

JAVASCRIPT QUICK REFERENCE

Basics

Variables	
<pre>let name = "Alice"; // reassignable const PI = 3.14; // constant var old = "avoid"; // function-scoped (legacy)</pre>	

Data Types	
string	Text: "hello" or 'hello'
number	Integer or float: 42, 3.14
boolean	true / false
null	Intentional empty value
undefined	Declared but not assigned
object	Key-value pairs: { a: 1 }
array	Ordered list: [1, 2, 3]
symbol	Unique identifier

Type Checking & Conversion	
<pre>typeof "hello" // "string" typeof 42 // "number" Number("42") // 42 String(100) // "100" parseInt("3.9") // 3 parseFloat("3.14") // 3.14</pre>	

Strings

Template Literals	
<pre>const name = "Alice"; `Hello, \${name}!` // Hello, Alice! `Total: \${2 + 3}` // Total: 5 `Multi   line string`</pre>	

String Methods	
s.length	Number of characters
s.toUpperCase()	UPPERCASE copy
s.toLowerCase()	lowercase copy
s.trim()	Remove leading/trailing whitespace
s.split(",")	Split into array
s.includes("x")	Contains check → bool
s.indexOf("x")	First index (-1 if none)
s.slice(1, 4)	Substring by index
s.replace(a, b)	Replace first match
s.replaceAll(a, b)	Replace all matches
s.startsWith(x)	Check prefix → bool
s.endsWith(x)	Check suffix → bool
s.padStart(n, c)	Pad start to length n

Arrays

Creating & Accessing	
<pre>const fruits = ["apple", "banana", "cherry"]; fruits[0] // "apple" fruits.length // 3 fruits.at(-1) // "cherry"</pre>	

Mutating Methods	
arr.push(x)	Add to end
arr.pop()	Remove & return last

arr.unshift(x)	Add to start
arr.shift()	Remove & return first
arr.splice(i, n)	Remove n items at index i
arr.sort()	Sort in place (lexicographic)
arr.reverse()	Reverse in place

Non-Mutating Methods	
arr.map(fn)	Transform each element
arr.filter(fn)	Keep elements where fn is true
arr.reduce(fn, init)	Accumulate into single value
arr.find(fn)	First match or undefined
arr.findIndex(fn)	Index of first match (-1)
arr.includes(x)	Contains check → bool
arr.slice(a, b)	Shallow copy of portion
arr.join(",")	Join into string
arr.forEach(fn)	Iterate (no return value)
[...a, ...b]	Concatenate arrays (spread)

Objects

Creating & Accessing	
<pre>const user = { name: "Alice", age: 20 }; user.name // "Alice" user["age"] // 20 user.gpa = 3.85; // add/update</pre>	

Destructuring & Spread	
<pre>const { name, age } = user; const copy = { ...user, age: 21 };</pre>	

Object Methods	
Object.keys(o)	Array of keys
Object.values(o)	Array of values
Object.entries(o)	Array of [key, value] pairs
Object.assign(t, s)	Copy properties s → t
"k" in obj	Key exists? → bool
delete obj.k	Remove property
Object.freeze(o)	Make immutable (shallow)

Control Flow

if / else if / else	
<pre>if (score >= 90) { grade = "A"; } else if (score >= 80) { grade = "B"; } else { grade = "C"; }</pre>	

Ternary & Nullish Coalescing	
<pre>const status = score >= 60 ? "pass" : "fail"; const name = user.name ?? "Anonymous";</pre>	

switch	
<pre>switch (color) { case "red": stop(); break; case "green": go(); break; default: wait(); }</pre>	

Loops

for / for...of / for...in	
<pre>for (let i = 0; i < 5; i++) { }</pre>	
<pre>for (const item of ["a", "b"]) { } // arrays</pre>	
<pre>for (const key in obj) { } // object keys</pre>	

while / do...while	
<pre>while (count < 10) { count++; }</pre>	
<pre>do { count++; } while (count < 10);</pre>	

break & continue	
<pre>for (let i = 0; i < 10; i++) { if (i === 5) break; // stop loop if (i % 2 === 0) continue; // skip }</pre>	

Functions

Function Declaration & Arrow	
<pre>function greet(name) { return `Hello, \${name}!`; } const greet = (name) => `Hello, \${name}!`; const square = x => x * x; // single param</pre>	

Default Parameters & Rest	
<pre>function greet(name = "World") { }</pre>	
<pre>function sum(...nums) { return nums.reduce((a, b) => a + b, 0); }</pre>	

Callbacks	
<pre>[1, 2, 3].map(x => x * 2); // [2, 4, 6] [1, 2, 3].filter(x => x > 1); // [2, 3] setTimeout(() => console.log("done"), 1000);</pre>	

Classes

<pre>class Dog { constructor(name, breed) { this.name = name; this.breed = breed; } bark() { return `\${this.name} says Woof!`; }</pre>	
---	--

<pre>class Puppy extends Dog { constructor(name, breed, toy) { super(name, breed); this.toy = toy; } }</pre>	
--	--

Error Handling

<pre>try { JSON.parse("bad json"); } catch (err) { console.error(err.message); } finally { console.log("always runs"); }</pre>	
--	--

Throwing Errors	
<pre>throw new Error("Something went wrong");</pre>	

JAVASCRIPT QUICK REFERENCE (continued)

DOM

Selecting Elements

```
document.querySelector(".cls")    // first match
document.querySelectorAll("li")   // all matches
document.getElementById("main")
```

Modifying Elements

```
el.textContent = "new text";
el.innerHTML = "bold";
el.style.color = "red";
el.classList.add("active");
el.classList.toggle("hidden");
el.setAttribute("data-id", "42");
```

Events

```
btn.addEventListener("click", (e) => {
  console.log(e.target);
});
```

Creating Elements

```
const li = document.createElement("li");
li.textContent = "New item";
ul.appendChild(li);
el.remove(); // remove element
```

Fetch API

GET Request

```
fetch("https://api.example.com/data")
  .then(res => res.json())
  .then(data => console.log(data))
  .catch(err => console.error(err));
```

POST Request

```
fetch(url, {
  method: "POST",
  headers: { "Content-Type": "application/json" },
  body: JSON.stringify({ key: "value" }),
});
```

Async / Await

```
async function loadData() {
  try {
    const res = await fetch(url);
    const data = await res.json();
    return data;
  } catch (err) {
    console.error(err);
  }
}
```

Parallel Requests

```
const [users, posts] = await Promise.all([
  fetch("/users").then(r => r.json()),
  fetch("/posts").then(r => r.json()),
]);
```

Modules

Named Exports

```
// math.js
export const PI = 3.14;
export function add(a, b) { return a + b; }

// main.js
import { PI, add } from "./math.js";
```

Default Export

```
// logger.js
export default function log(msg) { }

// main.js
import log from "./logger.js";
```