

JavaScript Built-in Methods Cheat Sheet

String Methods (~35 total)

charAt()	Returns character at index
concat()	Joins strings
includes()	Checks if substring exists
indexOf()	Finds position of substring
slice()	Extracts part of string
split()	Splits into array
replace()	Replaces substring
toUpperCase()	Converts to uppercase
toLowerCase()	Converts to lowercase
trim()	Removes whitespace

Array Methods (~40 total)

push()	Add element at end
pop()	Remove last element
shift()	Remove first element
unshift()	Add element at start
map()	Create new array
filter()	Filter values
reduce()	Reduce to single value
forEach()	Loop through array
find()	Return first match
sort()	Sort items

Object Methods (~12 total)

Object.keys()	Returns array of keys
Object.values()	Returns array of values
Object.entries()	Key/value pairs
Object.assign()	Copy properties
Object.create()	Create new object
Object.freeze()	Make immutable

Math Methods (~30 total)

Math.abs()	Absolute value
Math.ceil()	Round up
Math.floor()	Round down
Math.round()	Nearest integer
Math.random()	Random 0–1
Math.max()	Largest value
Math.min()	Smallest value
Math.pow()	Raise to power
Math.sqrt()	Square root

Number Methods (~10 total)

toFixed()	Set decimal places
toPrecision()	Set total digits
toExponential()	Scientific format
toString()	Convert to string

Date Methods (~45 total)

getDate()	Day of month
getFullYear()	Year
getMonth()	Month (0–11)
getHours()	Hour
getMinutes()	Minutes
setDate()	Set day
setFullYear()	Set year
toISOString()	ISO format

JSON Methods (2 total)

JSON.parse()	Convert string → object
JSON.stringify()	Convert object → string

Console Methods (~10 total)

console.log()	Log message
console.error()	Log error
console.warn()	Warning message
console.table()	Table format

Promise Methods (6 total)

Promise.all()	Wait for all promises
Promise.allSettled()	Wait for all (resolve/reject)
Promise.any()	First successful
Promise.race()	First settled

Map/Set Methods (~12 total)

map.set()	Add key-value pair
map.get()	Get value
set.add()	Add value
set.has()	Check presence
set.clear()	Clear all