**THE FLATIRON SCHOOL**

/\*-------------------------- Javascript Cheat Sheet ------------------------\*/

Comments

**// foo**  single line  
**/\* foo \*/** multi line

Data Types

**var i = 123;** *number (integer), (whole)*  
**var f = 0.2;** *number (floating), (real)*  
**var t = "text";** *string (text)***var b = true;** *boolean (true or false)*  
**var a = [1, "deux", 'trois']** ; object (*array)*  
**var o = {1:"un", "deux":2}**  *object (object literal)*  
**var z = function x(){ }** *function (object)*

Arithmetic Operators

(+, -, \*, /, %, ++, --, unary -, unary +)

Assignment Operators

(=, \*=, /=, %=, +=, -=, <<=, >>=, >>>=, &=, ^=, |=)

Bitwise Operators

(&, |, ^, ~, <<, >>, >>>)

Comparison Operators

(==, !=, ===, !==, >, >=, <, <=)

Logical Operators

(&&, ||, !)

String Operators

(+ and +=)

Event handlers

**onAbort** *loading stopped*  
**onBlur**  *focus lost*  
**onChange** *content modified*  
**onClick** *clicked*  
**onDblClick** *clicked twice*  
**onDragDrop** *moved*  
**onError** *not loaded*  
**onFocus** *focus entered*  
**onKeyDown**  *key depressed*  
**onKeyPress** *key pressed*  
**onKeyUp** *key released*  
**onLoad** *just after loading*  
**onMouseDown** *mouse button depressed*  
**onMouseMove**  *mouse moved*  
**onMouseOut** *mouse exited*  
**onMouseOver**  *mouse on the element*  
**onMouseUp**  *mouse button released*  
**onReset** *reset form button clicked*  
**onResize** *size of page changed*  
**onSelect** *element selected*  
**onSubmit** *submit form button clicked*  
**onUnload**  *page exited*

Methods of objects (inherited by all objects)

**toString()**  *convert to a string*  
**toLocaleString()**  *convert to a localized string*  
**valueOf()** *get the value*

Date methods

**new Date()**  *constructor, arguments: milliseconds, string, list*  
**getDate()**  *day of the month*  
**getDay()** *day of the week*  
**getTime()** *number of milliseconds since 1/1/1970*  
**getYear()** *and getMonth/Hour/Minutes/Seconds*

String methods

**charAt()** *character at the given position*  
**charCodeAt()**  *code of a character*  
**concat()** *concatenate with the argument*  
**indexOf()** *position of a character*  
**lastIndexOf()** *position from the end*  
**localeCompare()** *localized comparison*  
**match()** *apply a regular expression*  
**replace()** *replace a substring*  
**search()**  *search a substring*  
**slice()** *extract a part*  
**split()** *cut to build an array with parts*  
**substring()** *extract a part*  
**toLowerCase()** *convert to lowercase*  
**toUpperCase()** *convert to uppercase*  
**toLocaleLowerCase()**  *localized lowercase*  
**toLocaleUpperCase()** *localized uppercase*

Array, index and methods

**a["one"]=1** *assignment by indice*  
**a.one=1** *assignment by attribute*  
**delete a["one"]** *deletion by indice*  
**delete a.one** *deletion by attribute*  
**for(var k in a) {}** *iteration on the content*  
**concat()** *add a second array*  
**join()** *concatenate the elements into a string*  
**push()** *add an element*  
**pop()**  *get and remove the last element*  
**reverse()** *invert the order of elements*  
**shift()** *insert an element at start*  
**slice()** *extract a sub-array*  
**splice()** *insert an array*  
**sort()** *sort the elements*  
**toString()** *return the array as a string*  
**unshift()**  *get and remove the first element*

Number methods

**new Number()**  *constructor with a decimal/hexa/string argument*  
**toString**()  *convert to a string*  
**toExponential()**  *exponential form*  
**toPrecision()** *convert to a given number of decimals*

Functions

**function x(a, b) { return y; }** *declaration*  
**y = x(1, "two")** *call*  
**var y = new x(1, "two")** *declaring a instance*  
**x.prototype.methodx = function() { }** *adding a method*

Built-in functions

**eval()** *evaluate an expression*  
**parseInt()**  *convert a string to an integer*  
**parseFloat()** *convert a string to a floating number*  
**isNaN()** *check if the content of a variable is valid*  
**ifFinite()** *check for overflow*  
**decodeURI()** *convert to a string*  
**decodeURIComponent()** *decode a component of the URL*  
**encodeURI()** *convert to file name*  
**encodeURIComponent()** *encode a component to URL*  
**escape()** *convert to URL parameters*  
**unescape()** *convert parameters to normal string*

Regular expressions, suffixes

**g** *global*  
**i** *case-insensitive*  
**s** *single line*  
**m** *multi-lines*

Regular expressions, masks

**^** *start of string*  
**$** *end of string*  
**(...)**  *grouping*  
**!()** *but this group*  
**.** *any character*  
**(x|y)**  *either x or y*  
**[xyz]** *among x y or z*  
**[^xyz]** *any but x y or z*  
**a?** *may holds a once*  
**a+** *at least a once*  
**a\*** *zero or several times a*  
**a{5}** *five times a*  
**a{5,}** *at least five times a*  
**a{1, 4}** *a between 1 and 4 times*