

1: 10 Must Have JavaScript Cheat Sheets – SitePoint

These days JavaScript runs on browsers, servers, powers command line tools, and more. In this cheat sheet, we will include a couple of browser features you can access with JavaScript on the client side and platform-agnostic features you can use either on the client or server.

Use Unicode wherever possible for content, databases, etc. Always declare the encoding of content. The character encoding you choose determines how bytes are mapped to characters in your text. Normally character encodings limit you to a particular script or set of languages. Unicode allows you to deal simply with almost all scripts and languages in use around the world. In this way Unicode simplifies the handling of content in multiple languages, whether within a single page or across one or more sites. Unicode is particularly useful when used in forms, scripts and databases, where you often need to support multiple languages. Unicode also makes it very straightforward to add new languages to your content. Unless you appropriately declare which character encoding you are using your users may be unable to read your content. This is because incorrect assumptions may be made by the application interpreting your text about how the bytes map to characters. Give me more background [Character encodings for beginners](#) explains some of the basic concepts about character encodings, and why you should care. [Introducing Character sets and Encodings](#) gives an gentle introduction to various aspects of the topic. So, how do I do this? Use characters rather than escapes e. Such escapes are useful for clearly representing ambiguous or invisible characters, and to prevent problems with syntax characters such as ampersands and angle brackets. They may also be useful on occasion to represent characters not supported by your character encoding or unavailable from your keyboard. Otherwise you should always use characters rather than escapes. Give me more background [Using character entities and NCRs](#) provides additional information about the use of escapes in markup languages. Declare the language of documents and indicate internal language changes. Information about the human language of content is already important for accessibility, styling, searching, editing, and other reasons. As more and more content is tagged and tagged correctly, applications that can detect language information will become more and more useful and pervasive. When declaring language, you may need to express information about a specific range of content in a different way from metadata about the document as a whole. It is important to understand this distinction. Give me more background [Language on the Web](#) gives an gentle introduction to various aspects of the topic. Use style sheets for presentational information. Restrict markup to semantics. It is an important principle of Web design to keep the way content is styled or presented separate from the actual text itself. This makes it simple to apply alternative styling for the same text, for example in order to display the same content on both a conventional browser and a small hand-held device. This principle is particularly useful for localization, since different scripts have different typographic needs. It can save considerable time and effort during localization to work with CSS files rather than have to change the markup, because any needed changes can be made in a single location for all pages, and the translator can focus on the content rather than the presentation. If you want your content to really communicate with people, you need to speak their language, not only through the text, but also through local imagery, color, objects and preoccupations. It is easy to overlook the culture-specific nature of symbolism, behaviour, concepts, body language, humor, etc. You should get feedback on the suitability and relevance of your images, video-clips, and examples from in-country users. You should also take care when incorporating text in graphics when content is translated. Text on complex backgrounds or in restricted spaces can cause considerable trouble for the translator. You should provide graphics to the localization group that have text on a separate layer, and you should bear in mind that text in languages such as English and Chinese will almost certainly expand in translation. Give me more background [Use an appropriate encoding on both form and server](#). The encoding used for an HTML page that contains a form should support all the characters needed to enter data into that form. This is particularly important if users are likely to enter information in multiple languages. Databases and scripts that receive data from forms on pages in multiple languages must also be able to support the characters for all those languages simultaneously. The simplest way to enable this is to use Unicode for both pages containing

forms and all back-end processing and storage. In such a scenario the user can fill in data in whatever language and script they need to. Ask yourself how much detail you really need to break out into separate fields for things such as addresses. Bear in mind that in some cultures there are no street names, in others the house number follows the street name, some people need more than one line for the part of the address that precedes the town or city name, etc. In fact in some places an address runs top down from the general to the specific, which implies a very different layout strategy. Be very careful about building into validation routines incorrect assumptions about area codes or telephone number lengths. Recognize that careful labelling is required for how to enter numeric dates, since there are different conventions for ordering of day, month and year. If you are gathering information from people in more than one country, it is important to develop a strategy for addressing the different formats people will expect to be able to use. Not only is this important for the design of the forms you create, but it also has an impact on how you will store such information in databases. Use simple, concise text. Use care when composing sentences from multiple strings. Simple, concise text is easier to translate. It is also easier for people to read if the text they are reading is not in their first language. You should take considerable care when composing messages from multiple substrings, or when inserting variable text into strings. For example, suppose your site uses JSP scripting, and you decide to compose certain messages on the fly. Because the order of text in sentences of other languages can be very different, translating this may present major difficulties. Similarly, it is important to avoid fixing the positions of variables in text such as "Page 1 of 10". The syntax of other languages may require the numbers to be reversed to make sense. The latter is untranslatable in some languages. On each page include clearly visible navigation to localized pages or sites, using the target language. Where you have versions of a page or site in a different language, or for a different country or region, you should provide a way for the user to view the version they prefer. This should be available from any page on your site where an alternative exists. When providing links to pages in other languages, use the name of the target language in the native language and script. This also applies if you are guiding the user to a country- or region-specific page or site, eg. Only re-use it to change the base direction. Text in languages such as Arabic, Hebrew, Persian and Urdu is read from right to left. This reading order typically leads to right-aligned text and mirror-imaging of things like page and table layout. The direction set in the html tag sets a base direction for the document which cascades down through all the elements on the page. It is not necessary to repeat the attribute on lower level elements unless you want to explicitly change the directional flow. Embedded text in, for example, Latin script still runs left to right within the overall right to left flow. If you are working with right to left languages, you should become familiar with the basics of the Unicode bidirectional algorithm. This algorithm takes care of much of this bidirectional text without the need for intervention from the author. There are some circumstances, however, where markup or Unicode control characters are needed to ensure the correct effect. The principles are similar for other markup languages. What you need to know about the bidi algorithm and inline markup provides a gentle introduction to the basics of handling inline bidirectional text. Use techniques, tutorials, and articles at [http:](http://) It provides quick access to useful information from a variety of specifications published by W3C, the leading international Web standards community. Please consider making a donation to support the Cheat Sheet and other free tools W3C makes available to the community. Your donation will be used exclusively for the maintenance, hosting and development of our free validation tools and similar open source projects.

2: Online Interactive JavaScript (JS) Cheat Sheet

JavaScript Cheat Sheet from DaveChild. JavaScript methods and functions, a guide to regular expressions and the XMLHttpRequest object.

Some simple bits and pieces about Java EE architectures and Web solutions. The idea is to convey in simple terms some features of the actual Javascript language rather than how it can interact with DOM. Array Literals An array literal can be defined using a comma separated list in square brackets. Suppose the world got taken over by a dictator who wanted to get rid of the last month of the year? The dictator would just do Logic could be added to check if the energy returns from solar panels and wind farms were sufficient in which case another callback, other than changeCivilisationCallback could be added. Configuration Object Instead of passing around a bunch of related properties They also means you are less likely to get silly errors if parameters are in the wrong order. Closures There are three ways to creates objects in Javascript: What closures offer that the other two approaches do not is encapsulation. Closures make it possible to hide away functions and variables. The closure is the object literal returned from annonymous function. It "closes" over the count variable. No-one can access it except for the closure. The closure also has a sense of state. Note also how the it maintains the value of the counter. Constructor Functions Built in There are no classes in Javascript but there are construtor functions which use the new keyword syntax similar to the class based object creation in Java or other languages. Javascript has some built-in constructor functions. These include Object , Date , String etc. Can you smell a potential mess? Hence why the capital letter convention for constructor functions is used. The capital letter means: Currying Currying is the process of reducing the number of arguments passed to a function by setting some argument s to predefined values. You cannot delete global variables or prototype attributes. Functions do not need to have names. They can be anonymous, they can be passed into and returned from other functions without any needing a name - they can be treated literally. But, Java methods can never be anonymous, they can be never be passed to or returned from other methods. They can be wrapped in an anonymous object defined on the fly; but they need that object that in many cases does nothing else - the methods themselves can never be treated literally. JavaScript ability to treat functions literally gives it a lot of expressive power. Function declaration In a function declaration, the function stands on its own and does not need to be assigned to anything. It can also be anonymous, in which case the name property will be a blank string. Before trying to understand the syntax, take an example first. Suppose we want to represent planets in the solar system. We decided to have a planet base object and then several planet child objects which inherit from the base object. Here is the base planet object: Sarah Palin has taken over and things have got pretty bad!!! There is code reuse. The name and numberOfMoons properties are encapsulated. The child objects can add in their own specific functionality. Now an explanation of the syntax: The base object planet accepts some data in the spec object. The base object planet creates a closures called that which is returned. The that object has access to everything in the spec object. But, nothing else does. This provides a layer of encapsulation. The child objects, earth and jupiter, set up their own data and pass it to base planet object. The planet object returns a closure which contains base functionality. The child classes receive this closure and add further methods and variables to it. After declaration, the local mylocation var will have the value "undefined", hence why this is outputted first. Functions that are assigned to variables can also be hoisted. The only difference being that when functions are hoisted, their definitions also are - not just their declarations. Immediate Function Expressions Immediate function expression are executed as soon as they are defined. Firstly, there is a immediately after the function definiton, this makes it execute. Secondly, the function can only execute if it is a function expression as opposed to a function declaration. The outer make the function an expression. Another way to define a an immediate function expression is: It is very similar to the format used for Javascript Object literals except the property names must be wrapped in quotes. In XML this would be much harder. An external document - such as XSD - would have to be consulted. In this example, Mitt Romney has an array describing who might vore for him and an object which is his son. This means that variables do not need to be typed. It also means there is no complex class hierarchies and there is no casting. Functions and

variables are collated into a module and then the module can decide what functions and what variables the outside world can see - in the same way as encapsulations works in the object orientated paradigms. In javascript we create modules by combining characteristics of closures and immediate function expressions. The function expression `moduleScope` has its own scope. The private variable `balance` and the private function `doSomethingPrivate`, exist only within this scope and are only visible to functions within this scope. The `moduleScope` function returns an object literal. This is a closure which has access to the private variables and functions of `moduleScope`. The returned object is automatically assigned to `bankAccountModule`. The immediate function syntax is used. This means that the module is initialised immediately. Because the returned object the closure is assigned to `bankAccountModule`, it means we can access the `bankAccountModule` as: So in this example, the filename should be `bankAccountModule`. Unless variables are defined in a function, they are considered global. However, it is possible to use `{}.` Meaning you can pretend you have name spaces. The values can be property values or functions. It is useful when you want to add a property to all instances of a particular object. Suppose you have a constructor function, which represent Irish people who bought in the boom. Now, the Irish economy goes belly up, the property bubble explodes and you want to add a debt property to all instances of this function. To do this you would do: This means, that they all have the same value as illustrated in this example. Returning functions A function always returns a value. If `return` is not specified for a function, the `undefined` value type will be returned. Javascript functions can also return some data or another function. This means it gets its own copy which is different to the variable return by `nextValue`. In a method context, this refers to the object that contains the method. In a function context, this refers to the global object. Unless the function is a property of another object. In which case the `this` refers to that object. If this is used in a constructor, the `this` in the constructor function refers to the object which uses the constructor function. When the `apply` or `call` methods are used the value of `this` refers to what was explicitly specified in the `apply` or `call` invocation. It is used to determine the types of things a bit like `getClass` in Java. The values outputted by `typeof` are "number", "string", "boolean", "undefined", "function", "object". But the biggest problem with `typeof` is that it returns `object` for `null`. To test for `null`, use strict equality Suppose you have a function and the first time it is called you want it to perform some set up code that you never want to perform again. You can execute the set up code and then make the function redefine itself after that so that the setup code is never re-executed. In addition, if this function is used with a different name `i`. Scope In javascript there is a global scope and a function scope available for variables.

3: Javascript Cheat Sheet [+ Free PDF] | OnBlastBlog

Other Topics (probably other cheat-sheets or other JavaScript references available online) Regular expressions, prototypical inheritance, expressions, null and undefined and NaN, variable scope, built-in functions, browser/DOM functions, this.

JavaScript recognizes the following types of values: Numbers, such as 42 or 3. That means you do not have to specify the data type of a variable when you declare it, and data types are converted automatically as needed during script execution. So, for example, you could define a variable as follows: In expressions involving numeric and string values, JavaScript converts the numeric values to strings. For example, consider the following statements: You give variables names by which you refer to them and which must conform to certain rules. Because JavaScript is case sensitive, letters include the characters "A" through "Z" uppercase and the characters "a" through "z" lowercase. You can declare a variable in two ways: When you declare a variable within a function, it is called a local variable, because it is available only within the function. Using var is optional, but you need to use it if you want to declare a local variable inside a function that has already been declared as a global variable. You can access global variables declared in one window or frame from another window or frame by specifying the window or frame name. Literals You use literals to represent values in JavaScript. These are fixed values, not variables, that you literally provide in your script. Integers Boolean literals String literals Integers can be expressed in decimal base 10 , hexadecimal base 16 , and octal base 8. A decimal integer literal consists of a sequence of digits without a leading 0 zero. A leading 0 zero on an integer literal indicates it is in octal; a leading 0x or 0X indicates hexadecimal. Hexadecimal integers can include digits and the letters a-f and A-F. Octal integers can include only the digits Some examples of integer literals are: A floating-point literal can have the following parts: A floating-point literal must have at least one digit, plus either a decimal point or "e" or "E". Some examples of floating-point literals are 3. A string must be delimited by quotation marks of the same type; that is, either both single quotation marks or double quotation marks. The following are examples of string literals: In addition to ordinary characters, you can also include special characters in strings, as shown in the last element in the preceding list.

4: Javascript Cheat Sheet | www.enganchecubano.com

JavaScript Cheat Sheet contains useful code examples on a single page. Find code for JS loops, variables, objects, data types, strings, events and many other categories. Copy-paste the code you need or just quickly check the JS syntax for your projects.

Start your blog today with a special OnBlastBlog discount from Bluehost. What The Heck is That? Examples are things like polls and quizzes. Here are some quick facts about JavaScript: Are JavaScript and Java the same thing? What do users need to utilize JavaScript on websites they visit? This programming language is built into most major web browsers like Internet Explorer, Firefox, and Safari. Can I only use JavaScript if I know how to write it? Is there a special program for writing JavaScript? Can I use PHP or some other server-side language instead? This is a tough one to answer because it is possible. You can only use an alternate language if it runs before the page loads. Anything that runs after the page has loaded must be JavaScript. You can use a JS extension to help differentiate them. You can add this same script to several pages by using the correct tags into each of the pages to establish a link. What is Client-side JavaScript? Client-side JavaScript is the most commonly used form of this language. The script should be added to, or referenced in HTML documents for the code to be properly understood and interpreted by the browser. The client-side JavaScript mechanism allows you to do a lot more than you could with traditional CGI server-side scripts. For example, JavaScript can be used to check if the user has entered a valid email address in a form field. Understanding these limitations is key to properly utilizing the language. This saves traffic and reduces the load on the server as a whole. Richer User Interface “ You can use JavaScript to include items like drag-and-drop components and sliders to improve the quality of your interfaces. These are some of the features that some people may find lacking. This was chosen for security reasons. Final Thoughts JavaScript is a powerful tool for making your web pages more interactive, engaging, and better suited to the user experience. How do you use JavaScript? Let us know in the comments!

5: What's the most useful and complete Java cheat sheet? - Stack Overflow

In the JavaScript cheat sheet above, we have compiled many of the most basic and important operators, functions, principles, and methods. It provides a good overview of the language and a reference for both developers and learners.

6: JavaScript in one page : www.enganchecubano.com

JavaScript For Dummies Cheat Sheet JavaScript opens up Web pages to you so that you can add interactive features and those user-friendly touches. Of course, you have to know how to fit JavaScript into existing code and what to input to get the effects you want.

7: Java Programming Cheatsheet

JavaScript is a weakly typed language - i.e. a simple assignment is sufficient to change the variable type. The JavaScript Quick Reference Card Escape Sequences.

8: JavaScript Cheat Sheet (.pdf version available)

JavaScript Cheat Sheet A quick reference guide for JavaScript, listing methods and functions, and including a guide to regular expressions and the XMLHttpRequest object. Source + Demo.

9: 10 Must Have Cheat Sheets For Programmers

JAVASCRIPT SYNTAX CHEAT SHEET pdf

JavaScript Cheat Sheet [closed] Ask Question. I am looking for a reference card for JavaScript - for example a summary of syntax and methods parameters. Google.

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