

JavaScript Cheat Sheet

OUTPUT

```
# This is a comment
/* This is a multi-line comment */
```

```
window.alert("Hello World")
```

Displays "Hello World" in an alert box

```
console.log("Hello World")
```

Writes "Hello World" into the browser console

DOM METHODS

These methods affect the overall HTML page.

```
document.getElementById("id")
```

Returns the element where id = "id"

```
document.getElementsByClassName("class")
```

Returns a list of elements where class="class"

```
document.createElement("button")
```

Creates a button element

```
element.childNodes
```

Returns all children elements within 'element'

```
element.parentNode
```

Returns the predecessor of 'element'

```
element.appendChild
```

Adds a DOM element to 'element'

```
element.removeChild(child_element)
```

Removes 'child_element' from 'element'

```
element.id
```

Returns or assigns an id to an element

```
element.class
```

Returns or assigns a class to an element

```
elementName.innerText = "Hello World"
```

Assigns text to an HTML element

EVENTS

Events occur only in certain circumstances; they're generally associated with functions.

```
document.onload
```

Occurs when the web page is initially loaded

```
element.onclick
```

Occurs when the element is clicked

```
element.onkeyup
```

Occurs when any key is pressed in the element

VARIABLES

Variables must be declared before they are used.

```
var number = 1;
var workshop = "Advanced Web Dev";
var even_numbers = [2, 4, 6, 8];
```

ARITHMETIC OPERATORS

+	Add	-	Subtract	*	Multiply	/	Divide
++	Increase by one			--	Decrease by one		

STRING FUNCTIONS

```
var string = "javascript";
string.length
```

Returns 10 – the length of the string

```
string.slice(0, 4)
```

Slices string from index 0 to index 4.
Returns "java"

```
string.replace('a', 'A')
```

Replaces first instance of 'a'.
Returns "jAvascript"

CONDITIONAL STATEMENTS

Relational Operators

== Equal to != Not equal to
> Greater than < Less than
>= Greater than or equal to
<= Less than or equal to

Boolean Operators - evaluate to True or False

&& and

```
(1 > 0) && (4 > 0)
```

Evaluates to: True

|| or

```
(1 > 3) || (4 > 3)
```

Evaluates to: True

! not

```
!(1 == 1)
```

Evaluates to: False

One Way Selection

```
if (name == "Sudo") {  
    alert("Hello Sudo");  
}
```

Two Way Selection

```
if (mark >= 50) {  
    alert("Pass");  
} else {  
    alert("Fail");  
}
```

Multiple Selection

```
if (number > 0) {  
    alert("Positive");  
}  
  
} else if (number < 0) {  
  
    alert("Negative");  
} else {  
    alert("Zero");  
}
```

LOOPS

Counted Loops

```
for (i = 0; i < 5; i++) {  
    alert(i);  
}
```

This outputs the values 1-9.

```
// Loop through an array  
  
var even_numbers = [2, 4, 6, 8];  
for (i = 0; i < even_numbers.length; i++)  
{  
    alert(even_numbers[i]);  
}
```

This all values stored in the array.

Conditional Loops

```
var i = 1;  
while (i < 10) {  
    alert(i);  
}
```

This outputs the values 1-9

FUNCTIONS

```
// Function that adds two numbers  
function add(number1, number2) {  
    return number1 + number2;  
}  
  
alert( add( 3, 4 ) )
```

Displays 7

```
// Anonymous Functions Example  
window.onload = function() {  
    alert("Hello");  
}
```

This outputs "Hello" once the window is loaded,
and cannot be used any other time.

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