

# CSE 154: Web Programming

## Exam 1 “Cheat Sheet”

Note that this is not a comprehensive cheat sheet for HTML/CSS/JS, but provides a quick reference for common tags, terminology, styles, properties, etc. you may find helpful during a CSE 154 exam.

### HTML

#### Tags Used in the <head> Section

Tag	Description
<code>&lt;title&gt; text &lt;/title&gt;</code>	title shown on page tab
<code>&lt;meta attribute="value" ... /&gt;</code>	page metadata
<code>&lt;link href="filepath" rel="stylesheet" /&gt;</code>	links to a CSS style sheet
<code>&lt;script src="filepath"&gt;&lt;/script&gt;</code>	link to JavaScript code
<code>&lt;!-- comments --&gt;</code>	comment (can appear in head or body)

#### Tags Used in the <body> Section

Tag	Display	Description
<code>&lt;p&gt;text &lt;/p&gt;</code>	Block	paragraph
<code>&lt;h1&gt;text &lt;/h1&gt;</code> <code>&lt;h2&gt;text &lt;/h2&gt;</code> ... <code>&lt;h6&gt;text &lt;/h6&gt;</code>	Block	(h1 for largest to h6 for smallest)
<code>&lt;hr /&gt;</code>	Block	horizontal rule (line)
<code>&lt;br /&gt;</code>	Inline	line break
<code>&lt;a href="url"&gt;text &lt;/a&gt;</code>	Block	anchor (link)
<code>&lt;img src="url" alt="description" /&gt;</code>	Inline-block	image
<code>&lt;em&gt;text&lt;/em&gt;</code>	Inline	emphasis (italic)
<code>&lt;strong&gt;text &lt;/strong&gt;</code>	Inline	strong emphasis (bold)
<code>&lt;ol&gt;</code> <code>&lt;li&gt;text &lt;/li&gt;</code> <code>&lt;li&gt;text &lt;/li&gt;</code> <code>&lt;li&gt;</code> <code>&lt;ul&gt;</code> <code>&lt;li&gt;nested item text&lt;/li&gt;</code> <code>&lt;li&gt;nested item text&lt;/li&gt;</code> <code>&lt;/ul&gt;</code> <code>&lt;/li&gt;</code> <code>&lt;/ol&gt;</code>	Block	ordered (o1) and unordered (u1) list; list item (li)

## Tags Used in the <body> Section (Continued)

Tag	Display	Description
<pre>&lt;blockquote&gt;   &lt;p&gt;<b>text</b>&lt;/p&gt; ... &lt;/blockquote&gt;</pre>	Block	block-level quotation
<pre>&lt;q&gt;<b>text</b>&lt;/q&gt;</pre>	Inline	inline-level quotation
<pre>&lt;code&gt;<b>text</b>&lt;/code&gt;</pre>	Inline	computer code (monospace)
<pre>&lt;pre&gt;<b>text</b>&lt;/pre&gt;</pre>	Inline	pre-formatted <b>text</b> (preserves whitespace)
<pre>&lt;table&gt;   &lt;caption&gt;<b>text</b>&lt;/caption&gt;   &lt;tr&gt;     &lt;th&gt;<b>heading 1</b>&lt;/th&gt;     &lt;th&gt;<b>heading 2</b>&lt;/th&gt;   &lt;/tr&gt;   &lt;tr&gt;     &lt;td&gt; cell 1 &lt;/td&gt;     &lt;td&gt; cell 2 &lt;/td&gt;   &lt;/tr&gt;   ... &lt;/table&gt;</pre>	Block	table of data ( <code>table</code> ) description of table ( <code>caption</code> ) table row ( <code>tr</code> ) table heading cell ( <code>th</code> ) normal table cell ( <code>td</code> )
<pre>&lt;div&gt; ... &lt;/div&gt;</pre>	Block	block-level section of a page
<pre>&lt;span&gt; ... &lt;/span&gt;</pre>	Inline	inline-level section of a page

## HTML5 Semantic Grouping Tags (all block elements)

Tag	Description
<code>&lt;header&gt;</code>	Container for a header of a document
<code>&lt;main&gt;</code>	Specifies the main content of a document. The content inside should be unique to the document and not contain content that is repeated across pages (e.g., sidebars, nav links, search bars, etc.)
<code>&lt;footer&gt;</code>	Container for a footer of a document
<code>&lt;article&gt;</code>	A standalone piece of content (e.g., entire blog post including title, author, etc.)
<code>&lt;section&gt;</code>	A piece of content that is part of another (e.g., a chapter section of a reading)
<code>&lt;aside&gt;</code>	Defines some content aside from the content it is placed in (e.g., a sidebar in an article)
<code>&lt;nav&gt;</code>	Defines content in a navigation bar

## HTML Input Tags

Tag	Display	Description
<code>&lt;button&gt;content&lt;/button&gt;</code>	Inline	button element
<code>&lt;input type="type" name="name" /&gt;</code>	Inline	form element input tag type can be text, number, checkbox, radio, file, etc.
<code>&lt;textarea rows="num" cols="num"&gt; initial text &lt;/textarea&gt;</code>	Inline	multi-line <b>text</b> input box
<code>&lt;label&gt;... &lt;/label&gt; &lt;label for="input-id"&gt;text&lt;/label&gt;</code>	Inline	clickable <b>text</b> label around a form control or linked to a form control using the control's id in for attribute
<code>&lt;select&gt;   &lt;option&gt;text &lt;/option&gt;   ... &lt;/select&gt;</code>	Inline	drop-down selection box (select); each option within the box (option);

## HTML Entities Reference

Result	Description	Entity Name
	non-breaking space	<code>&amp;nbsp;</code>
<code>&lt;</code>	less than	<code>&amp;lt;</code>
<code>@</code>	at symbol	<code>&amp;commat;</code>
<code>&gt;</code>	greater than	<code>&amp;gt;</code>
<code>&amp;</code>	ampersand	<code>&amp;amp;</code>
<code>©</code>	copyright	<code>&amp;copy;</code>

## CSS

### Selector Types

Name	Description	Example(s)
Element	Any element of a given type	<code>h1 { ... }</code>
Grouping	Multiple elements of different types	<code>h1, h2, li.bordered, { ... }</code>
Class	Elements with the given class name	<code>.example { ... }</code>
Id	Single element with the given id	<code>#example { ... }</code>
Descendant	Elements that are children at any level of another specified element	<code>section header { ... }</code>
Child	Elements that are direct children of another specified element	<code>section &gt; header { ... }</code>
Attribute	Elements that have the specified attribute	<code>input[disabled]</code> - inputs that have the disabled (boolean) attribute <code>input[name='test']</code> - inputs that have a name 'test'

## Color Values

Value	Description
colorname	Standard name of color, such as red, blue, purple, etc.
rgb(redval, greenval, blueval)	Example: red = rgb(255, 0, 0) or red = rgb(100%, 0, 0)
#RRGGBB	Example: red = #FF0000, green = #00FF00, white = #FFFFFF

For the following property and value tables, anything *emphasized* represents values that should be replaced with specific units (e.g., *length* should be replaced with a px, pt, or em for many properties, and *color* should be replaced with a valid color value such as a hex or rgb code).

A use of | refers to separation of possible values (where you cannot provide two of these possible values for one property) and [value value value] refers to a grouping of possible values that can optionally be used together (e.g., [*width style color*] for the `border` shorthand).

## Font and Text Styles

Property	Values
font-style	normal   italic   oblique   inherit
font-family	<i>fontname</i>
font-size	<i>length</i>   %
font-weight	normal   bold   inherit
text-align	left   right   center   justify
text-decoration	none   [underline overline line-through]
text-transform	none   capitalize   uppercase   lowercase

## Background Styles

Property	Values
background-color	<i>color</i>   transparent
background-image	<i>url</i>   none
background-size	<i>length</i>   %   auto   cover   contain
background-repeat	repeat   repeat-x   repeat-y   no-repeat

Note for **margin**, **padding**, and **border** (Box Model): Replace '\*' with any side of the box model (top, right, left, bottom) for the desired effect. Example style: 'border: 2px solid red' applies a solid red border with a 2px width to all four sides, while 'border-left: 2px solid red' only applies to the left border.

## Border Styles

Property	Values
Shorthands for border, border-*	[ <i>width style color</i> ]
border-width, border-*-width	thin   medium   thick   <i>length</i>
border-style, border-*-style	none   hidden   dotted   dashed   solid
border-color, border-*-color	<i>color</i>
border-radius	<i>length</i>

## Box Model/Layout

Property	Values
height, width	auto   <i>length</i>   %
min-height, max-height min-width, max-width	none   <i>length</i>   %
margin, margin-*	auto   <i>length</i>   %
padding, padding-*	<i>length</i>   %
display	none   inline   block   inline-block   flex
float	left   right   none
overflow, overflow-x, overflow-y	visible   hidden   scroll   auto
clear	left   right   both   none
position	absolute   relative   static   fixed   sticky

## Flex Layout

Below are diagrams of the most common flex properties for flex containers/items.

**flex-direction: *direction*;**  
**Flex parent** property to set the direction of the main axis (row or column). If the main axis is row, the cross axis is column (and vice versa).

**Row-Oriented**

main axis →

flex-direction: row; /\* default \*/

cross axis ↓

flex-direction: row-reverse;

**Column-Oriented**

cross axis →

flex-direction: column;

main axis ↓

flex-direction: column-reverse;

**flex-wrap: *wrap-style*;**  
**Flex parent** property to set whether flex children are forced onto one line (**nowrap**) or can wrap onto multiple lines.

flex-wrap: nowrap;

flex-wrap: wrap;

flex-wrap: wrap-reverse;

**justify-content: *distribution*;**  
**Flex parent** property to distribute children across main axis.

main axis →

justify-content: flex-start;

main axis →

justify-content: space-between;

main axis →

justify-content: center;

main axis →

justify-content: space-around;

main axis →

justify-content: flex-end;

main axis →

justify-content: space-between;

**align-items: *alignment*;**  
**Flex parent** property to align children on cross axis

cross axis ↓

align-items: flex-start;

cross axis ↓

align-items: center;

cross axis ↓

align-items: flex-end;

# JavaScript

## window Methods and Properties

Method/Property	Description
<code>document</code>	Returns a reference to the document contained in the window
<code>getComputedStyle(element)</code>	Returns an object that reports the values of all CSS properties of an element after applying active stylesheets and resolving any basic computation those values may contain

## document Methods

Method/Property	Description
<code>getElementById(id)</code>	Returns a DOM object whose id property matches the specified string. If no matches are found, null is returned.
<code>querySelector(sel)</code>	Returns the first DOM element that matches the specified selector, or group of selectors. If no matches are found, null is returned.
<code>querySelectorAll(sel)</code>	Returns a list of the document's elements that match the specified group of selectors. If no matches are found, null is returned.
<code>createElement(tagName)</code>	Creates and returns an Element node with the given tag name

## DOM Element Methods and Properties

Method/Property	Description
<code>el.id</code>	Sets or returns the value of the id attribute of an element
<code>el.getAttribute(attr)</code>	Returns the specified attribute value <code>attr</code> of <code>el</code>
<code>el.textContent</code>	Sets or returns the text content of the specified node
<code>el.innerHTML</code>	Sets or returns the HTML content of an element
<code>el.classList</code>	Returns the class name(s) of <code>el</code>
<code>el.className</code>	Sets or returns the value of the class attribute of <code>el</code>
<code>el.addEventListener(event, fn)</code>	Attaches an event handler function <code>fn</code> to the specified element <code>el</code> to listen to <code>event</code>
<code>el.removeEventListener(event, fn)</code>	Removes the event handler <code>fn</code> to the specified <code>el</code> listening to <code>event</code>
<code>el.children</code>	Returns a collection of the child elements of <code>el</code>
<code>el.parentNode</code>	Returns the parent node of <code>el</code>
<code>el.appendChild(child)</code>	Adds a new child node to <code>el</code> as the last child node
<code>el.insertBefore(newNode, refNode)</code>	Adds <code>newNode</code> to parent <code>el</code> before <code>el</code> 's child <code>refNode</code> position
<code>el.removeChild(child)</code>	Removes a child node from a parent element

## Accessing DOM Element Attributes

Recall that if you have an HTML element on your page that has attributes, you can set those properties through JavaScript as well. For instance:

```

```

You could do the following in your JavaScript code (using the `id` alias for `document.getElementById`):

```
id("dogtag").alt = "My really cute dog";
```

Example DOM Element attributes include (other than `src`, and `alt` above) are:

Property	Description
<code>disabled</code>	Whether or not this DOM element is disabled on the page (boolean)
<code>value</code>	The current value of form elements ( <code>input</code> , <code>textarea</code> , <code>checkbox</code> <code>radio</code> , <code>select</code> , etc.)
<code>name</code>	The value of the name attribute of a form element

## DOM Element `.classList` Methods and Properties

Method/Property	Description
<code>add(class)</code>	Adds specified class values. These values are ignored if they already exist in the list
<code>remove(class)</code>	Removes the specified class value if it exists
<code>toggle(class)</code>	Toggles the listed class value. If the class exists, then removes it and returns false, otherwise adds it to the list and returns true
<code>contains(class)</code>	Returns true if the specified class value exists in the classList

## Common Event Types

<code>load</code>	<code>mouseout</code>	<code>mouseup</code>	<code>keydown</code>	<code>change</code>
<code>click</code>	<code>mouseover</code>	<code>mouseenter</code>	<code>keyup</code>	<code>error</code>
<code>dblclick</code>	<code>mousedown</code>	<code>submit</code>	<code>select</code>	<code>success</code>

## JavaScript Methods Useful with JSON/Objects `{ key : value, key : value, ... }`

Function	Description
<code>parse(string)</code>	Returns the given string of JSON data as the equivalent JavaScript object
<code>stringify(object)</code>	Returns the given object as a string of JSON data
<code>Object.keys(data)</code>	Returns an array of keys of the given object

## Other handy JavaScript Methods

Function	Description
<code>parseInt(value)</code>	Returns the integer representation of the given value, if it starts with a Number-like type Examples: <code>parseInt("12px")</code> evaluates to 12, <code>parseInt(10.5)</code> evaluates to 10
<code>console.log(data)</code>	Outputs the <code>data</code> to the JavaScript console

## JavaScript string Methods and Properties

Method/Property	Description
length	Returns the length of a string
charAt(index)	Returns the character at the specified index
indexOf(str)	Returns the position of the first occurrence of a specified value in a string (-1 if not found)
split(delimiter)	Splits a string into an array of substrings based on delimiter
substring(start, end)	Extracts the characters from a string between two specified indices (start is inclusive, end is exclusive)
trim()	Removes whitespace from both ends of a string
toLowerCase()	Returns a lowercase version of a string
toUpperCase()	Returns an uppercase version of a string

## JavaScript Array Methods and Properties

Method/Property	Description
length	Sets or returns the number of elements in an array
push(el)	Adds new elements to the end of an array and returns the new length
pop()	Removes and returns the last element of an array
unshift(el)	Adds new elements to the beginning of an array and returns the new length
shift()	Removes and returns the first element in an array
sort()	Sorts the elements of an array
indexOf(el)	Returns the index of the element in the array, or -1 if not found

## JavaScript Timer Functions

Method	Description
setTimeout(fn, ms)	Executes a function <code>fn</code> after a delay of <code>ms</code> milliseconds. Returns a Number value representing the ID of the timeout being set.
setInterval(fn, ms)	Executes a function <code>fn</code> at every given time-interval (in milliseconds). Returns a Number value representing the ID of the interval being set.
clearTimeout(timerId)	Stops the execution of the delay timer specified by <code>timerId</code>
clearInterval(timerId)	Stops the execution of the interval timer specified by <code>timerId</code>

## JavaScript Math Functions

Method	Description
Math.random()	Returns a double between 0 (inclusive) and 1 (exclusive)
Math.abs(n)	Returns the absolute value of <code>n</code>
Math.min(a, b, ...)	Returns the smallest of 0 or more numbers
Math.max(a, b, ...)	Returns the largest of 0 or more numbers
Math.round(n)	Returns the value of <code>n</code> rounded to the nearest integer
Math.ceil(n)	Returns the smallest integer greater than or equal to <code>n</code>
Math.floor(n)	Returns the largest integer less than or equal to <code>n</code>

## The Module Pattern

Whenever writing JavaScript, you should use the module pattern, wrapping the content of the code (`window` `load` event handler and other functions) in an anonymous function. Below is a template for reference:

```
"use strict";
(function() {

    // any module-globals (limit the use of these when possible)
    window.addEventListener("load", init);

    function init() {
        ...
    }
    // other functions
})();
```

## Helper Alias Functions

You may use any of the following alias functions in your exam without defining them:

```
function id(idName) {
    return document.getElementById(idName);
}

function qs(selector) {
    return document.querySelector(selector);
}

function qsa(selector) {
    return document.querySelectorAll(selector);
}

function gen(tagName) {
    return document.createElement(tagName);
}
```