

JAVASCRIPT

Cheat Sheet

 A Quick Guide to Mastering JS Essentials!



DATA TYPES

- Number
- String
- Boolean
- BigInt
- Null
- Undefined
- Symbol
- Array
- Object

LOOPS

- for
- while
- for...of
- for...in
- do...while

CONTROL FLOW

- if...else
- switch
- break
- continue

NUMBER METHODS

- .toFixed()
- .toString()
- .toPrecision()
- Number.isInteger()
- Number.isNaN()



STRING METHODS

- .charAt()
- .concat()
- .includes()
- .indexOf()
- .lastIndexOf()
- .slice
- .splice
- .split()
- .substring
- .toLowerCase()
- .toUpperCase()
- .trim()
- .replace
- .startsWith()

ARRAY METHODS

- .push()
- .pop()
- .shift()
- .unshift()
- .concat()
- .slice()
- .splice()
- .indexOf()
- .lastIndexOf()
- .includes()
- .find()
- .findIndex()
- .filter()
- .map()
- .reduce()
- .forEach()
- .some()
- .every()
- .sort()
- .reverse()
- .join()



OBJECT METHODS

- Object.keys()
- Object.value()
- Object.entries()
- Object.assign()
- Object.freeze()
- Object.seal()
- Object.create()
- Object.hasOwnProperty()
- Object.getPrototypeOf()

MATH METHODS

- Math.abs()
- Math.ceil()
- Math.floor()
- Math.round()
- Math.trunc()
- Math.min()
- Math.max()
- Math.random()
- Math.pow()
- Math.sqrt()



DATE METHODS

- .getFullYear()
- .getMonth()
- .getDate()
- .getDay()
- .getHours()
- .getMinutes()
- .getSeconds()
- .getTime()
- .getMilliseconds()
- .setFullYear()
- .setMonth()
- .setDate()
- .setHours()
- .setMinutes()
- .setSeconds()
- .setTime()
- .setMilliseconds()

PROMISE METHODS

- Promise.all()
- Promise.race()
- Promise.resolve()
- Promise.reject()
- .then()
- .catch()
- .finally()



EVENTS

- onchange
- onclick
- onmouseover
- onmouseout
- onkeydown
- onload

FUNCTION TYPES

- Anonymous Fun
- Regular Fun
- Arrow Fun
- IIFE
- Callback Fun
- Higher Order Fun

MISCELLANEOUS

- setTimeout()
- clearTimeout()
- setInterval()
- clearInterval()
- parseInt()
- parseFloat()
- JSON.stringify()
- JSON.parse()
- typeof
- instanceof



REPOST, IF YOU LIKED THE POST!

Save this guide and share it with your network! Let's make array manipulation simpler and smarter.

