



Log in

JavaScript Reference



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Alphabetical JavaScript Reference

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Property/Method	Description	Belongs To
<u>abs()</u>	Returns the absolute value of x	<u>Math</u>
<u>accessKey</u>	Sets or returns the accesskey attribute of an element	<u>Element</u>
acos()	Returns the arccosine of x , in radians	<u>Math</u>
acosh()	Returns the hyperbolic arccosine of \boldsymbol{x}	<u>Math</u>
<u>activeElement</u>	Returns the currently focused element in the document	<u>Document</u>
<u>addEventListener()</u>	Attaches an event handler to the document	Document, Element
<u>adoptNode()</u>	Adopts a node from another	Document Dark mode



<u>alert()</u> ADVERTISEMENT	Displays an alert box with a message and an OK button	Window
<u>altKey</u>	Returns whether the "ALT" key was pressed when the mouse event was triggered	MouseEvent, KeyboardEvent, TouchEvent
<u>anchors</u>	Returns a collection of all <a> elements in the document that have a name attribute	<u>Document</u>
<u>animationName</u>	Returns the name of the animation	AnimationEvent
<u>appCodeName</u>	Returns the code name of the browser	<u>Navigator</u>
<u>appendChild()</u>	Adds a new child node, to an element, as the last child node	<u>Element</u>
<u>applets</u>	Returns a collection of all <applet> elements in the document</applet>	<u>Document</u>
<u>appName</u>	Returns the name of the browser	<u>Navigator</u>
<u>appVersion</u>	Returns the version information of the browser	<u>Navigator</u>
asin()	Returns the arcsine of x , in radians	<u>Math</u>
asinh()	Returns the hyperbolic arcsine of \boldsymbol{x}	<u>Math</u>
<u>assert()</u>	Writes an error message to the console if the assertion is false	<u>Console</u>
<u>assign()</u>	Loads a new document	<u>Location</u>
atan()	Returns the arctangent of x as a numeric value between -PI/2	<u>Math</u>
	and PI/2 radians	Dark mode



	quotient of its arguments	
ADVERTISEMENT <u>atanh()</u>	Returns the hyperbolic arctangent of x	<u>Math</u>
atob()	Decodes a base-64 encoded string	Window
<u>attributes</u>	Returns a NamedNodeMap of an element's attributes	<u>Element</u>
<u>availHeight</u>	Returns the height of the screen (excluding the Windows Taskbar)	<u>Screen</u>
<u>availWidth</u>	Returns the width of the screen (excluding the Windows Taskbar)	<u>Screen</u>
<u>back()</u>	Loads the previous URL in the history list	<u>History</u>
<u>baseURI</u>	Returns the absolute base URI of a document	<u>Document</u>
<u>blur()</u>	Removes focus from an element	Element, Window
<u>body</u>	Sets or returns the document's body (the <body> element)</body>	<u>Document</u>
<u>break</u>	Exits a switch or a loop	<u>Statements</u>
btoa()	Encodes a string in base-64	Window
<u>bubbles</u>	Returns whether or not a specific event is a bubbling event	<u>Event</u>
<u>button</u>	Returns which mouse button was pressed when the mouse event was triggered	<u>MouseEvent</u>
<u>buttons</u>	Returns which mouse buttons were pressed when the mouse	<u>MouseEvent</u>
	event was triggered	Dark mode



ADVERTISEMENT	prevented	
<u>cbrt()</u>	Returns the cubic root of x	<u>Math</u>
<u>ceil()</u>	Returns x, rounded upwards to the nearest integer	<u>Math</u>
changeTouches	Returns a list of all the touch objects whose state changed between the previous touch and this touch	<u>TouchEvent</u>
<u>characterSet</u>	Returns the character encoding for the document	<u>Document</u>
<u>charAt()</u>	Returns the character at the specified index (position)	<u>String</u>
<u>charCode</u>	Returns the Unicode character code of the key that triggered the onkeypress event	<u>KeyboardEvent</u>
<u>charCodeAt()</u>	Returns the Unicode of the character at the specified index	<u>String</u>
<u>charset</u>	Deprecated. Use <u>characterSet</u> instead. Returns the character encoding for the document	<u>Document</u>
<u>childElementCount</u>	Returns the number of child elements an element has	<u>Element</u>
<u>childNodes</u>	Returns a collection of an element's child nodes (including text and comment nodes)	<u>Element</u>
<u>children</u>	Returns a collection of an element's child element (excluding text and comment nodes)	<u>Element</u>
<u>classList</u>	Returns the class name(s) of an element	<u>Element</u>
	3.3.110.110	Dark mode



className ADVERTISEMENT	Sets or returns the value of the class attribute of an element	Element
<u>clear()</u>	Clears the console	Console, Storage
<u>clearInterval()</u>	Clears a timer set with setInterval()	Window
<u>clearTimeout()</u>	Clears a timer set with setTimeout()	Window
clearWatch()	Unregister location/error monitoring handlers previously installed using Geolocation.watchPosition()	Geolocation
click()	Simulates a mouse-click on an element	Element
<u>clientHeight</u>	Returns the height of an element, including padding	<u>Element</u>
clientLeft	Returns the width of the left border of an element	Element
<u>clientTop</u>	Returns the width of the top border of an element	Element
<u>clientWidth</u>	Returns the width of an element, including padding	Element
<u>clientX</u>	Returns the horizontal coordinate of the mouse pointer, relative to the current window, when the mouse event was triggered	MouseEvent, TouchEvent
<u>clientY</u>	Returns the vertical coordinate of the mouse pointer, relative to the current window, when the mouse event was triggered	<u>MouseEvent,</u> <u>TouchEvent</u>
clipboardData	Returns an object containing the data affected by the clipboard	Cliphoard Data Dark mode



close() Closes the output stream previously opened with document.open() Document, Window closest() Searches up the DOM tree for the closest element which matches a specified CSS selector Element clz32(x) Returns the number of leading zeros in a 32-bit binary representation of x Math code Returns the code of the key that triggered the event KeyboardEvent colorDepth Returns the bit depth of the color palette for displaying images Screen compareDocumentPosition() Compares the document position of two elements Element compile() Deprecated in version 1.5. Compiles a regular expression RegExp composed Returns whether the event is composed or not Event concat() Joins two or more arrays, and returns a copy of the joined arrays Array, String confirm() Displays a dialog box with a message and an OK and a Cancel button Window const Declares a variable with a constant value Statements	<u>closed</u> ADVERTISEMENT	Returns a Boolean value indicating whether a window has been closed or not	Window
the closest element which matches a specified CSS selector CIZ32(x) Returns the number of leading zeros in a 32-bit binary representation of x Code Returns the code of the key that triggered the event ColorDepth Returns the bit depth of the color palette for displaying images CompareDocumentPosition() Compares the document position of two elements Compile() Deprecated in version 1.5. Compiles a regular expression Composed Returns whether the event is composed or not Concat() Joins two or more arrays, and returns a copy of the joined arrays Confirm() Displays a dialog box with a message and an OK and a Cancel button Const Declares a variable with a constant value	<u>close()</u>	previously opened with	<u>Document</u> , <u>Window</u>
zeros in a 32-bit binary representation of x code Returns the code of the key that triggered the event ColorDepth Returns the bit depth of the color palette for displaying images compareDocumentPosition() Compares the document position of two elements Compile() Deprecated in version 1.5. Compiles a regular expression Composed Returns whether the event is composed or not concat() Joins two or more arrays, and returns a copy of the joined arrays confirm() Displays a dialog box with a message and an OK and a Cancel button const Declares a variable with a constant value	<u>closest()</u>	the closest element which matches a specified CSS	<u>Element</u>
triggered the event ColorDepth Returns the bit depth of the color palette for displaying images CompareDocumentPosition() Compares the document position of two elements Compile() Deprecated in version 1.5. Compiles a regular expression Composed Returns whether the event is composed or not Concat() Joins two or more arrays, and returns a copy of the joined arrays Confirm() Displays a dialog box with a message and an OK and a Cancel button Const Declares a variable with a constant value	<u>clz32(x)</u>	zeros in a 32-bit binary	<u>Math</u>
color palette for displaying images compareDocumentPosition() Compares the document position of two elements Compile() Deprecated in version 1.5. RegExp Compiles a regular expression composed Returns whether the event is composed or not Concat() Joins two or more arrays, and returns a copy of the joined arrays Confirm() Displays a dialog box with a message and an OK and a Cancel button Const Declares a variable with a constant value	<u>code</u>	•	KeyboardEvent
position of two elements Compile() Deprecated in version 1.5. Compiles a regular expression Composed Returns whether the event is composed or not Concat() Joins two or more arrays, and returns a copy of the joined arrays Confirm() Displays a dialog box with a message and an OK and a Cancel button Const Declares a variable with a constant value Statements	<u>colorDepth</u>	color palette for displaying	<u>Screen</u>
Compiles a regular expression Composed Returns whether the event is composed or not Concat() Joins two or more arrays, and returns a copy of the joined arrays Confirm() Displays a dialog box with a message and an OK and a Cancel button Const Declares a variable with a constant value	<u>compareDocumentPosition()</u>	•	<u>Element</u>
composed or not concat() Joins two or more arrays, and returns a copy of the joined arrays confirm() Displays a dialog box with a message and an OK and a Cancel button const Declares a variable with a constant value Statements	<u>compile()</u>		<u>RegExp</u>
returns a copy of the joined arrays Confirm() Displays a dialog box with a Window message and an OK and a Cancel button Declares a variable with a Statements constant value	composed		<u>Event</u>
message and an OK and a Cancel button const Declares a variable with a constant value Statements	<u>concat()</u>	returns a copy of the joined	Array, String
constant value	confirm()	message and an OK and a	<u>Window</u>
	const		



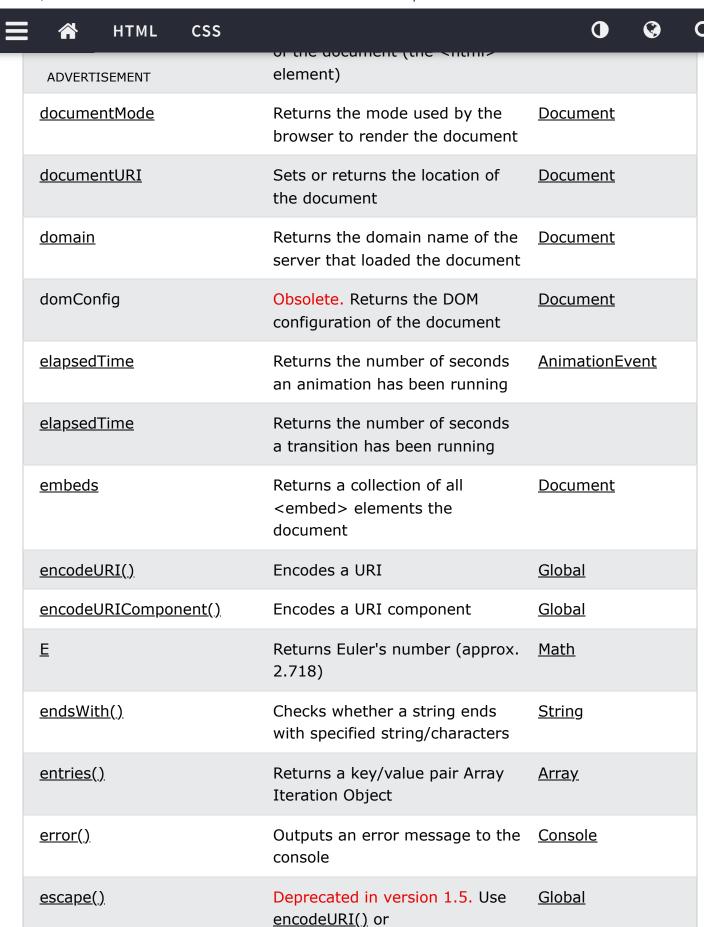
	Created within a class	
ADVERTISEMENT constructor	Returns the function that created the Array object's prototype	Array, Boolean, Date, Number, RegExp
<u>contains()</u>	Returns true if a node is a descendant of a node, otherwise false	<u>Element</u>
<u>contentEditable</u>	Sets or returns whether the content of an element is editable or not	<u>Element</u>
continue	Breaks one iteration (in the loop) if a specified condition occurs, and continues with the next iteration in the loop	<u>Statements</u>
<u>console</u>	Returns a reference to the Console object, which provides methods for logging information to the browser's console (See Console object)	Window
<u>cookie</u>	Returns all name/value pairs of cookies in the document	<u>Document</u>
<u>cookieEnabled</u>	Determines whether cookies are enabled in the browser	<u>Navigator</u>
<u>coordinates</u>	Returns the position and altitude of the device on Earth	<u>Geolocation</u>
<u>copyWithin()</u>	Copies array elements within the array, to and from specified positions	<u>Array</u>
cos(x)	Returns the cosine of x (x is in radians)	<u>Math</u>
cosh(x)	Returns the hyperbolic cosine of x	<u>Math</u>



ADVERTISEMENT	been called	
<u>createAttribute()</u>	Creates an attribute node	<u>Document</u>
<u>createComment()</u>	Creates a Comment node with the specified text	<u>Document</u>
<u>createDocumentFragment()</u>	Creates an empty DocumentFragment node	<u>Document</u>
<u>createElement()</u>	Creates an Element node	<u>Document</u>
<u>createEvent()</u>	Creates a new event	Document, Event
<u>createTextNode()</u>	Creates a Text node	<u>Document</u>
<u>ctrlKey</u>	Returns whether the "CTRL" key was pressed when the mouse event was triggered	MouseEvent, KeyboardEvent, TouchEvent
<u>currentTarget</u>	Returns the element whose event listeners triggered the event	<u>Event</u>
<u>data</u>	Returns the inserted characters	<u>InputEvent</u>
dataTransfer	Returns an object containing the data being dragged/dropped, or inserted/deleted	<u>DragEvent,</u> <u>InputEvent</u>
<u>debugger</u>	Stops the execution of JavaScript, and calls (if available) the debugging function	<u>Statements</u>
<u>decodeURI()</u>	Decodes a URI	Global
decodeURIComponent()	Decodes a URI component	Global
<u>defaultPrevented</u>	Returns whether or not the preventDefault() method was called for the event	<u>Event</u>



	in the statusbar of a window	
ADVERTISEMENT <u>defaultView</u>	Returns the window object associated with a document, or null if none is available.	<u>Document</u>
delete	Deletes a property from an object	<u>Operators</u>
<u>deltaX</u>	Returns the horizontal scroll amount of a mouse wheel (x-axis)	WheelEvent
<u>deltaY</u>	Returns the vertical scroll amount of a mouse wheel (y-axis)	WheelEvent
<u>deltaZ</u>	Returns the scroll amount of a mouse wheel for the z-axis	WheelEvent
<u>deltaMode</u>	Returns a number that represents the unit of measurements for delta values (pixels, lines or pages)	WheelEvent
<u>designMode</u>	Controls whether the entire document should be editable or not.	<u>Document</u>
<u>detail</u>	Returns a number that indicates how many times the mouse was clicked	<u>UiEvent</u>
do while	Executes a block of statements and repeats the block while a condition is true	<u>Statements</u>
<u>doctype</u>	Returns the Document Type Declaration associated with the document	<u>Document</u>
document	Returns the Document object for the window (See Document object)	Window Dark mode



encodeURIComponent() instead



	ic as it it was script code	
ADVERTISEMENT eventPhase	Returns which phase of the event flow is currently being evaluated	<u>Event</u>
<u>every()</u>	Checks if every element in an array pass a test	<u>Array</u>
<u>exec()</u>	Tests for a match in a string. Returns the first match	<u>RegExp</u>
<u>execCommand()</u>	Invokes the specified clipboard operation on the element currently having focus.	<u>Document</u>
<u>exitFullscreen()</u>	Cancels an element in fullscreen mode	<u>Element</u>
<u>exp(x)</u>	Returns the value of E ^x	<u>Math</u>
expm1(x)	Returns the value of E ^x minus 1	<u>Math</u>
export	Export functions so they can be used for imports in external modules, and other scripts	
<u>extends</u>	Extends a class (inherit)	<u>Classes</u>
<u>dir</u>	Sets or returns the value of the dir attribute of an element	<u>Element</u>
<u>fill()</u>	Fill the elements in an array with a static value	<u>Array</u>
<u>filter()</u>	Creates a new array with every element in an array that pass a test	<u>Array</u>
find()	Returns the value of the first element in an array that pass a test	<u>Array</u>
<u>findIndex()</u>	Returns the index of the first element in an array that pass a	Array Dark mode



floor() ADVERTISEMENT	Returns x, rounded downwards to the nearest integer	<u>Math</u>
focus()	Gives focus to an element	Element, Window
<u>for</u>	Marks a block of statements to be executed as long as a condition is true	<u>Statements</u>
for in	Marks a block of statements to be executed for each element of an object (or array)	<u>Statements</u>
forEach()	Calls a function for each array element	<u>Array</u>
<u>forms</u>	Returns a collection of all <form> elements in the document</form>	<u>Document</u>
forward()	Loads the next URL in the history list	<u>History</u>
<u>frameElement</u>	Returns the <iframe> element in which the current window is inserted</iframe>	Window
<u>frames</u>	Returns all <iframe> elements in the current window</iframe>	Window
from()	Creates an array from an object	<u>Array</u>
<u>fromCharCode()</u>	Converts Unicode values to characters	String
<u>fround()</u>	Returns the nearest (32-bit single precision) float representation of a number	<u>Math</u>
fullscreenElement	Returns the current element that is displayed in fullscreen mode	<u>Document</u>



ADVERTISEMENT	can be viewed in fullscreen mode	
function	Declares a function	<u>Statements</u>
<u>geolocation</u>	Returns a Geolocation object that can be used to locate the user's position	<u>Navigator</u>
getDate()	Returns the day of the month (from 1-31)	<u>Date</u>
<u>getDay()</u>	Returns the day of the week (from 0-6)	<u>Date</u>
<u>getAttribute()</u>	Returns the specified attribute value of an element node	Element
<u>getAttributeNode()</u>	Returns the specified attribute node	<u>Element</u>
<u>getBoundingClientRect()</u>	Returns the size of an element and its position relative to the viewport	<u>Element</u>
<u>getComputedStyle()</u>	Gets the current computed CSS styles applied to an element	<u>Window</u>
getCurrentPosition()	Returns the current position of the device	Geolocation
<u>getElementById()</u>	Returns the element that has the ID attribute with the specified value	<u>Document</u>
<u>getElementsByClassName()</u>	Returns a NodeList containing all elements with the specified class name	<u>Document</u> , <u>Element</u>
<u>getElementsByName()</u>	Returns a NodeList containing all elements with a specified name	<u>Document</u>
<u>getElementsByTagName()</u>	Returns a NodeList containing all elements with the specified tag	Document Flement Dark mode



<u>getFullYear()</u> ADVERTISEMENT	Returns the year	<u>Date</u>
getHours()	Returns the hour (from 0-23)	<u>Date</u>
<u>getItem()</u>	Returns the value of the specified key name	<u>Storage</u>
<u>getMilliseconds()</u>	Returns the milliseconds (from 0-999)	<u>Date</u>
getMinutes()	Returns the minutes (from 0-59)	<u>Date</u>
<u>getModifierState()</u>	Returns an array containing target ranges that will be affected by the insertion/deletion	MouseEvent
getMonth()	Returns the month (from 0-11)	<u>Date</u>
<u>getNamedItem()</u>	Returns a specified attribute node from a NamedNodeMap	<u>Attribute</u>
g <u>etSeconds()</u>	Returns the seconds (from 0-59)	<u>Date</u>
getSelection()	Returns a Selection object representing the range of text selected by the user	<u>Window</u>
getTargetRanges()	Returns an array containing target ranges that will be affected by the insertion/deletion	<u>InputEvent</u>
g <u>etTime()</u>	Returns the number of milliseconds since midnight Jan 1 1970, and a specified date	<u>Date</u>
<u>getTimezoneOffset()</u>	Returns the time difference between UTC time and local time, in minutes	<u>Date</u>
getUTCDate()	Returns the day of the month, according to universal time (from 1-31)	<u>Date</u>
	(Dark mode



	according to universal time	
ADVERTISEMENT	(from 0-6)	
<u>getUTCFullYear()</u>	Returns the year, according to universal time	<u>Date</u>
<u>getUTCHours()</u>	Returns the hour, according to universal time (from 0-23)	<u>Date</u>
<u>getUTCMilliseconds()</u>	Returns the milliseconds, according to universal time (from 0-999)	<u>Date</u>
<u>getUTCMinutes()</u>	Returns the minutes, according to universal time (from 0-59)	<u>Date</u>
<u>getUTCMonth()</u>	Returns the month, according to universal time (from 0-11)	<u>Date</u>
<u>getUTCSeconds()</u>	Returns the seconds, according to universal time (from 0-59)	<u>Date</u>
getYear()	Deprecated. Use the <pre>getFullYear()</pre> method instead	<u>Date</u>
global	Checks whether the "g" modifier is set	<u>RegExp</u>
<u>go()</u>	Loads a specific URL from the history list	<u>History</u>
group()	Creates a new inline group in the console. This indents following console messages by an additional level, until console.groupEnd() is called	<u>Console</u>
groupCollapsed()	Creates a new inline group in the console. However, the new group is created collapsed. The user will need to use the disclosure button to expand it	Console
groupEnd()	Exits the current inline group in	Cons Dark mode



hasAttribute() ADVERTISEMENT	Returns true if an element has the specified attribute, otherwise false	<u>Element</u>
<u>hasAttributes()</u>	Returns true if an element has any attributes, otherwise false	<u>Element</u>
<u>hasChildNodes()</u>	Returns true if an element has any child nodes, otherwise false	<u>Element</u>
<u>hasFocus()</u>	Returns a Boolean value indicating whether the document has focus	<u>Document</u>
<u>hash</u>	Sets or returns the anchor part (#) of a URL	<u>Location</u>
<u>head</u>	Returns the <head> element of the document</head>	<u>Document</u>
<u>height</u>	Returns the total height of the screen	<u>Screen</u>
<u>history</u>	Returns the History object for the window (See History object)	<u>Window</u>
<u>host</u>	Sets or returns the hostname and port number of a URL	<u>Location</u>
<u>hostname</u>	Sets or returns the hostname of a URL	<u>Location</u>
<u>href</u>	Sets or returns the entire URL	<u>Location</u>
<u>id</u>	Sets or returns the value of the id attribute of an element	<u>Element</u>
if else else if	Marks a block of statements to be executed depending on a condition	<u>Statements</u>
<u>ignoreCase</u>	Checks whether the "i" modifier is set	<u>RegExp</u>



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ADVERTISEMENT implementation	Returns the DOMImplementation object that handles this document	Document
import	Import functions exported from an external module, and another script	
<u>importNode()</u>	Imports a node from another document	<u>Document</u>
in	Returns true if the specified property is in the specified object, otherwise false	<u>Operators</u>
<u>includes()</u>	Check if an array contains the specified element	Array, String
indexOf()	Search the array for an element and returns its position	Array, String
<u>Infinity</u>	A numeric value that represents positive/negative infinity	<u>Global</u>
info()	Outputs an informational message to the console	Console
<u>innerHeight</u>	Returns the height of the window's content area (viewport) including scrollbars	<u>Window</u>
<u>innerHTML</u>	Sets or returns the content of an element	<u>Element</u>
<u>innerText</u>	Sets or returns the text content of a node and its descendants	<u>Element</u>
<u>innerWidth</u>	Returns the width of a window's content area (viewport) including scrollbars	<u>Window</u>
<u>inputEncoding</u>	Returns the encoding, character	Document Dark mode



<u>inputType</u> ADVERTISEMENT	Returns the type of the change (i.e "inserting" or "deleting")	<u>InputEvent</u>
insertAdjacentElement()	Inserts a HTML element at the specified position relative to the current element	<u>Element</u>
<u>insertAdjacentHTML()</u>	Inserts a HTML formatted text at the specified position relative to the current element	<u>Element</u>
insertAdjacentText()	Inserts text into the specified position relative to the current element	<u>Element</u>
<u>insertBefore()</u>	Inserts a new child node before a specified, existing, child node	<u>Element</u>
instanceof	Returns true if the specified object is an instance of the specified object	<u>Operators</u>
<u>isArray()</u>	Checks whether an object is an array	<u>Array</u>
isComposing	Returns whether the state of the event is composing or not	<u>InputEvent</u> , <u>KeyboardEvent</u>
<u>isContentEditable</u>	Returns true if the content of an element is editable, otherwise false	<u>Element</u>
<u>isDefaultNamespace()</u>	Returns true if a specified namespaceURI is the default, otherwise false	<u>Element</u>
<u>isEqualNode()</u>	Checks if two elements are equal	<u>Element</u>
<u>isFinite()</u>	Determines whether a value is a finite, legal number	Global, Number
<u>isId</u>	Returns true if the attribute is of type Id, otherwise it returns	Attribute Dark mode



<u>isInteger()</u> ADVERTISEMENT	Checks whether a value is an integer	<u>Number</u>
<u>isNaN()</u>	Determines whether a value is an illegal number	Global, Number
<u>isSafeInteger()</u>	Checks whether a value is a safe integer	<u>Number</u>
<u>isSameNode()</u>	Checks if two elements are the same node	<u>Element</u>
<u>isSupported()</u>	Returns true if a specified feature is supported on the element	<u>Element</u>
<u>isTrusted</u>	Returns whether or not an event is trusted	<u>Event</u>
<u>item()</u>	Returns the attribute node at a specified index in a NamedNodeMap	Attribute, HTMLCollection
j <u>oin()</u>	Joins all elements of an array into a string	<u>Array</u>
<u>key</u>	Returns the key value of the key represented by the event	<u>KeyboardEvent,</u> <u>StorageEvent</u>
<u>key()</u>	Returns the name of the <i>n</i> th key in the storage	<u>Storage</u>
<u>keyCode</u>	Returns the Unicode character code of the key that triggered the onkeypress event, or the Unicode key code of the key that triggered the onkeydown or onkeyup event	<u>KeyboardEvent</u>
<u>keys()</u>	Returns a Array Iteration Object, containing the keys of the original array	<u>Array</u>



	lang attribute of an element	
ADVERTISEMENT <u>language</u>	Returns the language of the browser	<u>Navigator</u>
<u>lastChild</u>	Returns the last child node of an element	<u>Element</u>
<u>lastElementChild</u>	Returns the last child element of an element	<u>Element</u>
<u>lastIndex</u>	Specifies the index at which to start the next match	<u>RegExp</u>
<u>lastIndexOf()</u>	Search the array for an element, starting at the end, and returns its position	Array, String
<u>lastModified</u>	Returns the date and time the document was last modified	<u>Document</u>
<u>length</u>	Sets or returns the number of elements in an array	Array, Attribute, History, HTMLCollection, Window, Storage
lengthComputable	Returns whether the length of the progress can be computable or not	<u>ProgressEvent</u>
let	Declares a variable inside brackets {} scope	<u>Statements</u>
<u>links</u>	Returns a collection of all <a> and <area/> elements in the document that have a href attribute	<u>Document</u>
LN2	Returns the natural logarithm of 2 (approx. 0.693)	<u>Math</u>
<u>LN10</u>	Returns the natural logarithm of 10 (approx. 2.302)	<u>Math</u>



	been loaded	
ADVERTISEMENT <u>localeCompare()</u>	Compares two strings in the current locale	String
<u>localStorage</u>	Allows to save key/value pairs in a web browser. Stores the data with no expiration date	Window
location	Returns the location of a key on the keyboard or device	<u>KeyboardEvent</u>
location	Returns the Location object for the window (See Location object)	Window
<u>log()</u>	Returns the natural logarithm of a number	Math, Console
<u>log10()</u>	Returns the base-10 logarithm of a number	<u>Math</u>
<u>log1p()</u>	Returns the natural logarithm of 1 + a number	<u>Math</u>
<u>log2()</u>	Returns the base-2 logarithm of a number	<u>Math</u>
LOG2E	Returns the base-2 logarithm of E (approx. 1.442)	<u>Math</u>
LOG10E	Returns the base-10 logarithm of E (approx. 0.434)	<u>Math</u>
<u>map()</u>	Creates a new array with the result of calling a function for each array element	<u>Array</u>
match()	Searches a string for a match against a regular expression, and returns the matches	<u>String</u>
matches()	Returns a Boolean value indicating whether an element is	Element Dark mode



<u>madyarweattarn</u> T	Returns a MediaQueryList object representing the specified CSS media query string	Window
<u>max()</u>	Returns the number with the highest value	<u>Math</u>
MAX VALUE	Returns the largest number possible in JavaScript	<u>Number</u>
<u>message</u>	Sets or returns an error message (a string)	<u>Error</u>
<u>metaKey</u>	Returns whether the "META" key was pressed when an event was triggered	MouseEvent, KeyboardEvent, TouchEvent
<u>min()</u>	Returns the number with the lowest value	<u>Math</u>
<u>multiline</u>	Checks whether the "m" modifier is set	<u>RegExp</u>
MIN VALUE	Returns the smallest number possible in JavaScript	<u>Number</u>
moveBy()	Moves a window relative to its current position	Window
moveTo()	Moves a window to the specified position	Window
MovementX	Returns the horizontal coordinate of the mouse pointer relative to the position of the last mousemove event	MouseEvent
MovementY	Returns the vertical coordinate of the mouse pointer relative to the position of the last mousemove event	<u>MouseEvent</u>



		<u>vviiiuovv</u>
ADVERTISEMENT <u>namedItem()</u>	Returns the element with the specified ID, or name, in an HTMLCollection	HTMLCollection
<u>namespaceURI</u>	Returns the namespace URI of an element	<u>Element</u>
<u>NaN</u>	"Not-a-Number" value	Global, Number
navigator	Returns the Navigator object for the window (See Navigator object)	Window
NEGATIVE INFINITY	Represents negative infinity (returned on overflow)	<u>Number</u>
new	Creates an instance of a constructor	
<u>newURL</u>	Returns the URL of the document, after the hash has been changed	<u>HasChangeEvent</u>
newValue	Returns the new value of the changed storage item	<u>StorageEvent</u>
nextSibling	Returns the next node at the same node tree level	<u>Element</u>
<u>nextElementSibling</u>	Returns the next element at the same node tree level	<u>Element</u>
<u>nodeName</u>	Returns the name of a node	Element
<u>nodeType</u>	Returns the node type of a node	Element
<u>nodeValue</u>	Sets or returns the value of a node	<u>Element</u>
normalize()	Removes empty Text nodes, and joins adjacent nodes	<u>Document</u> , <u>Element</u>



	joins aujacent nodes	
ADVERTISEMENT now()	Returns the number of milliseconds since midnight Jan 1, 1970	<u>Date</u>
<u>Number()</u>	Converts an object's value to a number	<u>Global</u>
<u>offsetHeight</u>	Returns the height of an element, including padding, border and scrollbar	<u>Element</u>
<u>offsetWidth</u>	Returns the width of an element, including padding, border and scrollbar	<u>Element</u>
<u>offsetLeft</u>	Returns the horizontal offset position of an element	<u>Element</u>
<u>offsetParent</u>	Returns the offset container of an element	<u>Element</u>
<u>offsetTop</u>	Returns the vertical offset position of an element	<u>Element</u>
offsetX	Returns the horizontal coordinate of the mouse pointer relative to the position of the edge of the target element	<u>MouseEvent</u>
offsetY	Returns the vertical coordinate of the mouse pointer relative to the position of the edge of the target element	<u>MouseEvent</u>
<u>oldURL</u>	Returns the URL of the document, before the hash was changed	<u>HasChangeEvent</u>
oldValue	Returns the old value of the changed storage item	<u>StorageEvent</u>
<u>onabort</u>	The event occurs when the	<u>UiEv</u> Dark mode



onafterprint ADVERTISEMENT	The event occurs when a page has started printing, or if the print dialogue box has been closed	<u>Event</u>
<u>onanimationend</u>	The event occurs when a CSS animation has completed	<u>AnimationEvent</u>
onanimationiteration	The event occurs when a CSS animation is repeated	AnimationEvent
<u>onanimationstart</u>	The event occurs when a CSS animation has started	<u>AnimationEvent</u>
<u>onbeforeprint</u>	The event occurs when a page is about to be printed	<u>Event</u>
<u>onbeforeunload</u>	The event occurs before the document is about to be unloaded	<u>UiEvent</u> , <u>Event</u>
<u>onblur</u>	The event occurs when an element loses focus	<u>FocusEvent</u>
<u>oncanplay</u>	The event occurs when the browser can start playing the media (when it has buffered enough to begin)	<u>Event</u>
<u>oncanplaythrough</u>	The event occurs when the browser can play through the media without stopping for buffering	<u>Event</u>
<u>onchange</u>	The event occurs when the content of a form element, the selection, or the checked state have changed (for <input/> , <select>, and <textarea>)</td><td><u>Event</u></td></tr><tr><td><u>onclick</u></td><td>The event occurs when the user clicks on an element</td><td><u>MouseEvent</u></td></tr></tbody></table></textarea></select>	



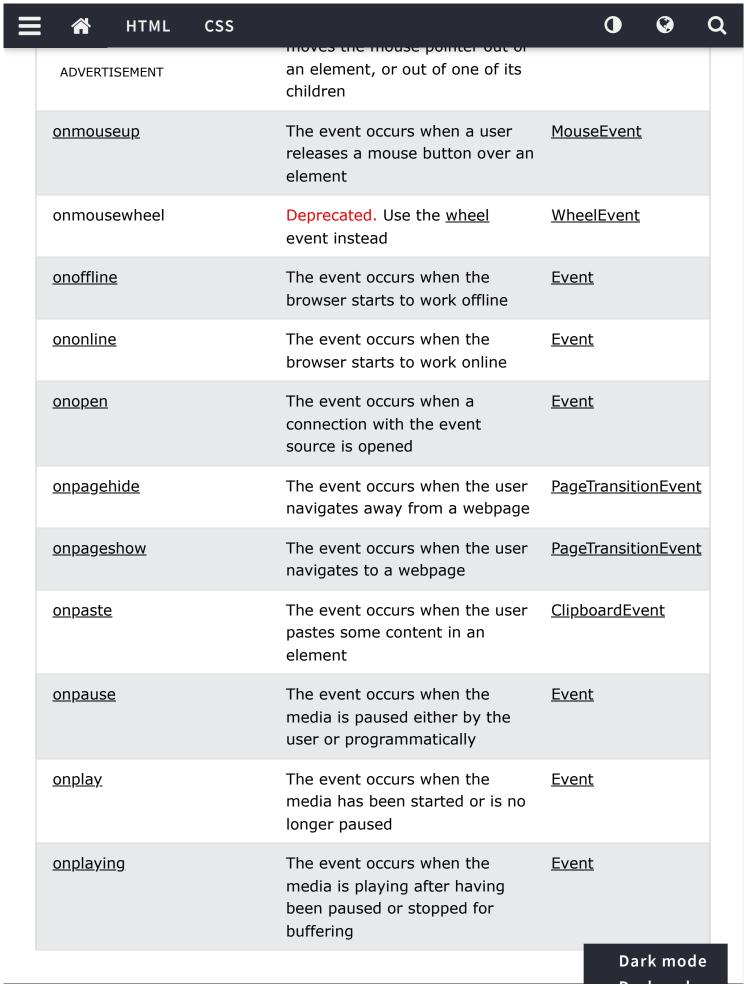
	right cheks on an element to	
ADVERTISEMENT	open a context menu	
<u>oncopy</u>	The event occurs when the user copies the content of an element	ClipboardEvent
oncut	The event occurs when the user cuts the content of an element	ClipboardEvent
<u>ondblclick</u>	The event occurs when the user double-clicks on an element	<u>MouseEvent</u>
<u>ondrag</u>	The event occurs when an element is being dragged	<u>DragEvent</u>
<u>ondragend</u>	The event occurs when the user has finished dragging an element	<u>DragEvent</u>
<u>ondragenter</u>	The event occurs when the dragged element enters the drop target	<u>DragEvent</u>
<u>ondragleave</u>	The event occurs when the dragged element leaves the drop target	<u>DragEvent</u>
<u>ondragover</u>	The event occurs when the dragged element is over the drop target	<u>DragEvent</u>
<u>ondragstart</u>	The event occurs when the user starts to drag an element	<u>DragEvent</u>
<u>ondrop</u>	The event occurs when the dragged element is dropped on the drop target	<u>DragEvent</u>
<u>ondurationchange</u>	The event occurs when the duration of the media is changed	<u>Event</u>
onemptied	The event occurs when something bad happens and the media file is suddenly	Dark mode



<u>offerfaci</u> sement	The event occurs when the media has reach the end (useful for messages like "thanks for listening")	<u>Event</u>
<u>onerror</u>	The event occurs when an error occurs while loading an external file	<u>ProgressEvent,</u> <u>UiEvent, Event</u>
<u>onfocus</u>	The event occurs when an element gets focus	<u>FocusEvent</u>
<u>onfocusin</u>	The event occurs when an element is about to get focus	<u>FocusEvent</u>
onfocusout	The event occurs when an element is about to lose focus	<u>FocusEvent</u>
<u>onfullscreenchange</u>	The event occurs when an element is displayed in fullscreen mode	<u>Event</u>
<u>onfullscreenerror</u>	The event occurs when an element can not be displayed in fullscreen mode	<u>Event</u>
<u>onhashchange</u>	The event occurs when there has been changes to the anchor part of a URL	<u>HashChangeEvent</u>
oninput	The event occurs when an element gets user input	InputEvent, Event
<u>oninvalid</u>	The event occurs when an element is invalid	<u>Event</u>
<u>onkeydown</u>	The event occurs when the user is pressing a key	<u>KeyboardEvent</u>
<u>onkeypress</u>	The event occurs when the user presses a key	<u>KeyboardEvent</u>

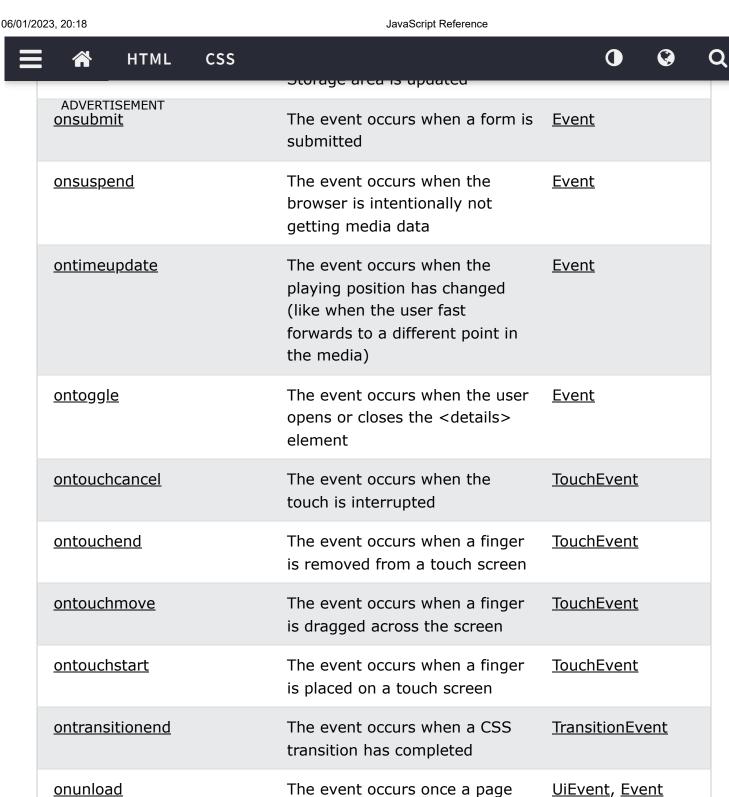


	releases a key	
ADVERTISEMENT onLine	Determines whether the browser is online	<u>Navigator</u>
<u>onload</u>	The event occurs when an object has loaded	<u>UiEvent</u> , <u>Event</u>
<u>onloadeddata</u>	The event occurs when media data is loaded	<u>Event</u>
<u>onloadedmetadata</u>	The event occurs when meta data (like dimensions and duration) are loaded	<u>Event</u>
<u>onloadstart</u>	The event occurs when the browser starts looking for the specified media	<u>ProgressEvent</u>
<u>onmessage</u>	The event occurs when a message is received through the event source	<u>Event</u>
<u>onmousedown</u>	The event occurs when the user presses a mouse button over an element	<u>MouseEvent</u>
<u>onmouseenter</u>	The event occurs when the pointer is moved onto an element	<u>MouseEvent</u>
<u>onmouseleave</u>	The event occurs when the pointer is moved out of an element	<u>MouseEvent</u>
<u>onmousemove</u>	The event occurs when the pointer is moving while it is over an element	<u>MouseEvent</u>
<u>onmouseover</u>	The event occurs when the pointer is moved onto an element, or onto one of its children	<u>MouseEvent</u>





	window's history changes	
ADVERTISEMENT <u>onprogress</u>	The event occurs when the browser is in the process of getting the media data (downloading the media)	<u>Event</u>
<u>onratechange</u>	The event occurs when the playing speed of the media is changed	<u>Event</u>
<u>onresize</u>	The event occurs when the document view is resized	<u>UiEvent</u> , <u>Event</u>
<u>onreset</u>	The event occurs when a form is reset	<u>Event</u>
<u>onscroll</u>	The event occurs when an element's scrollbar is being scrolled	<u>UiEvent</u> , <u>Event</u>
<u>onsearch</u>	The event occurs when the user writes something in a search field (for <input="search">)</input="search">	<u>Event</u>
<u>onseeked</u>	The event occurs when the user is finished moving/skipping to a new position in the media	<u>Event</u>
onseeking	The event occurs when the user starts moving/skipping to a new position in the media	<u>Event</u>
onselect	The event occurs after the user selects some text (for <input/> and <textarea>)</td><td><u>UiEvent</u>, <u>Event</u></td></tr><tr><td><u>onshow</u></td><td>The event occurs when a <menu> element is shown as a context menu</td><td><u>Event</u></td></tr><tr><td><u>onstalled</u></td><td>The event occurs when the browser is trying to get media</td><td><u>Event</u></td></tr><tr><td></td><td>data, but data is not available</td><td>Dark mode</td></tr></tbody></table></textarea>	



has unloaded (for <body>)

The event occurs when the

changed (includes setting the

The event occurs when the

expected to resume (like when

media has paused but is

volume of the media has

volume to "mute")

Event

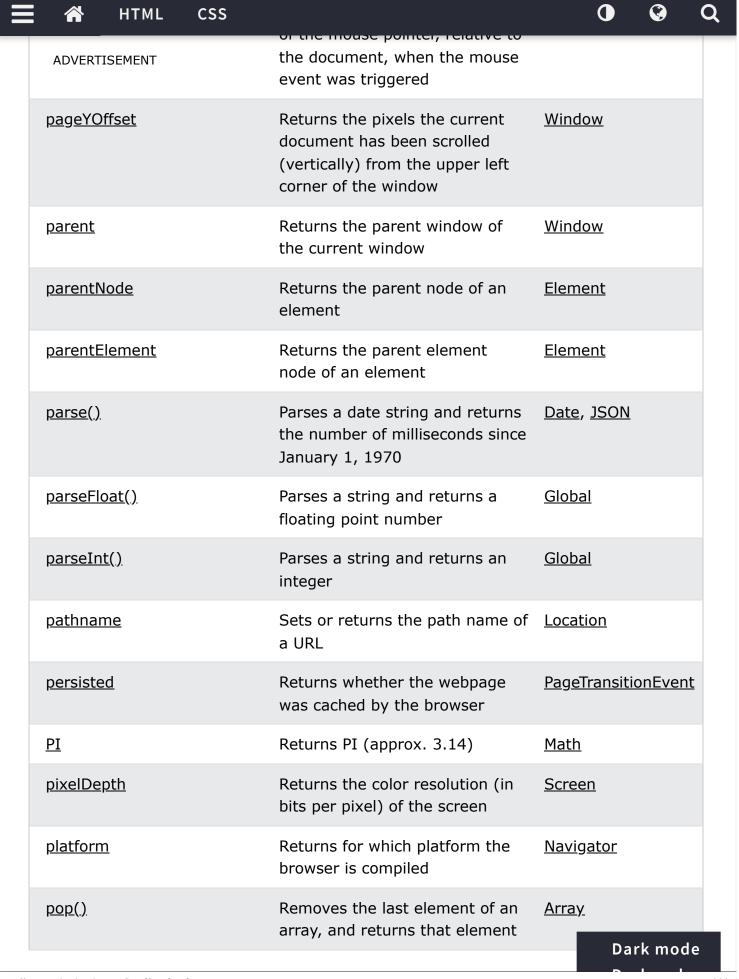
Event

<u>onvolumechange</u>

<u>onwaiting</u>



<u>offwere</u> sement	The event occurs when the mouse wheel rolls up or down over an element	WheelEvent
<u>open()</u>	Opens an HTML output stream to collect output from document.write()	Document, Window
<u>opener</u>	Returns a reference to the window that created the window	Window
<u>origin</u>	Returns the protocol, hostname and port number of a URL	<u>Location</u>
<u>outerHeight</u>	Returns the height of the browser window, including toolbars/scrollbars	Window
<u>outerHTML</u>	Sets or returns the outer content of an element	Element
<u>outerText</u>	Sets or returns the text outer content of a node and its descendants	<u>Element</u>
<u>outerWidth</u>	Returns the width of the browser window, including toolbars/scrollbars	Window
<u>ownerDocument</u>	Returns the root element (document object) for an element	<u>Element</u>
pageX	Returns the horizontal coordinate of the mouse pointer, relative to the document, when the mouse event was triggered	MouseEvent
<u>pageXOffset</u>	Returns the pixels the current document has been scrolled (horizontally) from the upper left corner of the window	Window Dark mode





	OI a OINL	
ADVERTISEMENT position	Returns the position of the concerned device at a given time	<u>Geolocation</u>
positionError	Returns the reason of an error occurring when using the geolocating device	<u>Geolocation</u>
positionOptions	Describes an object containing option properties to pass as a parameter of Geolocation.getCurrentPosition() and Geolocation.watchPosition()	<u>Geolocation</u>
POSITIVE INFINITY	Represents infinity (returned on overflow)	<u>Number</u>
<u>preventDefault()</u>	Cancels the event if it is cancelable, meaning that the default action that belongs to the event will not occur	<u>Event</u>
<u>print()</u>	Prints the content of the current window	Window
<u>product</u>	Returns the engine name of the browser	<u>Navigator</u>
<u>propertyName</u>	Returns the name of the CSS property associated with the animation or transition	AnimationEvent, TransitionEvent
protocol	Sets or returns the protocol of a URL	<u>Location</u>
<u>prototype</u>	Allows you to add properties and methods to an Array object	<u>Array</u> , <u>Boolean</u> , <u>Date</u>
pseudoElement	Returns the name of the pseudo-element of the animation or transition	AnimationEvent, TransitionEvent



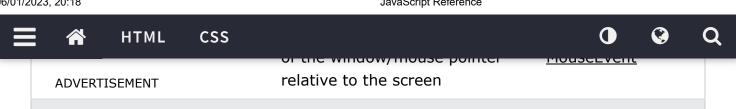
ADVERTISEMENT	length	
<u>querySelector()</u>	Returns the first element that matches a specified CSS selector(s) in the document	Document, Element
<u>querySelectorAll()</u>	Returns a static NodeList containing all elements that matches a specified CSS selector(s) in the document	<u>Document</u> , <u>Element</u>
<u>random()</u>	Returns a random number between 0 and 1	<u>Math</u>
<u>readyState</u>	Returns the (loading) status of the document	<u>Document</u>
reduce()	Reduce the values of an array to a single value (going left-to-right)	<u>Array</u>
<u>reduceRight()</u>	Reduce the values of an array to a single value (going right-to- left)	<u>Array</u>
<u>referrer</u>	Returns the URL of the document that loaded the current document	<u>Document</u>
region		<u>MouseEvent</u>
<u>reload()</u>	Reloads the current document	<u>Location</u>
<u>remove()</u>	Removes the element from the DOM	<u>Element</u>
<u>removeAttribute()</u>	Removes a specified attribute from an element	<u>Element</u>
<u>removeAttributeNode()</u>	Removes a specified attribute node, and returns the removed node	<u>Element</u>



	Cicinent	
ADVERTISEMENT removeEventListener()	Removes an event handler that has been attached with the addEventListener() method	Element
<u>removeItem()</u>	Removes that key from the storage	<u>Storage</u>
repeat	Returns whether a key is being hold down repeatedly, or not	<u>KeyboardEvent</u>
<u>repeat()</u>	Returns a new string with a specified number of copies of an existing string	<u>String</u>
<u>replace()</u>	Searches a string for a specified value, or a regular expression, and returns a new string where the specified values are replaced	String, Location
<u>replaceChild()</u>	Replaces a child node in an element	<u>Element</u>
requestAnimationFrame()	Requests the browser to call a function to update an animation before the next repaint	<u>Window</u>
<u>requestFullscreen()</u>	Shows an element in fullscreen mode	<u>Element</u>
<u>resizeBy()</u>	Resizes the window by the specified pixels	<u>Window</u>
<u>resizeTo()</u>	Resizes the window to the specified width and height	<u>Window</u>
<u>return</u>	Stops the execution of a function and returns a value from that function	<u>Statements</u>
<u>reverse()</u>	Reverses the order of the elements in an array	<u>Array</u>



POW() ADVERTISEMENT	Returns the value of x to the power of y	<u>Math</u>
<u>previousSibling</u>	Returns the previous node at the same node tree level	<u>Element</u>
<u>previousElementSibling</u>	Returns the previous element at the same node tree level	<u>Element</u>
<u>prompt()</u>	Displays a dialog box that prompts the visitor for input	Window
<u>prototype</u>	Allows you to add properties and methods to an object	<u>Number</u>
<u>relatedTarget</u>	Returns the element related to the element that triggered the mouse event	MouseEvent, FocusEvent
removeEventListener()	Removes an event handler from the document (that has been attached with the addEventListener() method)	<u>Document</u>
<u>removeNamedItem()</u>	Removes a specified attribute node	<u>Attribute</u>
<u>renameNode()</u>	Renames the specified node	<u>Document</u>
<u>screen</u>	Returns the Screen object for the window (See Screen object)	Window
<u>screenLeft</u>	Returns the horizontal coordinate of the window relative to the screen	Window
<u>screenTop</u>	Returns the vertical coordinate of the window relative to the screen	Window
<u>screenX</u>	Returns the horizontal coordinate of the window/mouse pointer relative to the screen	Window, MouseEvent Dark mode



ADVERTISEMENT	relative to the screen	MOUSELVENC
<u>scripts</u>	Returns a collection of <script> elements in the document</td><td><u>Document</u></td></tr><tr><td>scroll()</td><td>Deprecated. This method has been replaced by the scrollTo() method.</td><td>Window</td></tr><tr><td>scrollBy()</td><td>Scrolls the document by the specified number of pixels</td><td>Window</td></tr><tr><td><u>scrollHeight</u></td><td>Returns the entire height of an element, including padding</td><td><u>Element</u></td></tr><tr><td>scrollIntoView()</td><td>Scrolls the specified element into the visible area of the browser window</td><td><u>Element</u></td></tr><tr><td>scrollLeft</td><td>Sets or returns the number of pixels an element's content is scrolled horizontally</td><td>Element</td></tr><tr><td>scrollTo()</td><td>Scrolls the document to the specified coordinates</td><td>Window</td></tr><tr><td><u>scrollTop</u></td><td>Sets or returns the number of pixels an element's content is scrolled vertically</td><td>Element</td></tr><tr><td><u>scrollWidth</u></td><td>Returns the entire width of an element, including padding</td><td><u>Element</u></td></tr><tr><td>scrollX</td><td>An alias of <u>pageXOffset</u></td><td>Window</td></tr><tr><td>scrollY</td><td>An alias of <u>pageYOffset</u></td><td>Window</td></tr><tr><td><u>search</u></td><td>Sets or returns the querystring part of a URL</td><td><u>Location</u></td></tr><tr><td>search()</td><td>Searches a string for a specified value, or regular expression,</td><td>String Dark mode</td></tr></tbody></table></script>	



<u>sen</u> vertisement	Returns the current window	Window
<u>sessionStorage</u>	Allows to save key/value pairs in a web browser. Stores the data for one session	Window
setAttribute()	Sets or changes the specified attribute, to the specified value	<u>Element</u>
<u>setAttributeNode()</u>	Sets or changes the specified attribute node	Element
<u>setDate()</u>	Sets the day of the month of a date object	<u>Date</u>
<u>setFullYear()</u>	Sets the year of a date object	<u>Date</u>
setHours()	Sets the hour of a date object	<u>Date</u>
<u>setInterval()</u>	Calls a function or evaluates an expression at specified intervals (in milliseconds)	<u>Window</u>
setItem()	Adds that key to the storage, or update that key's value if it already exists	<u>Storage</u>
<u>setMilliseconds()</u>	Sets the milliseconds of a date object	<u>Date</u>
<u>setMinutes()</u>	Set the minutes of a date object	<u>Date</u>
setMonth()	Sets the month of a date object	<u>Date</u>
<u>setNamedItem()</u>	Sets the specified attribute node (by name)	<u>Attribute</u>
<u>setSeconds()</u>	Sets the seconds of a date object	<u>Date</u>
<u>setTime()</u>	Sets a date to a specified number of milliseconds after/before January 1, 1970	<u>Date</u> Dark mode



ADVERTISEMENT	number of milliseconds	
<u>setUTCDate()</u>	Sets the day of the month of a date object, according to universal time	<u>Date</u>
<u>setUTCFullYear()</u>	Sets the year of a date object, according to universal time	<u>Date</u>
setUTCHours()	Sets the hour of a date object, according to universal time	<u>Date</u>
setUTCMilliseconds()	Sets the milliseconds of a date object, according to universal time	<u>Date</u>
setUTCMinutes()	Set the minutes of a date object, according to universal time	<u>Date</u>
setUTCMonth()	Sets the month of a date object, according to universal time	<u>Date</u>
setUTCSeconds()	Set the seconds of a date object, according to universal time	<u>Date</u>
setYear()	Deprecated. Use the <pre>setFullYear()</pre> method instead	<u>Date</u>
shift()	Removes the first element of an array, and returns that element	<u>Array</u>
<u>shiftKey</u>	Returns whether the "SHIFT" key was pressed when an event was triggered	MouseEvent, KeyboardEvent, TouchEvent
sign(x)	Returns the sign of a number (checks whether it is positive, negative or zero)	<u>Math</u>
<u>sin()</u>	Returns the sine of x (x is in radians)	Math Dark mode
		Dark mode



slice() ADVERTISEMENT	Selects a part of an array, and returns the new array	Array, String
some()	Checks if any of the elements in an array pass a test	<u>Array</u>
sort()	Sorts the elements of an array	<u>Array</u>
<u>source</u>	Returns the text of the RegExp pattern	<u>RegExp</u>
<u>specified</u>	Returns true if the attribute has been specified, otherwise it returns false	<u>Attribute</u>
<u>splice()</u>	Adds/Removes elements from an array	<u>Array</u>
<u>split()</u>	Splits a string into an array of substrings	<u>String</u>
<u>static</u>	Defines a static method for a class	Classes
startsWith()	Checks whether a string begins with specified characters	<u>String</u>
state	Returns an object containing a copy of the history entries	<u>PopStateEvent</u>
<u>String()</u>	Converts an object's value to a string	Global
stop()	Stops the window from loading	Window
stopImmediatePropagation()	Prevents other listeners of the same event from being called	<u>Event</u>
stopPropagation()	Prevents further propagation of an event during event flow	<u>Event</u>
stringify()	Convert a JavaScript object to a JSON string	<u>JSON</u>



SORT1 2 ADVERTISEMENT	Returns the square root of 1/2 (approx. 0.707)	<u>Math</u>
SQRT2	Returns the square root of 2 (approx. 1.414)	<u>Math</u>
<u>status</u>	Sets or returns the text in the statusbar of a window	Window
<u>strictErrorChecking</u>	Sets or returns whether error- checking is enforced or not	<u>Document</u>
storageArea	Returns an object representing the affected storage object	<u>StorageEvent</u>
<u>style</u>	Sets or returns the value of the style attribute of an element	Element
substr()	Extracts the characters from a string, beginning at a specified start position, and through the specified number of character	<u>String</u>
substring()	Extracts the characters from a string, between two specified indices	<u>String</u>
<u>super</u>	Refers to the parent class	<u>Classes</u>
<u>switch</u>	Marks a block of statements to be executed depending on different cases	<u>Statements</u>
table()	Displays tabular data as a table	<u>Console</u>
<u>tabIndex</u>	Sets or returns the value of the tabindex attribute of an element	<u>Element</u>
<u>tagName</u>	Returns the tag name of an element	<u>Element</u>
<u>tan()</u>	Returns the tangent of an angle	Math



	or a number	
ADVERTISEMENT <u>target</u>	Returns the element that triggered the event	<u>Event</u>
<u>targetTouches</u>	Returns a list of all the touch objects that are in contact with the surface and where the touchstart event occured on the same target element as the current target element	<u>TouchEvent</u>
test()	Tests for a match in a string. Returns true or false	<u>RegExp</u>
<u>textContent</u>	Sets or returns the textual content of a node and its descendants	<u>Element</u>
this	Refers to the object it belongs to	
throw	Throws (generates) an error	<u>Statements</u>
time()	Starts a timer (can track how long an operation takes)	<u>Console</u>
timeEnd()	Stops a timer that was previously started by console.time()	Console
<u>timeStamp</u>	Returns the time (in milliseconds relative to the epoch) at which the event was created	<u>Event</u>
<u>title</u>	Sets or returns the title of the document	Document, Element
toDateString()	Converts the date portion of a Date object into a readable string	<u>Date</u>
toGMTString()	Deprecated. Use the toUTCString() method instead	<u>Date</u>



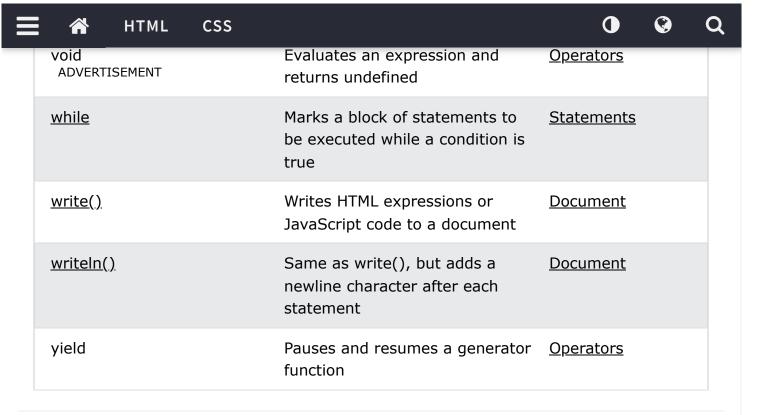
	ехропенца посасоп	
ADVERTISEMENT toFixed(x)	Formats a number with x numbers of digits after the decimal point	<u>Number</u>
toJSON()	Returns the date as a string, formatted as a JSON date	<u>Date</u>
toISOString()	Returns the date as a string, using the ISO standard	<u>Date</u>
toLocaleDateString()	Returns the date portion of a Date object as a string, using locale conventions	<u>Date</u>
toLocaleLowerCase()	Converts a string to lowercase letters, according to the host's locale	<u>String</u>
toLocaleString()	Converts a Date object to a string, using locale conventions	<u>Date</u>
toLocaleTimeString()	Returns the time portion of a Date object as a string, using locale conventions	<u>Date</u>
toLocaleUpperCase()	Converts a string to uppercase letters, according to the host's locale	<u>String</u>
toLowerCase()	Converts a string to lowercase letters	<u>String</u>
<u>top</u>	Returns the topmost browser window	Window
toPrecision(x)	Formats a number to x length	Number
toString()	Converts an array to a string, and returns the result	Array, Boolean, Date, Number, RegExp, String, Element



	Work that will be loaded	
ADVERTISEMENT toTimeString()	Converts the time portion of a Date object to a string	<u>Date</u>
<u>touches</u>	Returns a list of all the touch objects that are currently in contact with the surface	<u>TouchEvent</u>
toUpperCase()	Converts a string to uppercase letters	<u>String</u>
toUTCString()	Converts a Date object to a string, according to universal time	<u>Date</u>
<u>trace()</u>	Outputs a stack trace to the console	<u>Console</u>
transitionend	The event occurs when a CSS transition has completed	<u>TransitionEvent</u>
trim()	Removes whitespace from both ends of a string	<u>String</u>
trunc()	Returns the integer part of a number (x)	<u>Math</u>
try catch finally	Marks the block of statements to be executed when an error occurs in a try block, and implements error handling	<u>Statements</u>
<u>type</u>	Returns the name of the event	<u>Event</u>
typeof	Returns the type of a variable, object, function or expression	<u>Operators</u>
<u>undefined</u>	Indicates that a variable has not been assigned a value	<u>Global</u>
<u>unescape()</u>	Deprecated in version 1.5. Use decodeURI() or decodeURIComponent() instead	<u>Global</u>
		Dark mode



	beginning or an array, and	
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url	Returns the URL of the changed item's document	<u>StorageEvent</u>
<u>URL</u>	Returns the full URL of the HTML document	<u>Document</u>
<u>userAgent</u>	Returns the user-agent header sent by the browser to the server	<u>Navigator</u>
<u>UTC()</u>	Returns the number of milliseconds in a date since midnight of January 1, 1970, according to UTC time	<u>Date</u>
<u>value</u>	Sets or returns the value of the attribute	<u>Attribute</u>
<u>valueOf()</u>	Returns the primitive value of an array	Array, Boolean, Date, Number, String
<u>var</u>	Declares a variable	<u>Statements</u>
<u>warn()</u>	Outputs a warning message to the console	<u>Console</u>
watchPosition()	Returns a watch ID value that then can be used to unregister the handler by passing it to the Geolocation.clearWatch() method	Geolocation
<u>which</u>	Returns which mouse button was pressed when the mouse event was triggered	MouseEvent, KeyboardEvent
<u>width</u>	Returns the total width of the screen	<u>Screen</u>
<u>view</u>	Returns a reference to the Window object where the event	UiEv Dark mode



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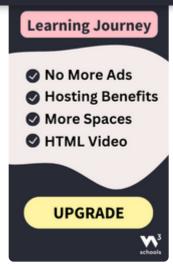
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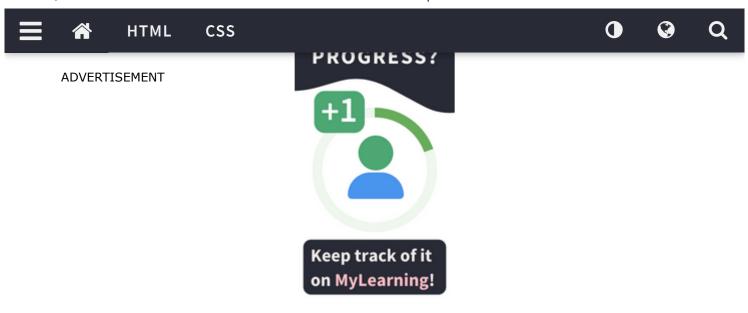


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