**JavaScript Cheat Sheet**

[**document.querySelector**](https://www.w3schools.com/jsref/met_document_queryselector.asp)**\*\*(selector)** - The querySelector() method returns the first element that matches a specifiedCSS selector(s) in the document.

[**Math.random**](https://www.w3schools.com/js/js_random.asp)**()** - Math.random() returns a random number between 0 (inclusive),  and 1 (exclusive).

**document.querySelector(selector)**[**.innerHTML**](https://www.w3schools.com/jsref/prop_html_innerhtml.asp) - The innerHTML property sets or returns the HTML content (inner HTML) of an element.

**document.querySelector(selector).[outerHTML](https://developer.mozilla.org/en-US/docs/Web/API/Element/outerHTML)** – get the inner HTML and the HTML tags.

**javascript** [**array.join**](https://www.w3schools.com/jsref/jsref_join.asp)**\*\*(' ')** - The join() method joins the elements of an array into a string, and returns the string.The elements will be separated by a specified separator. The default separator is comma (,).

**javascript** [**array.push**](https://www.w3schools.com/jsref/jsref_push.asp)**\*\*('apple');** - The push() method adds new items to the end of an array, and returns the new length. **Note:** The new item(s) will be added at the end of the array. **Note:** This method changes the length of the array.

**javascript** [**string.charAt**](https://www.w3schools.com/jsref/jsref_charat.asp)**\*\*(5);** - The charAt() method returns the character at the specified index in a string. The index of the first character is 0, the second character is 1, and so on. **Tip:** The index of the last character in a string is string.length-1, the second last character is string.length-2, and so on

**javascript** [**array.indexOf**](https://www.w3schools.com/jsref/jsref_indexof_array.asp)**\*\*('apple');** - The indexOf() method searches the array for the specified item, and returns its position. The search will start at the specified position, or at the beginning if no start position is specified, and end the search at the end of the array. Returns -1 if the item is not found. If the item is present more than once, the indexOf method returns the position of the first occurrence. **Note:** The first item has position 0, the second item has position 1, and so on.

**var audio = \*\***[**new Audio(url)**](https://developer.mozilla.org/en-US/docs/Web/API/HTMLAudioElement)**\*\*;** - Constructor for audio elements. The preload property of the returned object is set to auto and the src property is set to the argument value. The browser begins asynchronously selecting the resource before returning the object. Note: An Audio element constructed with *new Audio()* won't be garbage collected so long as playback is in progress. It will continue playing and be audible until *stop()* is called or playback finishes.

**javascript** [**audio.play**](https://www.w3schools.com/jsref/met_audio_play.asp)**()\*\*;** - The play() method starts playing the current audio. **Tip:** This method is often used together with the [pause()](https://www.w3schools.com/jsref/met_audio_pause.asp) method. **Tip:** Use the [controls](https://www.w3schools.com/jsref/prop_audio_controls.asp) property to display audio controls (like play, pause, seeking, volume, etc, attached on the audio).

[**String.fromCharCode**](https://www.w3schools.com/jsref/jsref_fromcharcode.asp)**\*\*(event.keyCode);** - The fromCharCode() method converts Unicode values into characters. **Note:** This is a static method of the String object, and the syntax is always String.fromCharCode().

[**string.toLowerCase()**](https://www.w3schools.com/jsref/jsref_tolowercase.asp)**\*\*;** - The toLowerCase() method converts a string to lowercase letters. **Note:** The toLowerCase() method does not change the original string.

[**string.toUpperCase()**](https://www.w3schools.com/jsref/jsref_touppercase.asp)**\*\*;** - The toUpperCase() method converts a string to uppercase letters. **Note:** The toUpperCase() method does not change the original string.