

JAVASCRIPT TIPS



JavaScript SHORTHAND TECHNIQUES

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Declaring variables

```
//Longhand  
let x;  
let y;  
let z = "a";
```

```
//Shorthand  
let x, y, z="a";
```

Ternary operators

```
//Longhand
let number;
if (x > 9) {
    number = true;
}
else {
    number = false;
}
```

```
//Shorthand
let number = x > 9 ? true : false;
```

Assignment operators

//Longhand

```
x = x + y;  
x = x - y;
```

//Shorthand

```
x += y;  
x -= y;
```

Switch Case

```
//Longhand
switch (something) {
    case 1:
        doSomething();
        break;
    case 2:
        doSomethingElse();
        break;
}

//Shorthand
var cases = {
    1: doSomething,
    2: doSomethingElse
}
```

If presence

```
//Longhand  
if (boolGoesHere === true) {}
```

```
//Shorthand  
if (boolGoesHere) {}
```

Arrow functions

```
//Longhand
function sayHello(name) {
  console.log('Hello', name);
}

//Shorthand
sayHello = name => console.log('Hello', name);
```

charAt()

```
//Longhand  
"myString".charAt( 0 );
```

```
//Shorthand  
"myString"[ 0 ];
```

Object array notation

```
//longhand
let a = new Array();
a[0] = "myString1";
a[1] = "myString2";
a[2] = "myString3";

//shorthand
let a = ["myString1", "myString2", "myString3"];
```