Protobi JavaScript cheat sheet

VALUE TYPES

String	Characters inside quotation marks
Numeric	Can be any numeric value
Boolean	True or false
Object	Comma-separated list of name-value pairs in curly braces
Array	List of values, separated by commas in square brackets
Null	Used to clear the value of a variable

OPERATORS

Arithmetic

+	Addition
-	Subtraction
/	Division
__*__	Multiplication

Comparison

==	Equal
!=	Not equal
>	Greater than
>=	Greater than or equal to
<	Less than
<=	Less than or equal to
===	Equal to, and the same data type (Identical)
!==	Not identical

Logical

&&	AND
||	OR

Ternary   An alternative to "If-- else" statement

```
row.test1 = (+row.Q6A >= Q6_threshold) ? 1 : 0
```

Common Protobi data processing code

Declare the "rows" variable (2 ways)
```
var rows = data.main;
var rows = data["main"];
```

Define a global variable
```
var Q6_threshold = 10
```

Iterate over rows
```
rows.forEach(function(row) {});
```

Return rows
```
return rows;
```

Define a new value on the row
```
row.test1 =
```

Assign value based off condition
```
if (row.q2_2 == '1' || row.q2_3 == '1') row.test1 = '1'
```

Add up several values on the same row
```
row.test1 = (+row.test1_1) + (+row.test1_2) + (+row.test1_3)
```

Refer to another value on the row ("If-- else")
```
if (+row.Q6A >= Q6_threshold) row.test1 = 1;
else row.test1 = 0
```