n ocurrences of x
x{n,m} between n & m ocurrences of x

ASSERTIONS

x(?=y) x (only if x is followed by y)
x(?!y) x (only if x is not followed by y)

s String() = 'text'

PROPERTIES

- n .length string size

METHODS

- s .charAt(index) char at position [i]
- n .charCodeAt(index) unicode at pos.
- n .codePointAt(index) cp at position
- s .fromCharCode(n1, n2...) code to char
- s .fromCodePoint(n1, n2...) cp to char
- s .concat(str1, str2...) combine text +
- b .startsWith(str, size) check beginning
- b .endsWith(str, size) check ending
- b .includes(str, from) include substring?
- n .indexOf(str, from) find substr index
- n .lastIndexOf(str, from) find from end
- n .search(regex) search & return index
- n .localeCompare(str, locale, options)
- a .match(regex) matches against string
- a .matchAll(regex) return iterator w/all
- s .normalize(form) unicode normalize
- s .padEnd(len, pad) add end padding
- s .padStart(len, pad) add start padding
- s .repeat(n) repeat string n times
- s .replace(str|regex, newstr|func)
- s .slice(ini, end) str between ini/end
- s .substr(ini, len) substr of len length
- s .substring(ini, end) substr fragment
- a .split(sep|regex, limit) divide string
- s .toLowerCase() string to lowercase
- s .toUpperCase() string to uppercase
- s .trim() remove space from begin/end
- s .trimEnd() remove space from end
- s .trimStart() remove space from begin
- s .raw`` template strings with ${vars}

d Date()

METHODS

- n .UTC(y, m, d, h, i, s, ms) timestamp
- n .now() timestamp of current time
- n .parse(str) convert str to timestamp
- n .setTime(ts) set UNIX timestamp
- n .getTime() return UNIX timestamp

UNIT GETTERS / SETTERS (ALSO .getUTC*() / .setUTC*())

n .get / .setFullYear(y, m, d)	(yyyy)
n .get / .setMonth(m, d)	(0-11)
n .get / .setDate(d)	(1-31)
n .get / .setHours(h, m, s, ms)	(0-23)
n .get / .setMinutes(m, s, ms)	(0-59)
n .get / .setSeconds(s, ms)	(0-59)
n .get / .setMilliseconds(ms)	(0-999)
n .getDay() return day of week	(0-6)

LOCALE & TIMEZONE METHODS

- n .getTimezoneOffset() offset in mins
- s .toLocaleDateString(locale, options)
- s .toLocaleTimeString(locale, options)
- s .toLocaleString(locale, options)
- s .toUTCString() return UTC date
- s .toDateString() return American date
- s .toTimeString() return American time
- s .toISOString() return ISO8601 date
- s .toJSON() return date ready for JSON

a Array() = [1, 2, 3]

PROPERTIES

- n .length number of elements

METHODS

- b .isArray(obj) check if obj is array
- b .includes(obj, from) include element?
- n .indexOf(obj, from) find elem. index
- n .lastIndexOf(obj, from) find from end
- s .join(sep) join elements w/separator
- a .slice(ini, end) return array portion
- a .concat(obj1, obj2...) return joined array
- a .flat(depth) return flat array at n depth

MODIFY SOURCE ARRAY METHODS

- a .copyWithin(pos, ini, end) copy elems
- a .fill(obj, ini, end) fill array with obj
- a .reverse() reverse array & return it
- a .sort(cf(a,b)) sort array (unicode sort)
- a .splice(ini, del, o1, o2...) del&add elem

ITERATION METHODS

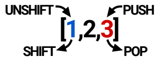
- ai .entries() iterate key/value pair array
- ai .keys() iterate only keys array
- ai .values() iterate only values array

CALLBACK FOR EACH METHODS

- b .every(cb(e,i,a), arg) test until false
- b .some(cb(e,i,a), arg) test until true
- a .map(cb(e,i,a), arg) make array
- a .filter(cb(e,i,a), arg) make array w/true
- o .find(cb(e,i,a), arg) return elem w/true
- n .findIndex(cb(e,i,a), arg) return index
- a .flatMap(cb(e,i,a), arg) map + flat(1)
- ▨ .forEach(cb(e,i,a), arg) exec for each
- o .reduce(cb(p,e,i,a), arg) accumulative
- o .reduceRight(cb(p,e,i,a), arg) from end

ADD/REMOVE METHODS

- o .pop() remove & return last element
- n .push(o1, o2...) add elem & return length
- o .shift() remove & return first element
- n .unshift(o1, o2...) add elem & return len



f Function() = function(a, b) { ... }

PROPERTIES

- o .length return number of arguments
- s .name return name of function
- o .prototype prototype object

METHODS

- o .call(newthis, arg1, arg2...) change this
- o .apply(newthis, arg1) with args array
- o .bind(newthis, arg1, arg2...) bound func

n	number	d	date
n	NaN (not-a-number)	r	regular expresion
s	string	f	function
b	boolean (true/false)	o	object
a	array	▨	undefined

available on ECMAScript 2015 or higher

- n static (ex: Math.random())
- n non-static (ex: new Date().getDate())

argument required
argument optional

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Math

PROPERTIES

- n .E Euler's constant
- n .LN2 natural logarithm of 2
- n .LN10 natural logarithm of 10
- n .LOG2E base 2 logarithm of E
- n .LOG10E base 10 logarithm of E
- n .PI ratio circumference/diameter
- n .SQRT1_2 square root of 1/2
- n .SQRT2 square root of 2

METHODS

- n .abs(x) absolute value
- n .cbrt(x) cube root
- n .clz32(x) return leading zero bits (32)
- n .exp(x) return e^x
- n .expm1(x) return e^x-1
- n .hypot(x1, x2...) length of hypotenuse
- n .imul(a, b) signed multiply
- n .log(x) natural logarithm (base e)
- n .log1p(x) natural logarithm (1+x)
- n .log10(x) base 10 logarithm
- n .log2(x) base 2 logarithm
- n .max(x1, x2...) return max number
- n .min(x1, x2...) return min number
- n .pow(base, exp) return $base^{exp}$ **
- n .random() float random number [0,1)
- n .sign(x) return sign of number
- n .sqrt(x) square root of number

ROUND METHODS

- n .ceil(x) superior round (smallest)
- n .floor(x) inferior round (largest)
- n .fround(x) nearest single precision
- n .round(x) round (nearest integer)
- n .trunc(x) remove fractional digits

TRIGONOMETRIC METHODS	HYPERBOLIC METHODS
n .acos(x) arccosine	n .acosh(x)
n .asin(x) arcsine	n .asinh(x)
n .atan(x) arctangent	n .atanh(x)
n .cos(x) cosine	n .cosh(x)
n .sin(x) sine	n .sinh(x)
n .tan(x) tangent	n .tanh(x)

- n .atan2(x, y) arctangent of quotient x/y

BigInt() = 9007199254740992n

ES Modules modules

METHODS

- import {m1, m2 as name} from "./file.js"
- import obj from "./file.js" default import
- export {m1, m2} export objs as modules
- p import("./file.js") dynamic import

JSON json file manipulation

METHODS

- n .parse(str, tf(k,v)) parse string to object
- n .stringify(obj, repf|wl, sp) convert to str

e Error()

PROPERTIES

- s .name return name of error
- s .message return description of error

EvalError(), InternalError(), RangeError(), URIError(), ReferenceError(), SyntaxError(), TypeError()

o Object() = {key: value, key2: value2}

PROPERTIES

- o .constructor return ref. to object func.

METHODS

- o .assign(dst, src1, src2...) copy values
- o .create(proto, prop) create obj w/prop
- o .defineProperties(obj, prop)
- o .defineProperty(obj, prop, desc)
- o .freeze(obj) avoid properties changes
- o .getOwnPropertyDescriptor(obj, prop)
- a .getOwnPropertyNames(obj)
- a .getOwnPropertySymbols(obj)
- o .getPrototypeOf(obj) return prototype
- b .is(val1, val2) check if are same value
- b .isExtensible(obj) check if can add prop
- b .isFrozen(obj) check if obj is frozen
- b .isSealed(obj) check if obj is sealed
- a .keys(obj) return only keys of object
- o .preventExtensions(obj) avoid extend
- o .seal(obj) prop are non-configurable
- o .setPrototypeOf(obj, prot) change prot

INSTANCE METHODS

- b .hasOwnProperty(prop) check if exist
- b .isPrototypeOf(obj) test in another obj
- b .propertyIsEnumerable(prop)
- s .toString() return equivalent string
- s .toLocaleString() return locale version
- o .valueOf() return primitive value

p Promise() async / await async functions

METHODS

- p .all(obj) return promise
- p .catch(onRejected(s)) = .then(undef,s)
- p .finally(onFinish()) exec callback always
- p .then(onFulfilled(v), onRejected(s))
- p .race(obj) return greedy promise (res/rej)
- p .resolve(obj) return resolved promise
- p .reject(reason) return rejected promise
- p .allSettled(obj) return all fullfill/reject

p Proxy() Reflect same methods (not func)

METHODS

- o .apply(obj, arg, arglist) trap function call
- o .construct(obj, arglist) trap new oper
- o .defineProperty(obj, prop, desc)
- o .deleteProperty(obj, prop) trap delete
- o .enumerate(obj) trap for...in
- o .get(obj, prop, rec) trap get property
- o .getOwnPropertyDescriptor(obj, prop)
- o .getPrototypeOf(obj)
- o .has(obj, prop) trap in operator
- o .ownKeys(obj)
- o .preventExtensions(obj)
- o .set(obj, prop, value) trap set property
- o .setPrototypeOf(obj, proto)

Symbol()

PROPERTIES

- s .iterator specifies default iterator
- s .match specifies match of regexp
- s .species specifies constructor function

METHODS

- s .for(key) search existing symbols
- s .keyFor(sym) return key from global reg

s Set() WeakSet only obj as items

PROPERTIES

- n .size return number of items

METHODS

- s .add(item) add item to set ws
- b .has(item) check if item exists ws
- b .delete(item) del item & return if del ws
- ▨ .clear() remove all items from set

ITERATION METHODS

- si .entries() iterate items
- si .values() iterate only value of items

CALLBACK FOR EACH METHODS

- ▨ .forEach(cb(e,i,a), arg) exec for each

m Map() WeakMap only obj as keys

PROPERTIES

- n .size return number of elements

METHODS

- m .set(key, value) add pair key=value wm
- o .get(key) return value of key wm
- b .has(key) check if key exist wm
- b .delete(key) del elem. & return if ok wm
- ▨ .clear() remove all elements from map

ITERATION METHODS

- mi .entries() iterate elements
- mi .keys() iterate only keys
- mi .values() iterate only values

CALLBACK FOR EACH METHODS

- ▨ .forEach(cb(e,i,a), arg) exec for each

g Generator() = function* () { ... }

METHODS

- o .next(value) return obj w/{value,done}
- o .return(value) return value & true done
- ▨ .throw(except) throw an error

globals includes isFinite, isNaN, parseInt & parseFloat

METHODS

- o eval(str) evaluate javascript code
- s encodeURIComponent(URI) = to %3D
- s decodeURIComponent(URI) %3D to =

Others

VARIABLE / CONSTANT DECLARATIONS

- var deprecated variable let block scope
- const declare constant (read-only)

OPERATORS

- ?? nullish coalescing operator
- ?. optional chaining

FAST TIPS

- func(a=1) default parameter value
- func(...a) rest argument (spread operator)
- (a) => { ... } function fat arrow (w/o this)
- \`string ${a}\` template with variables
- 0bn binary (2) number n to decimal
- 0on octal (8) number n to decimal
- 0xn hexadecimal (16) number n to decimal
- for (i in array) { ... } iterate array, i = index
- for (e of array) { ... } iterate array, e = value
- class B extends A () { } class sugar syntax

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window = Browser global object

PROPERTIES

- b .closed check if window is closed
- n .devicePixelRatio ratio vertical size pix
- b .fullScreen check if window is fullscreen
- n .innerWidth width size (incl. scrollbar)
- n .innerHeight height size (incl. scrollbar)
- n .outerWidth width size (incl. browser)
- n .outerHeight height size (incl. browser)
- n .length number of frames
- s .name inner name of window
- s .status bottom statusbar text

API/OBJECTS PROPERTIES

- o .applicationCache offline resources API
- o .console console browser API
- o .crypto cryptographic API
- o .history session page history API
- o .location information about URL API
- o .localStorage storage for site domain
- o .sessionStorage storage until closed
- o .navigator information about browser
- o .performance data about performance

SCREEN PROPERTIES

- o .screen information about screen
- n .screenX horizontal pos browser/screen
- n .screenY vertical pos browser/screen
- n .pageXOffset horizontal pixels scrolled
- n .pageYOffset vertical pixels scrolled

WINDOW PROPERTIES

- o .opener window that opened this window
- o .parent parent of current window/frame
- o .self this window (equal to .window)
- o .top top window of current win/frame

METHODS

- s .btoa(str) encode string to base64
- s .atob(str) decode base64 string to text
- ▨ .focus() request send window to front
- ▨ .blur() remove focus from window
- o .getSelection(id) return Selection object
- ▨ .postMessage(msg, dst, transf) send
- o .open(url, name, options) open popup
- ▨ .stop() stop window loading
- b .find(str, case, back, wrap, word, fr, d)
- ▨ .print() open print document window

ANIMATION METHODS

- n .requestAnimationFrame(cb(n))
- ▨ .cancelAnimationFrame(reqID)

TIMER METHODS

- n .setTimeout(f(a...), ms, a...) delay&run
- ▨ .clearTimeout(id) remove timeout
- n .setInterval(f(a...), ms, a...) run every
- ▨ .clearInterval(id) remove interval

SCREEN METHODS

- ▨ .scrollBy(x, y) scroll x,y pixels (relative)
- ▨ .scrollTo(x, y) scroll x,y pixels (absolute)
- ▨ .moveBy(x, y) move window by x,y (rel)
- ▨ .moveTo(x, y) move window to x,y (abs)
- ▨ .resizeBy(x, y) resize win by x,y (rel)
- ▨ .resizeTo(w, h) resize win to WxX (abs)

STYLESHEET METHODS

- o .getComputedStyle(elem, pseudelem)
- a .matchMedia(mediaq) match CSSMQ

screen = info about screen / resolution

PROPERTIES

- n .availTop top-from space available
- n .availLeft left-from space available
- n .availWidth width space available
- n .availHeight height space available
- n .width screen width resolution
- n .height screen height resolution
- n .colorDepth screen color depth (bits)
- n .pixelDepth screen pixel depth (bits)

METHODS

- b .lockOrientation(mode|modearray)
- b .unlockOrientation() remove locks

console = unofficial console browser API

METHODS

- ▨ .assert(cond, str1|obj1...) set a assert
- ▨ .count(str) count (show number times)
- ▨ .dir(obj) show object (expanded debug)
- ▨ .group() open new message group
- ▨ .groupCollapsed() open new group coll.
- ▨ .groupEnd() close previous group
- ▨ .table(array|obj, colnames) show table
- ▨ .trace() show code trace
- ▨ .timeStamp(str) put time on timeline

PERFORMANCE METHODS

- ▨ .profile(name) start performance profile
- ▨ .profileEnd(name) stop perf. profile
- ▨ .time(name) start performance timer
- ▨ .timeEnd(name) stop perf. timer

LOG LEVEL METHODS

- ▨ .log(str1|obj1...) output message
- ▨ .info(str1|obj1...) output information
- ▨ .warn(str1|obj1...) output warning
- ▨ .error(str1|obj1...) output error

window = global interaction func.

METHODS

USER INTERACTION METHODS

- ▨ .alert(str) show message (ok button)
- s .prompt(str, def) ask answer to user
- b .confirm(str) show message (ok, cancel)

history = page history on tab

PROPERTIES

- n .length number of pages in historytab
- n .state return state top history stack

METHODS

- ▨ .back() go prev page (same as .go(-1))
- ▨ .forward() go next page (same as .go(1))
- ▨ .go(n) go n page (positive or negative)
- ▨ .pushState(obj, title, url) insert state
- ▨ .replaceState(obj, title, url) repl. state

storage localStorage / sessionStorage

PROPERTIES

- n .length number of items in storage

METHODS

- s .key(n) return key name on position n
- s .getItem(key) return value of item key
- ▨ .setItem(key, value) set or update key
- ▨ .removeItem(key) delete item with key
- ▨ .clear() delete all items for current site

performance = info about performance

PROPERTIES

- o .navigation info about redir/type nav.
- o .timing info about latency-load perf.

METHODS

- n .now() high precision timestamp

navigator = info about browser

PROPERTIES

- b .cookieEnabled browser cookies on?
- n .doNotTrack DNT privacy enabled?
- o .geolocation user-info geolocation
- s .language language in browser
- n .maxTouchPoints max on device
- b .onLine browser work in online mode?
- s .userAgent identify browser of user

METHODS

- n .vibrate(n|pattern) use device vibration

location = info about current URL

PROPERTIES

- s .href full document url
- s .protocol https://www.emezeta.com/
- s .username https://user:pass@www
- s .password https://user:pass@www
- s .host https://emezeta.com:81/
- s .hostname https://emezeta.com:81/
- s .port https://emezeta.com:81/
- s .pathname http://emezeta.com/42/
- s .hash http://emezeta.com/#contacto
- s .search http://google.com/?q=emezeta
- o .searchParams search params object
- s .origin source origin of document url

onClick="..." (HTML) .onclick = (JS func) 'click' (Listener)

e events (only popular events)

MOUSE EVENTS

- e .onClick e .onDblClick
- e .onMouseDown e .onMouseUp
- e .onMouseEnter e .onMouseLeave
- e .onMouseMove e .onMouseOver
- e .onMouseOut e .onWheel

KEYBOARD EVENTS

- e .onKeyDown e .onKeyUp
- e .onKeyPress

LOAD/OBJECT EVENTS

- e .onDOMContentLoaded e .onLoad
- e .onAbort e .onError
- e .onResize e .onScroll
- e .onBeforeUnload e .onUnload

FORM/FIELDS EVENTS

- e .onBlur e .onFocus
- e .onChange e .onInput
- e .onInvalid e .onSelect
- e .onReset e .onSubmit

ANIMATION/TRANSITION EVENTS

- e .onDragEnter e .onDragLeave
- e .onDragStart e .onDragEnd
- e .onDragOver e .onDrag e .onDrop

ANIMATION/TRANSITION EVENTS

- e .onAnimationStart e .onAnimationEnd
- e .onAnimationIteration e .transitionEnd

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document = Document object

PROPERTIES

- s .characterSet document charset
- s .compatMode quirks or standard mode
- s .cookie return all cookies doc string
- s .designMode return design mode status
- s .dir return direction text: "rtl" or "ltr"
- s .doctype return document type (DTD)
- s .domain return document domain
- s .documentURI return document URL
- s .lastModified return date/time modific.
- s .origin return document's origin
- s .readyState return current load status
- s .referrer return previous page (referrer)
- s .title return document title
- s .URL return HTML document URL
- o .location information about URL

ELEMENTS PROPERTIES

- o .activeElement focused element
- o .body return body element
- o .currentScript return active script
- o .defaultView return window element
- o .documentElement first element (root)
- o .head return head element
- o .scrollingElement first scrollable elem.

DOCUMENT ARRAY PROPERTIES

- a .anchors array of images elements
- a .applets array of applets elements
- a .embeds array of embeds elements
- a .forms array of forms elements
- a .images array of images elements
- a .links array of links elements
- a .plugins array of plugins elements
- a .scripts array of scripts elements

STYLESHEET PROPERTIES

- a .styleSheets array of style files elem
- o .preferredStyleSheetSet preferred css
- o .selectedStyleSheetSet selected css

METHODS

- o .adoptNode(node) adopt from ext doc
- o .createAttribute(name) create Attr obj
- o .createDocumentFragment()
- o .createElement(tag) create Element obj
- o .createEvent(type) create Event object
- o .createRange() create Range object
- o .createTextNode(text) create TextNode
- o .enableStyleSheetsForSet(name)
- o .importNode(node, desc) import copy
- o .getElementById(id) find elem with id
- a .getElementsByName(name) w/ name
- o .getSelection(id) return Selection object

ClientRect() = Coords of element

PROPERTIES

- n .top top coord of surrounding rect
- n .right right coord of surrounding rect
- n .bottom bottom coord of surrounding r.
- n .left left coord of surrounding rect
- n .width width coord of surrounding rect
- n .height height coord of surrounding r.

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Element() = Element object

PROPERTIES

- s .accessKey if exist, shortcut key
- o .attributes array of Attr objects
- o .classList DOMTokenList of classes
- s .className classes list to string
- s .id id string of element
- s .name name string of element
- s .tagName HTML tag of element

POSITION, SIZE AND SCROLL PROPERTIES

- n .clientTop top border width element
- n .clientLeft left border width element
- n .clientWidth inner width element
- n .clientHeight inner height element
- n .scrollTop top-position in document
- n .scrollLeft left-position in document
- n .scrollWidth width of element
- n .scrollHeight height of element

GET/SET HTML CODE PROPERTIES

- s .innerHTML get/set HTML inside elem
- s .outerHTML get/set HTML (incl. elem)

METHODS

- o .closest(selec) closest ancestor
- a .getElementsByClassName(class)
- a .getElementsByTagName(tag)
- o .querySelector(selec) return first elem
- a .querySelectorAll(selec) return elems
- b .matches(selec) match with this elem?
- ⧄ .insertAdjacentHTML(posstr, html)

ATTRIBUTE METHODS

- b .hasAttributes() exists attributes?
- b .hasAttribute(name) exist attribute?
- s .getAttribute(name) return value
- ⧄ .removeAttribute(name) del attribute
- ⧄ .setAttribute(name, value) set attrib.

CLIENTRECT (POSITION AND SIZES) METHODS

- o .getBoundingClientRect() return pos.
- a .getClientRects() return pos/size array

Event() = Event on action

PROPERTIES

- b .bubbles true=bubble, false=captures
- b .cancelable event is cancelable?
- o .currentTarget current element
- b .defaultPrevented preventDefault() call
- n .detail additional event info
- n .eventPhase current stage (0-3)
- b .isTrusted user action or dispatched
- o .target reference to dispatched object
- n .timeStamp time when was created
- s .type type of event

METHODS

- ⧄ .preventDefault() cancel event
- ⧄ .stopImmediatePropagation()
- ⧄ .stopPropagation() prevent being called

EventTarget (use over elements)

METHODS

- ⧄ .addEventListener(ev, cb(ev), capt)
- ⧄ .removeEventListener(ev, cb(ev), capt)
- b .dispatchEvent(ev)

Attr() = Attribute object

PROPERTIES

- s .name name of element attribute
- s .value value of element attribute

DOMTokenList() = List of classes

PROPERTIES

- n .length number of items

METHODS

- b .contains(item) check if item exists
- ⧄ .add(item) add item to list
- s .item(n) return item number n
- ⧄ .remove(item) del item from list
- b .toggle(item) del item if exist, add else

Node() = Minor element (elem. or text)

PROPERTIES

- s .baseURI absolute base URL of node
- s .namespaceURI namespace of node
- s .nodeName name of node
- s .nodeType 1=element, 2=text, 9=doc
- s .nodeValue value of node
- s .prefix namespace prefix of node
- s .textContent text of node and children

NAVIGATION PROPERTIES

- o .childNodes children nodes collection
- o .firstChild first children (include text)
- o .lastChild last children (include text)
- o .nextSibling immediate next node
- o .previousSibling immediate prev node
- o .parentElement immediate parent elem
- o .parentNode immediate parent node
- o .ownerDocument return document

METHODS

- o .appendChild(node) add node to end
- o .cloneNode(child) duplicate node
- o .compareDocumentPosition(node)
- b .contains(node) node is descendant?
- b .hasChildNodes() node has childs?
- o .insertBefore(newnode, node)
- b .isDefaultNamespace(nsURI)
- b .isEqualNode(node) check if are equal
- s .lookupNamespaceURI() ret namesp.
- s .lookupPrefix() return prefix for a ns
- ⧄ .normalize() normalize-form children
- o .removeChild(node) del node & return
- o .replaceChild(newnode, oldnode)

ChildNode()

METHODS

- o .remove() remove specified node

ParentNode()

PROPERTIES

- n .childElementCount number of children
- o .children children elements
- o .firstElementChild first children elem.
- o .lastElementChild last children elem.

NonDocumentTypeChildNode()

PROPERTIES

- o .nextElementSibling next element
- o .previousElementSibling prev element