

JavaScript Cheat Sheet (Short + Detailed)

=== STRING METHODS ===

length – returns string length
toUpperCase() / toLowerCase() – change case
slice(start,end) – extract part (no modify)
substring(start,end) – similar to slice
replace(a,b) – replace first match
replaceAll(a,b) – replace all
includes() – check substring
split() – convert to array
trim(), trimStart(), trimEnd() – remove spaces
startsWith(), endsWith()
padStart(), padEnd()
repeat(n)

=== ARRAY METHODS ===

push() – add end
pop() – remove end
shift() – remove first
unshift() – add first
splice() – add/remove (modifies)
slice() – copy part (no modify)
concat() – merge
map() – return new array
filter() – filter items
reduce() – reduce to value
find(), findIndex()
some(), every()
sort(), reverse()
flat(), join()

=== OBJECT METHODS ===

Object.keys() – keys array
Object.values() – values array
Object.entries() – key/value pairs
Object.assign() – merge objects

Object.freeze() – lock object

Object.seal() – lock structure

Object.create() – create with prototype

=== DOM METHODS ===

document.getElementById()

document.querySelector()

document.querySelectorAll()

element.innerHTML / textContent

element.style.property

setAttribute(), getAttribute()

appendChild(), removeChild()

addEventListener(event, fn)

=== ES6 FEATURES ===

let/const

Template literals: `Hello \${name}`

Destructuring: const {a,b} = obj

Spread: [...arr]

Classes, Modules, Promises, Async/Await