JavaScript Cheat Sheet

Use this cheat sheet to keep helpful hints and snippets handy
Handcrafted by Pam Selle*

Variables - A variable is a variable because it changes!

```
var oranges = 0;
var oranges = 'lots!';
var orangesAndBananas = 1;
```

Data Types - How we store information in JavaScript

Strings	var bananas = "I have some bananas"; var oranges = 'Don\'t have oranges';	Contained in quotes, quotes must match (single ' or double "). Escape quotes with \
Numbers	var numberOfBananas = 5; var numberOfOranges = 0;	Hello old friends!
Boolean	var haveBananas = true; var haveOranges = false;	Value of **true** or **false**, no quotes
Undefined	var strawberries;	No value assigned to it yet
Null	var pumpkins = null;	No quotes; a purposely empty value (not the same as 0 or undefined)

Mathematical Expressions

+	Addition
-	Subtraction
*	Multiplication
/	Division
%	Modulus (remainder)
++	Increment (increase by 1)
--	Decrement (decrease by 1)
+=	Add to value (ex. += 2)
-=	Subtract from value (ex -=3)

Comparisons

===	Equality
!==	Inequality
>	Greater than
>=	Greater than or equal to
<	Less than
<=	Less than or equal to

**Created by Pam Selle, inspired by work by Cat Farman. Used in GirlDevelopIt's JavaScript Course*

Logical Operators and IF/ELSE

&&	and	var bananas = 5;
		var oranges = 2;
		if (bananas > 3 && oranges > 3){
		  console.log('Eat fruit!');
		}
		else {
		  console.log(‘Go with Plan B!’);
		}

||	or	if (bananas < 2 || oranges < 2){
		  console.log('Buy fruit!');
		}

!	not	if !(bananas >== 0){
		  console.log('How do you have negative bananas?');
		}

Functions

```
function sayHi(){  // Defines a function with the name sayHi
  console.log('Hi!!');
}
sayHi();  // Call the function
```

While Loops

```
var x = 0;
while (x < 5) {
  console.log(x);
  x++;
}
```

For Loops

```
for (initialize; condition; update) {
  // statements to repeat
}

for (var i = 0; i < 5; i++) {
  console.log(i);
}
```

Arrays

```
var rainbow = ['Red', 'Orange', 'Yellow', 'Green', 'Blue', 'Indigo', 'Violet'];
```

Bracket notation

```
var firstColor = rainbow[0];
var lastColor = rainbow[6];
rainbow[2] = “Brown”;
```

Object Literal (Objects)

```
var kitten = {
       age: 1,
       name: "Fluffy",
       likes: ["yarn", "snuggles"],
       color: “grey”
     };
```

Dot notation – Accessing information

```
var likes = kitten.likes;

kitten.name = “Furball”;
```

Objects in Functions

```
var kitten = {
  name: “Fluffy”,
  species: “cat”
}
```

```
function aboutMyPets(pet) {
  console.log(pet.name + “ is my pet ” + pet.species);
}

aboutMyPets(kitten);
```

Functions in Objects (Methods)

```
var kitten = {
  name: “Fluffy”,
  species: “cat”,
  getName: function() {
    console.log(this.name);
  }
}
```

```
kitten.getName()
```