

JavaScript Quick-Start Cheat Sheet

Variables

```
let name = "Alice";      // Can be reassigned
const age = 30;          // Constant value
```

Data Types

```
String    -> "hello"
Number    -> 42, 3.14
Boolean   -> true, false
Array     -> [1, 2, 3]
Object    -> { key: "value" }
Null      -> null
Undefined -> undefined
```

Functions

```
function greet(name) {
  return "Hello, " + name + "!";
}

const sayHi = (name) => `Hi, ${name}`;
```

Conditionals

```
if (age >= 18) {
  console.log("Adult");
} else {
  console.log("Minor");
}
```

Loops

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

let i = 0;
while (i < 5) {
  console.log(i);
  i++;
}
```

Arrays

```
let fruits = ["apple", "banana", "cherry"];
console.log(fruits[1]);      // "banana"

fruits.push("orange");      // Add item
```

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```
fruits.splice(1, 1);           // Remove second item
```

Objects

```
let user = {  
  name: "Alex",  
  age: 25  
};  
  
console.log(user.name);       // "Alex"  
user.age = 26;
```

Events (Browser Example)

```
document.getElementById("btn").addEventListener("click", () => {  
  alert("Button clicked!");  
});
```

DOM Manipulation

```
let heading = document.getElementById("main-title");  
heading.textContent = "New Title!";
```

Async / Await

```
async function fetchData() {  
  const response = await fetch("https://api.example.com/data");  
  const data = await response.json();  
  console.log(data);  
}
```