

Usage

-c, --compile

-i, --interactive

-o, --output [DIR]

-p, --print

-e, --eval

--nodejs

most commonly used parameters from coffeescript.org

Functions

#Last expression value is return value

```
fill = (container, liquid = "coffee") ->
  "Filling the #{container} with #{liquid}..."
```

internal variables override outer ones

```
message = 'Outer'
getMessage = -> message
overrideMessage = -> message = 'Inner'
overrideMessage() == 'Inner'
```

supports splats

```
returnAllArgs = (allargs...) -> allargs
returnAllArgs('first', 'second', 'third') == ['first', 'second', 'third']
```

```
returnAllButFirst = (firstArg, rest...) -> rest
returnAllButFirst('first', 'second', 'third') == ['second', 'third']
```

destructuring assignment

```
weatherReport = (location) -> [location, 22, 'Mostly sunny']
[city, temperature, forecast] = weatherReport 'London'
city == 'London'
temperature == 22
```

Higher Order

2 in [1..3] == true

Javascript-style filter

```
even = (a) -> a % 2 == 0
[1..6].filter even == [2, 4, 6]
```

CoffeeScript-style filter

```
odds = (x for x in [1..6] when not even x)
```

CoffeeScript-style map

```
twice = (a) -> a * 2
doubles = (twice x for x in [1..6])
```

Objects

```
meglomaniac = {
  beforeEach ->
    meglomaniac =
      mastermind: 'The Monarch'
      henchwoman: 'Dr Girlfriend'
      theBomb: true
```

? existence operator

```
meglomaniac.theBomb? == true
meglomaniac.theDetonator? == false
```

properties can be added and deleted

```
meglomaniac.mastermind2 = 'Agent Smith'
delete meglomaniac.mastermind
```

prototype to add to all projects

```
Circle = (radius) -> @radius = radius
```

'@' = 'this context' In Coffeescript

Inheritance

running example from Muppets

```
class Muppet
  constructor: (@age, @hobby) ->
    answerNanny: -> "Everything's cool!"
```

```
class SwedishChef extends Muppet
  constructor: (age, hobby, @mood) ->
    super(age, hobby)
  cook: -> 'Mmmm soup!'
```

```
@swedishChef = new SwedishChef 3, 'cooking', 'chillin'
```

```
@swedishChef.cook() == 'Mmmm soup!'
```

#base object

```
@swedishChef.answerNanny() == "Everything's cool!"
```

#instances to override class methods

```
gonzo = new Muppet 3, 'daredevil performer'
gonzo.answerNanny = -> 'Hehehe!'
```

Hello World

```
echo "console.log 'Hello World'" > hello.coffee
```

```
coffee hello.coffee
```

Arrays

```
[1..5] == [1, 2, 3, 4, 5]
```

```
[1...5] == [1, 2, 3, 4] # extra dot
```

```
[3..1] == [3, 2, 1]
```

```
fourNumberArray = [1, 2, 3, 4]
```

```
fourNumberArray.push(5, 6)
```

```
fourNumberArray == [1, 2, 3, 4, 5, 6]
```

```
[1..10][3..5] == [4, 5, 6] # range slicing
```

```
"my string"[0..1] == "my" # string slicing
```

#iterate with hasOwnProperty check for own key, value of object

```
copyOfArray = array.slice()
```

Array Reduction

Javascript style

```
total = (i, a) -> i + a
```

```
reduction = [1..3].reduce total == 6
```

CoffeeScript-style

```
total = 0
```

```
sum = (a) -> total = total + a
```

```
sum x for x in [1..3]
```

```
total == 6
```

MDN Documentation:

<http://tinyurl.com/arreduce>

Credits

This cheat sheet is (mostly) based on work of sleepyfox, which can be found here: <https://github.com/sleepyfox/coffeescript-koans>

CoffeeScript @github:

<http://jashkenas.github.com/coffee-script/>

Misc

Official Site: <http://coffeescript.org/>

Textmate Bundle: <https://github.com/jashkenas/coffee-script-tmbundle>

Book: <http://pragprog.com/book/tbcoffee/coffeescript>

Smooth CoffeeScript: <http://tiny.cc/smoothcs>

Jitter (compiler after modifying files):

<https://github.com/TrevorBurnham/jitter>

Logo



Cheatographer



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Cheat Sheet

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