CSS   *HTML*   *JavaScript*   *Ajax*

JavaScript tutorial

JavaScript Cheat Sheet

Types of variables

var i = 123;	*integer*
var f=0.2	*real number*
var t="texte"	*string*
var a=[1, "deux", 'trois']	*array*
var m={1:"un", "deux":2}	*map, associative array*
function x() {}	*object*

Event handlers

onAbort	*loading stopped*
onBlur	*focus lost*
onChange	*content modified*
onClick	*clicked*
onDblClick	*clicked twice*
onDragDrop	*moved*
onError	*not loaded*
onFocus	*focus entered*
onKeyDown	*key depressed*
onKeyPress	*key pressed*
onKeyUp	*key released*
onLoad	*just after loading*
onMouseDown	*mouse button depressed*

onMouseMove	*mouse moved*
onMouseOut	*mouse exited*
onMouseOver	*mouse on the element*
onMouseUp	*mouse button released*
onReset	*reset form button clicked*
onResize	*size of page changed*
onSelect	*element selected*
onSubmit	*submit form button clicked*
onUnload	*page exited*

Methodes of object (inherited by all objects)

toString()	*convert to a string*
toLocaleString()	*convert to a localized string*
valueOf()	*get the value*

Date methods

new Date()	*constructor, arguments: milliseconds, string, list*
getDate()	*day of the month*
getDay()	*day of the week*
getTime()	*number of milliseconds since 1/1/1970*
getYear()	*and getMonth/Hour/Minutes/Seconds*

String methods

charAt()	*character at the given position*
charCodeAt()	*code of a character*
concat()	*concatenate with the argument*
indexOf()	*position of a character*
lastIndexOf()	*position from the end*
localeCompare()	*localized comparison*
match()	*apply a regular expression*
replace()	*replace a substring*
search()	*search a substring*
slice()	*extract a part*
split()	*cut to build an array with parts*
substring()	*extract a part*
toLowerCase()	*convert to lowercase*
toUpperCase()	*convert to uppercase*
toLocaleLowerCase()	*localized lowercase*
toLocaleUpperCase()	*localized uppercase*

Array, index and methods

a["one"]=1	*assignment by indice*

a.one=1 *assignment by attribute*
delete a["one"] *deletion by indice*

delete a.one *deletion by attribute* *iteration on the content*
for(var k in a) {} *add a second array*
concat() *concatenate the elements into a string*
join() *add an element*
push() *get and remove the last element*
pop() *invert the order of elements*
reverse() *insert an element at start*
shift() *extract a sub-array*
slice() *insert an array*
splice() *sort the elements*
sort() *return the array as a string*
toString() *get and remove the first element*
unshift()

Number methods

new Number() *constructor with a decimal/hexa/string argument*
toString() *convert to a string*
toExponential() *exponential form*
toPrecision() *convert to a given number of decimals*

Function (is also an object)

function x(a, b) { return y; } *declaration*
y = x(1, "two") *call*
var y = new x(1, "two") *declaring a instance*
x.prototype.methodx =
function() { } *adding a method*

Built-in functions

eval() *evaluate an expression*
parseInt() *convert a string to an integer*
parseFloat() *convert a string to a floating number*
isNaN() *check if the content of a variable is valid*
ifFinite() *check for overflow*
decodeURI() *convert to a string*
decodeURIComponent() *decode a component of the URL*
encodeURI() *convert to file name*
encodeURIComponent() *encode a component to URL*
escape() *convert to URL parameters*
unescape() *convert parameters to normal string*

Regular expressions, suffixes

g	*global*
i	*case-insensitive*
s	*single line*
m	*multi-lines*

Regular expressions, masks

^	*start of string*
$	*end of string*
(...)	*grouping*
!()	*but this group*
.	*any character*
(x|y)	*either x or y*
[xyz]	*among x y or z*
[^xyz]	*any but x y or z*
a?	*may holds a once*
a+	*at least a once*
a*	*zero or several times a*
a{5}	*five times a*
a{5,}	*at least five times a*
a{1, 4}	*a between 1 and 4 times*