

JavaScript Cheat Sheet (For Python Developers)

Variables and Types

- Declare variable:

JavaScript: `let x = 5;`

Python: `x = 5`

- Declare constant:

JavaScript: `const PI = 3.14;`

Python: `PI = 3.14`

- Check type:

JavaScript: `typeof x;`

Python: `type(x)`

Loops and Conditions

- Condition:

JavaScript: `if (x > 10) { ... }`

Python: `if x > 10:`

- For loop:

JavaScript: `for (let i = 0; i < 5; i++) { ... }`

Python: `for i in range(5):`

- Loop through array:

JavaScript: `for (let item of arr) { ... }`

Python: `for item in arr:`

Functions

- Regular function:

JavaScript: `function greet() { ... }`

Python: `def greet(): ...`

- Arrow function:

JavaScript: `const sum = (a, b) => a + b;`

Python: `lambda a, b: a + b`

Arrays and Strings

- Create array:

JavaScript: `let arr = [1, 2, 3];`

Python: `arr = [1, 2, 3]`

- Add element:

JavaScript: `arr.push(4);`

Python: `arr.append(4)`

- Map method:

JavaScript: `arr.map(x => x * 2);`

Python: `[x * 2 for x in arr]`

DOM and Events

- Get by id:

JavaScript: `document.getElementById('id')`

Python: -

- Add event:

JavaScript: `element.addEventListener('click', fn)`

Python: -

- Create element:

JavaScript: `document.createElement('div')`

Python: -

- Append element:

JavaScript: `parent.appendChild(child)`

Python: -