

JavaScript

1 Einbinden in (X)HTML

1.1 Im Quellcode (z.B. head)

```
<script type="text/javascript">  
  ...  
</script>
```

1.2 In extra Datei

```
<script src="datei.js" type="text/javascript" />
```

2 Ausgabe

```
document.write("Text");
```

3 Kommentare

```
// ...  
/* ... */
```

4 Strict Mode

```
"use strict";
```

5 Variablen

5.1 Deklaration

```
var a = true;  
var b = 1.23;  
var c = "Text";
```

5.2 Typ ermitteln

```
typeof(variable); // undefined, number, boolean, string, object
```

6 Operatoren

6.1 arithmetisch

```
+ - * / %
```

6.2 Zuweisung

```
= += -= *= /= %=
```

6.3 Inkrement, Dekrement

```
++ --
```

6.4 Vergleich

```
< <= > >= == !=
```

6.5 logisch

```
&& || !
```

6.6 Textverkettung

```
"Text" + text
```

7 Verzweigungen

7.1 if

```
if(bedingung){  
    ...  
} else {  
    ...  
}
```

7.2 switch

```
switch(variable){  
    case wert1:  
        ...  
        break;  
    case wert2:  
        ...  
        break;  
    default:  
        ...  
}
```

8 Schleifen

8.1 do

```
do{  
    ...  
}while(bedingung);
```

8.2 while

```
while(bedingung){  
    ...  
}
```

8.3 for

```
for(var i=0; i<5; i++){  
    ...  
}
```

9 Funktionen

9.1 Definition

```
function name(par1, par2){  
    ...  
    return rueck;  
}
```

9.2 Aufruf

```
rueck = name(arg1, arg2);
```