**Jatin Kapur**

**02/02/2021**

**JavaScript Cheat Sheet**

**Arrays**

Creation of the Array is done as:

const myArray = [["John", 23], ["dog", 3]];

myArray.shift();

myArray.unshift(["Paul" , 35]);

**Functions**

Const myArray = [1, 2,3];

Push: Add to the last element to the array

Pop: Remove from the last element of the array

Unshift = adds elements from the beginning of the array

Shift = removes element from beginning of the Array

const myList = [

["Chocolate Bar", 15],

["Milk", 3],

["Bread”, 5],

["Spinach”, 8],

[["Gatorate”, 10, ["Candy”, 12] , "Water", 11]]

];

console.log(myList);

const specialVar = myList[4][2]

console.log(specialVar);

**Reusable Functions**

function reusableFunction() {

console.log("Hi World");

}

reusableFunction();

**Function Calling Function – Global Scope**

// Declare the myGlobal variable below this line

let myGlobal = 10; //

function fun1() {

// Assign 5 to oopsGlobal Here

oopsGlobal = 5;

}

// Only change code above this line

function fun2() {

var output = "";

if (typeof myGlobal != "undefined") {

output += "myGlobal: " + myGlobal;

}

if (typeof oopsGlobal != "undefined") {

output += " oopsGlobal: " + oopsGlobal;

}

console.log(output);

}

**BASIC ARRAY DATA STRUCTURE**

**Let’s Learn Splice**

We have three parameters in Splice.   
The first Parameter is the index of the array

The Second Parameter is the amount of objects from that index we are going to remove.

The third Index is replacement. We take out a value and add a new one.

const TestArray = ['Hello' , 'Here' , 'is' , 'to' , 'the' , 'new' , 'YEAR!'];

console.log(TestArray);

TestArray.splice(3,1, 0);

console.log(TestArray);

**Array Operations**

**Front**

.unshift() Adds and Element to the beginning of th array

.shift()\_ - Removes an element from the beginning

**Back**

.push() – Adds an Element to the end of the array

.pop(). -- *removes* an element from the end of an array,

function trueOrFalse(wasThatTrue) {

// Only change code below this line

if(wasThatTrue) {

return "Yes, that was true";

}

return "No, that was false"

// Only change code above this line

}

trueOrFalse(true);

**ARRAY DATA TYPES**

let simpleArray = ['one', 2, 'three', true, false, undefined, null];

console.log(simpleArray.length)