

Selectors

Basics

```
#id
element
.class,
.class.class
*
selector1,
selector2
```

Basic Filters

```
:first
:last
:not(selector)
:even
:odd
:eq(index)
:gt(index)
:lt(index)
:header
:animated
```

Child Filters

```
:nth-child(expr)
:first-child
:last-child
:only-child
```

Forms

```
:input
:text
:password
:radio
:checkbox
:submit
:image
:reset
:button
:file
```

Legend

Conventional signs

```
[obj] — array of objects
1.4+ — new in 1.4
1.4* — changed in 1.4
```

Data types

```
* — anything
$ — jQuery object
arr — array
bool — boolean
el — DOM element
fn — function
int — integer
obj — object
str — string
XHR — XMLHttpRequest
```

<http://futurecolors.ru/jquery/>
ver. 13-11-2010

Core

jQuery function

```
$.jQuery( selector [ context ], jQuery( element ),
jQuery( elementArray ),
jQuery( jQueryObject ), jQuery() 1.4*
$.jQuery( html [ ownerDocument ],
jQuery( html, props ) 1.4*
$.jQuery( fn )
```

jQuery Object Accessors

```
$.each( fn(index, element) )
num.size( )
.length
str.selector
el.context
$.eq( index )
jQuery.error( str ) 1.4+
[el].el.get( [index] )
num.index( ) 1.4*, .index( selector ) 1.4*,
.index( element )
$.jQuery.pushStack( elements, [name, arguments] )
arr.toArray( ) 1.4+
```

Interoperability

```
$.jQuery.noConflict( [extreme] )
```

Attributes

Attributes

```
str.attr( name )
$.attr( name, val ), .attr( map ),
.attr( name, fn(index, attr) )
$.removeAttr( name )
```

Class

```
$.addClass( class ),
.addClass( fn(index, class) ) 1.4*
bool.hasClass( class )
$.removeClass( class ),
.removeClass( fn(index, class) ) 1.4*
$.toggleClass( class [ switch ] ),
.toggleClass( fn(index, class) [ switch ] ) 1.4*
```

HTML, text

```
str.html( )
$.html( val ), .html( fn(index, html) ) 1.4*
str.text( )
$.text( val ), .text( fn(index, html) ) 1.4*
```

Value

```
str.arr.val( )
$.val( val ), .val( fn() ) 1.4*
```

CSS

CSS

```
str.css( name )
$.css( name, val ), .css( map ),
.css( name, fn(index, val) ) 1.4*
```

Positioning

```
obj.offset( )
$.offset( coord ), .offset( fn( index, coord ) ) 1.4+
$.offsetParent( )
obj.position( )
int.scrollTop( )
$.scrollTop( val )
int.scrollLeft( )
$.scrollLeft( val )
```

Height and Width

```
int.height( )
$.height( val ), .height( fn(index, height) ) 1.4*
int.width( )
$.width( val ), .width( fn(index, height) ) 1.4*
int.innerHeight( )
int.innerWidth( )
int.outerHeight( [margin] )
int.outerWidth( [margin] )
```

Traversing

Filtering

```
$.eq( index )
$.first( ) 1.4+
$.last( ) 1.4+
$.has( selector ),
.has( element ) 1.4+
$.filter( selector ), .filter( fn(index) )
bool.is( selector )
$.map( fn(index, element) )
$.not( selector ), .not( elements ),
.not( fn( index ) )
$.slice( start [ , end ] )
```

Tree traversal

```
$.children( [selector] )
$.closest( selector [ , context ] ) 1.4*
arr.closest( selectors [ , context ] ) 1.4+
$.find( selector )
$.next( [selector] )
$.nextAll( [selector] )
$.nextUntil( [selector] ) 1.4+
$.offsetParent( )
$.parent( [selector] )
$.parents( [selector] )
$.parentsUntil( [selector] ) 1.4+
$.prev( [selector] )
$.prevAll( [selector] )
$.prevUntil( [selector] ) 1.4+
$.siblings( [selector] )
```

Miscellaneous

```
$.add( selector [ , context ],
.add( elements ), .add( html ) 1.4*
$.andSelf( )
$.contents( )
$.end( )
```

Manipulation

Inserting Inside

```
$.append( content ),
.append( fn( index, html ) ) 1.4*
$.appendTo( target )
$.prepend( content ),
.prepend( fn( index, html ) ) 1.4*
$.prependTo( target )
```

Inserting Outside

```
$.after( content ), .after( fn() ) 1.4*
$.before( content ),
.before( fn() ) 1.4*
$.insertAfter( target )
$.insertBefore( target )
```

Inserting Around

```
$.unwrap( ) 1.4+
$.wrap( wrappingElement ),
.wrap( fn ) 1.4*
$.wrapAll( wrappingElement ),
.wrapAll( fn ) 1.4*
$.wrapInner( wrappingElement ),
.wrapInner( fn ) 1.4*
```

Replacing

```
$.replaceWith( content ),
.replaceWith( fn ) 1.4*
$.replaceAll( selector )
```

Removing

```
$.detach( [selector] ) 1.4+
$.empty( )
$.remove( [selector] )
```

Copying

```
$.clone( [withDataAndEvents] )
```

Events

Page Load

```
$.ready( fn() )
```

Event Handling

```
$.bind( type [ , data ], fn(eventObj) )
$.bind( type [ , data ], false ) 1.4*
$.bind( array ) 1.4*
$.unbind( [type] [ , fn ] )
$.one( type [ , data ], fn(eventObj) )
$.trigger( event [ , data ] )
obj.triggerHandler( event [ , data ] )
$.delegate( selector, type, [data], handler ) 1.4+
$.undelegate( [selector, type, [handler]] ) 1.4+
```

Live Events

```
$.live( eventType [ , data ], fn() )
$.die( ) 1.4+, .die( [eventType] [ , fn() ] )
```

Interaction Helpers

```
$.hover( fnIn(eventObj), fnOut(eventObj) )
$.toggle( fn(eventObj), fn2(eventObj) [ , ... ] )
```

Event Helpers

```
function( [data.] [fn] )
$.blur, .mousedown,
.change, .mouseenter,
.click, .mouseleave,
.dbclick, .mousemove,
.error, .mouseout,
.focus, .mouseover,
.focusin, 1.4+ .mouseup,
.focusout, 1.4+ .resize,
.keydown, .scroll,
.keypress, .select,
.keyup, .submit,
.load( [data.] fn ), .unload( [data.] fn )
```

Event object

```
event = {
el currentTarget,
* data,
bool isDefaultPrevented(),
bool isImmediatePropagationStopped(),
bool isPropagationStopped(),
str namespace, 1.4+
num pageX,
num pageY,
preventDefault(),
el relatedTarget,
obj result,
stopImmediatePropagation(),
stopPropagation(),
el target,
num timeStamp,
str type,
str which
}
```

Effects

Basics 1.4*

```
$.show( [ duration [ , easing ] [ , fn ] ) )
$.hide( [ duration [ , easing ] [ , fn ] ] )
$.toggle( [showOrHide] )
$.toggle( duration [ , easing ] [ , fn ] )
```

Sliding 1.4*

```
$.slideDown( duration [ , easing ] [ , fn ] )
$.slideUp( duration [ , easing ] [ , fn ] )
$.slideToggle( [duration] [ , easing ] [ , fn ] )
```

Fading 1.4*

```
$.fadeIn( duration [ , easing ] [ , fn ] )
$.fadeOut( duration [ , easing ] [ , fn ] )
$.fadeTo( [duration.] opacity [ , easing ] [ , fn ] )
$.fadeToggle( [duration.] [ , easing ] [ , fn ] )
```

Custom

```
$.animate( params [ , duration ] [ , easing ] [ , fn ] )
$.animate( params, options )
$.stop( [clearQueue] [ , jumpToEnd ] )
$.delay( duration [ , queueName ] ) 1.4+
```

Settings

```
bool jQuery.fx.off
num jQuery.fx.interval 1.4+
```

AJAX

Low-Level Interface

```
XHR jQuery.ajax( options )
bool async = true fn beforeSend( XHR )
bool cache = true fn complete( XHR, status )
str contentType obj context
obj, str data fn dataFilter( data, type )
bool global = true bool ifModified = false
str jsonp fn jsonpCallback
str password bool processData = true
num timeout str type = 'GET'
str url = curr. page str username
fn xhr str scriptCharset
str dataType ∈ {xml, json, script, html}
fn error( XHR, status, errorThrown )
fn success( data, status, XHR )
jQuery.ajaxSetup( options )
```

Shorthand Methods

```
$.load( url [ , data ] [ , fn( responseText, status, XHR ) ] )
XHR jQuery.get( url [ , data ] [ , fn( data, status, XHR ) ] [ , type ] )
XHR jQuery.getJSON( url [ , data ] [ , fn( data, status ) ] )
XHR jQuery.getScript( url [ , fn( data, status ) ] )
XHR jQuery.post( url [ , data ] [ , fn( data, status ) ] [ , type ] )
```

Global Ajax Event Handlers

```
$.ajaxComplete( fn( event, XHR, options ) )
$.ajaxError( fn( event, XHR, options, errorThrown ) )
$.ajaxSend( fn( event, XHR, options ) )
$.ajaxStart( fn( ) )
$.ajaxStop( fn( ) )
$.ajaxSuccess( fn( event, XHR, options ) )
```

Miscellaneous

```
str.serialize( )
[obj].serializeArray( )
str jQuery.param( obj, [traditional] ) 1.4*
```

Utilities

Browser and Feature Detection

```
obj jQuery.support
obj jQuery.browser deprecated
str jQuery.browser.version deprecated
bool jQuery.boxModel deprecated
```

Basic operations

```
obj jQuery.each( obj, fn( index, valueOfElement ) )
obj jQuery.extend( [deep] target, obj1 [ , objN ] )
arr jQuery.grep( array, fn( element, index ) [ , invert ] )
arr jQuery.makeArray( obj )
arr jQuery.map( array, fn( element, index ) )
num jQuery.inArray( val, array )
arr jQuery.merge( first, second )
fn jQuery.noop 1.4+
fn jQuery.proxy( fn, scope ), jQuery.proxy( scope, name ) 1.4+
arr jQuery.unique( array )
str jQuery.trim( str )
obj jQuery.parseJSON( str ) 1.4+
```

Data functions

```
$.clearQueue( [name] ) 1.4+
$.dequeue( [name] ), jQuery.dequeue( [name] )
obj jQuery.data( element, key ), jQuery.data( ) 1.4+
obj.data( ), .data( key )
$.data( key, val ), .data( obj ) 1.4*
$.removeData( [name] )
[fn].queue( [name] ) jQuery.queue( [name] )
$.queue( [name.] fn( next ) ), jQuery.queue( [name.] fn( ) )
$.queue( [name.] queue ), jQuery.queue( [name.] queue )
```

Test operations

```
str jQuery.type( obj ) 1.4+
bool jQuery.isArray( obj )
bool jQuery.isEmptyObject( obj ) 1.4+
bool jQuery.isFunction( obj )
bool jQuery.isPlainObject( obj ) 1.4+
bool jQuery.isWindow( obj ) 1.4+
```

jQuery 1.4.4 API Cheat Sheet