

JavaScript Cheatsheet

script element

```
<script>
  // This is where your JavaScript code will go
</script>
```

id attribute

```
<h1 id="heading">Hello, World!</h1>
```

button element

```
<button id="changeName">
  No, she isn't
</button>
```

Change text

```
best.textContent = 'Annie is the best!';
```

Text input and value

```
<input id="food">

<script>
  fave.textContent = food.value;
</script>
```

Events for any element

```
.onclick
.onmouseover
.onmouseout
```

Events for specific inputs

```
.oninput // text input only
.onChange // all other inputs
```

label for input

```
<label>
  Favourite colour: <input id="colourInput">
</label>
```

function

```
function clickAction() {
  // code that does something in particular
};
someButton.onclick = clickAction;
```

number, range and textarea inputs

```
<input type="number" min="6" max="36" step="6">
<input type="range" min="0" max="144" step="12">
<textarea cols="40" rows="5"></textarea>
```

select input

```
<select id="side">
  <option value="Jedi">Light</option>
  <option value="Sith">Dark</option>
</select>
```

Joining messages together

```
eggOrder.textContent = "Buy " + eggType.value;
```

checkbox inputs

```
<input value="cat" type="checkbox">Cat<br>
<input value="dog" type="checkbox">Dog<br>
<input value="pig" type="checkbox">Pig<br>
```

radio inputs (group by name)

```
<input value="cat" type="radio" name="pet">Cat<br>
<input value="dog" type="radio" name="pet">Dog<br>
<input value="pig" type="radio" name="pet">Pig<br>
```

if, else if, else

```
if (someCheckbox.checked) {
  // code that does something
}
else if (anotherCheckbox.checked) {
  // code that does another thing
}
else {
  // code that does something else
}
```

Comparing two values

```
if (request.value == 'Coke') {
  // ...
}
```

Element with one class

```
<h1 class="important">Important task</h1>
```

Element with more than one class

```
<h1 class="big green">Big and green</h1>
```

Using classes

```
heading.classList.add('fancy');
heading.classList.remove('fancy');
heading.classList.toggle('fancy');
if (heading.classList.contains('fancy')) {
  // do something if heading has class big
}
if (!heading.classList.contains('fancy')) {
  // do if heading does not have class big
}
```

Coding without id (using event.target)

```
function clickAction(event) {
  event.target.classList.toggle('complete');
}
tasklist.onclick = clickAction;
```

Splitting up your code

```
<script src="script.js"></script>
```