Javascript Cheat Sheet

PART - 01



Basics

On page script

```
<script type="text/javascript">
...
</script>
```

Include external JS file

```
<script src="filename.js"></script>
```

Functions

```
function addNumbers(a, b) {
  return a + b;
}
```

Comments

```
/* Multi line
  comment */
// One line
```

Logging/Print

```
console.log(a);
document.write(a);
alert(a);
confirm("Really?");
prompt("Your age?","0");
```

Data Types

```
var age = 18;
var name = "Jane";
var name = {first:"Jane", last:"Doe"}; // object
var truth = false; // boolean
var sheets = ["HTML","CSS","JS"]; // array
var a; typeof a; // undefined
var a = null; // value null
```

If - Else Statement

Javascript Loops

For Loop

```
for (var i = 0; i < 10; i++) {
  document.write(i + "<br />");
}
```

While Loop

```
var i = 1;
while (i < 100) {
   i *= 2;
   document.write(i + ", ");
}</pre>
```

Do-While Loop

```
var i = 1;
do {
  i *= 2;
  document.write(i + ", ");
} while (i < 100)</pre>
```

Javascript Strings

```
var abc = "abcdefghijklmnopqrstuvwxyz";
var esc = 'I don\'t \n know'; // \n new line
var len = abc.length;  // string length
abc.indexOf("lmno");  // find substring
abc.lastIndexOf("lmno"); // last occurance
abc.slice(3, 6); // cuts out "def",
abc.replace("abc","123"); // find and replace
                  // convert to upper case
abc.toUpperCase();
abc.toLowerCase();
                         // convert to lower case
abc.concat(" ", str2); // abc + " " + str2
abc.charAt(2);  // character at index: "c"
abc[2];
                   // unsafe, abc[2] = "C" doesn't work
                  // character code at index: "c" -> 99
abc.charCodeAt(2);
abc.split(",");
                   // splitting a string on commas
abc.split("");  // splitting on characters
128.toString(16); // number to hex(16), octal or binary
```

Javascript Math

```
var pi = Math.PI; // 3.141592653589793
Math.round(4.4); // = 4 - rounded
Math.round(4.5); // = 5
Math.pow(2,8); // = 256 - 2 to the power of 8
Math.sqrt(49); // = 7 - square root
Math.abs(-3.14); // = 3.14 - absolute, positive value
Math.ceil(3.14): // = 4 - rounded up
Math.floor(3.99); // = 3 - rounded down
Math.sin(0); // = 0 - sine
Math.cos(Math.PI); // OTHERS: tan,atan,asin,acos,
Math.min(0, 3, -2, 2); // = -2 - the lowest value
Math.max(0, 3, -2, 2); // = 3 - the highest value
Math.log(1);
                  // = 0 natural logarithm
Math.exp(1);
                     // = 2.7182pow(E,x)
Math.random();
                     // random number between 0 and 1
Math.floor(Math.random() * 5) + 1;
// random integer, from 1 to 5
```

Javascript Numbers

```
var pi = 3.141;
pi.toFixed(0);
                      // returns 3
pi.toFixed(2);
                      // returns 3.14
pi.toPrecision(2)
                      // returns 3.1
                      // returns number
pi.valueOf();
Number(true);
                      // converts to number
Number(new Date()) // number of milliseconds since 1970
parseInt("3 months"); // returns the first number: 3
parseFloat("3.5 days"); // returns 3.5
Number.MAX_VALUE // largest possible JS number
Number.MIN_VALUE
                      // smallest possible JS number
Number.NEGATIVE_INFINITY// -Infinity
Number.POSITIVE_INFINITY// Infinity
```