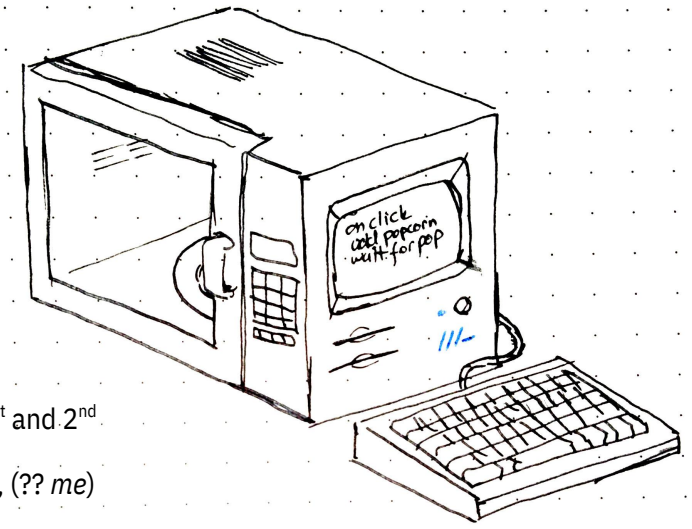
# _hyperscript cheatsheet

**required**, optional, (?? default value)




## Event listeners

| | | |
|---|---|---|
| **on** | | add event listener |
| | every | do not queue events |
| | **mousemove** | event name |
| | (clientX, clientY) | expose the event's properties |
| | [clientX > 100] | filter events |
| | 3 | only respond to 3rd click |
| *or* | 3 to 10 | respond to 3rd, 4th ... 10th click |
| *or* | 3 and on | respond to all clicks except 1st and 2nd |
| | from #my-form | element to attach listeners to, (?? *me*) |
| | debounced at 200ms | trailing debounce (200ms delay, resets on every event) |
| *or* | throttled at 200ms | every 200ms at most regardless of the number of events |
| | or keyup ... | specify many events, each with its own from/debounce/... |
| | | if events arrive while the listener is already running... |
| | queue all | add them to a FIFO queue |
| *or* | queue none | discard them |
| *or* | queue first | enqueue the first one, discard the rest |
| *or* | queue last | enqueue the last one, discard the rest (this is the default) |

## Property access

**user.data.name ≡ user's data's name**
**≡ name of data of user**
**≡ data.name of user ≡ user's data.name**

## CSS literals

| | |
|---|---|
| **#my-form** | Get element by id |
| **#{getID()}** | Dynamic ID |
| **.active** | Get elements by class |
| **.{getClass()}** | Dynamic class |
| **<em, i />** | Query selector all |
| **<ul:nth-child(${n}) />** | Dynamic selector |

## Array operations

**first** in **arr** ≡ **first** from **arr**
≡ **first** of **arr** ≡ **first arr**

also **random arr**, **last arr**

## Finding elements

**closest <section/>**
nearest enclosing section

**previous <section/>** from #sec-2
last section that comes before section 2 (?? *me*)

**next <input, button, a/>**
  from document.activeElement
  within #form
  with wrapping
element to focus when pressing Tab in a modal dialog

## Variable scopes

**foo** local variable by default
**:foo** element scoped variable, persisted
- can be declared with top-level set
- behaviors are isolated from one another

**$foo** global variable

Honorable mentions:

**localStorage.foo** value in local storage
**@foo** HTML attribute

# Command index

**required**, optional, (?? default value)

> ***Ex.*** **do *argA* with *argB*** and optional *argC*
> does stuff with *argA, argB* and *argC* (?? default value)

**add .*class*** to *elt*
**add @*attribute*=*value*** to *elt*
**add { font-size: ${*size*}px; }** to *elt*
add classes/attributes/inline styles to *elt* (?? *me*)

**append *value*** to *target*
append to strings/arrays/elements, sets *it* = *target* (?? *it*)

**async *command*** | **async do *command…* end**
run commands in a non-blocking manner

**call *expr*** | **get *expr*** sets *it* = *expr*

**continue** skips to next iteration in a loop

**decrement *lvalue*** by *amount*
sets *lvalue=lvalue - amount (?? 1)*

**fetch */url*** with *option*: *value*, …
**fetch `/url/${*id*}/`** with *option*: *value*, …
makes an HTTP request, see Fetch API docs for options

**go to url */url*** in new window
**go to url `/url/${*id*}/`**
navigate to a URL in the browser

**go to top of *elt*** -- top/middle/bottom
**go to top left of *elt*** -- left/center/right
**go to left of *elt* smoothly** -- /instantly
scroll an element into view

**halt the event's default** prevent default behavior
**halt default** same as above, and exits listener
**halt the event's bubbling** stop event bubbling
**halt bubbling** same as above, and exits listener
**halt the event** stop both default and bubbling
**halt** all of the above

**hide** *elt* with *strategy* see show

**if *cond* then** … **else** … **end** if statement

**increment** see decrement

**js**(*var*) *…* **end** embed JavaScript

**log *value*** with *func*
logs the *value* to the console using *func (?? console.log)*

**make a <*tag*#*id*.*class* />** called *name*
creates an element with the given *tag*, *id* and *classes*, sets *name* (?? *it*) = the created element

**make a *Class*** from *args…* called *name*
calls the *Class* constructor with the *args*, sets *name* (?? it) = the created object

**put *rvalue* into *lvalue*** see set

***put content* into *elt***
-- into/before/after/at start of/at end of
insert *content* into various parts of the *elt*

**remove .*class*** from *elt* see add
**remove @*attribute*** from *elt* see add

**remove** *elt* removes *elt* (?? *me*) from the document

**repeat** for *name* **in *iterable*** index *i* … end
**for *name* in *iterable*** index *i* … end
loop over an iterable, the loop variable is *name* (?? *it*)

**repeat until event *e*** from *elt* index *i* … *end*
Repeat every tick until event *e* is received from *elt* (?? *me*)

**repeat while *cond*** | **repeat until *cond*** … end
**repeat *n* times** index *i* … *end*
**repeat forever** … end

**return *value*** | **exit** return, see also halt

**send *evt*(*args…*)** to *elt*
**trigger *evt*(*args…*)** on *elt*
dispatch a DOM event on *elt* (?? *me*)

**set *lvalue* to *rvalue***

**settle** waits for any animations/transitions to end

**show** *elt* with *strategy* when *cond*
-- strategy: display:_/visibility/opacity/…
show *elt* (?? *me*) using the *strategy* (?? *display:block*) if *cond* (?? *true*), else hide it

**take .*class*** from *eltA* for *eltB*
remove *class* from *eltA* (?? .class) and add it to *eltB* (?? *me*)

**tell *elt*** … end set *you* = *elt*, default to *you* over *me*

**throw *exception*** throws an exception

**toggle .*class*** on *eltA* for *t* s
**toggle [@*attr*=*value*]** until *evt* from *eltB*
**toggle between .*class1* and .*class2*** on *eltA*
toggle classes and attributes on *eltA* (?? *me*)

**transition the *elt's***
***prop-a*** from *value* **to *value*** … over *t* s
Animate style properties

**wait *t* s** -- or ms Waits for the given duration

**wait for *event*** or *event2* or *t* s
waits for one of the events to occur, sets *it*=the event