



# JavaScript Cheat-Sheet

## Defining Variables

```
var hello = "helloWorld";
```

---

## Basic Value Types

- Numbers
  - Strings
  - Booleans
  - Objects
    - Functions
    - Arrays
  - Undefined
  - Null
- 

## Functions

### Definition

```
function demo(arguments){  
  // execute code  
  // use arguments  
}
```

`return` Keyword:

- Stops execution of code
- Returns value to a new line of code
- Used in Functions to return values

```
console.log(someValue)
```

- Displays values
- Doesn't return values
- Similar to window shopping

### Invoking / Calling / Applying

- Use Parenthesis
- Runs the code of the function

```
demo(arguments)
```

## Arguments and Parameters

- Parameter: Placeholder for future value

```
function example(value1, value2){  
  console.log(value1);  
  console.log(value2);  
}
```

- Arguments: The values passed to the function.

```
example("stringValue", 22);
```

---

## if / else Statements

```
if( expression returns true){  
  // run this code  
} else {  
  // run this code  
}
```

---

## if / else if / else Statements

```
if(expression returns true){  
  // run this code  
} else if ( expression returns true){  
  // run this code  
} else {  
  // run this code  
}
```

---

## Conditional Operators

- > "Greater Than"
- < "Less Than"
- >= "Greater Than or Equal To"
- <= "Less Than or Equal To"
- === Identity Operator (is equal to?)
- !== "Not Equal To"

## Arrays



## Logical Operators

- **&&** - **AND**: true value && true value
  - **||** - **OR**: true value || false value
  - **!** - **NOT**: Toggles true and false
- 

## Strings

- A series of characters enclosed by a ("") or ('')

```
'hello';  
"hello";
```

### Access Individual Characters

- Zero-Based Index
- Bracket Notation

```
var hello = "helloWorld";  
hello[0]; // returns 'h';
```

---

## Loops

### for loop

```
for(declare vars; condition; count){  
  // run code  
}
```

### example

```
for(var i = 0; i < 10; i++){  
  // run code  
}
```

---

### while loop

```
var counter = 0;  
while(condition){  
  // run code  
  counter++  
}
```

- A value that stores **multiple** values

### Empty Array

```
var myArray = [];
```

### Values in Array

```
var myArray = ["a", 5, true];
```