

## Core

```

    ✓ $( html )
    ✓ $( elements(0) )
    ✓ $( selector[, context(0)] )
    ✓ $( docReady )
    $ .extend( properties(1) )
    $ .fn.extend( properties(1) )
    $ .noConflict( extreme )
    ↳ data( element )
    ↳ data( element, name )
    ▷ data( element, name, value|value|value... )
    ▷ each( mapper )
    ▷ get()
    ▷ get( positon )
    ▷ index( element )
    ● length
    ▷ removeData( element )
    ▷ removeData( element, name )
    ↳ size()
  
```

## Selectors (E,F,G are tagNames)

E	E:even
E F	E:file
E > F	E:first
E + F	E:first-child
E ~ F	E:gt( positon )
E,F,G	E:has( selector )
E[@attribute]	E:header
E[@attribute=value]	E:hidden
E[@attribute^=value]	E:image
E[@attribute\$=value]	E:input
E[@attribute*=value]	E:last
E[@attribute~=value]	E:last-child
E[@attribute!=value]	E:lt( positon )
E[attribute]	E:not( selector )
E#id	E:nth-child( num expr )
E.class	E:odd
E:animated	E:only-child
E:button	E:parent
E:checkbox	E:password
E:checked	E:radio
E:contains( text )	E:reset
E:disabled	E:selected
E:empty	E:submit
E:enabled	E:text
E:eq( positon )	E:visible

## CSS

```

    ↳ css( name )
    ▷ css( style(3) )
    ▷ css( key, value )
    ↳ height()
    ▷ height( value )
    ↳ offset()
    ↳ width()
    ▷ width( value )
  
```

## Manipulation

```

    ▷ after( html|elements(0) )
    ▷ append( html|elements(0) )
    ▷ appendTo( html|elements(0) )
    ▷ before( html|elements(0) )
    ↳ clone( events )
    ▷ empty()
    ▷ insertAfter( html|elements(0) )
    ▷ insertBefore( html|elements(0) )
    ▷ prepend( html|elements(0) )
    ▷ prependTo( html|elements(0) )
    ▷ remove( [selector] )
    ▷ replaceWith( html|element(0) )
    ▷ replaceAll( html|elements(0) )
    ▷ wrap( html|element(0) )
    ▷ wrapAll( html|element(0) )
    ▷ wrapInner( html|element(0) )
  
```

## Traversing

```

    ↳ add( selector|html|elements(0) )
    ▷ andSelf()
    ▷ children( selector )
    ▷ contains( text )
    ▷ contents()
    ▷ end()
    ▷ filter( selector|filter )
    ▷ find( selector )
    ▷ hasClass( class )
    ▷ is( selector )
    ▷ map( mapper )
    ▷ next( selector )
    ▷ nextAll( selector )
    ▷ not( selector|elements(0) )
    ▷ parent( selector )
    ▷ parents( selector )
    ▷ prev( selector )
    ▷ prevAll( selector )
    ▷ siblings( selector )
    ▷ slice( positon[, positon] )
  
```

## Attributes

```

    ▷ addClass( class )
    ▷ attr( name )
    ▷ attr( attributes(2) )
    ▷ attr( key, value|mapper )
    ↳ html()
    ▷ html( value )
    ▷ removeAttr( name )
    ▷ removeClass( class )
    ↳ text()
    ▷ text( value )
    ▷ toggleClass( class )
    ▷ val() | ▷ val()
    ▷ val( value|value )
  
```

## Events

```

    ▷ bind( type[, data(4)], handler )
    ↳ blur()
    ▷ blur( handler )
    ▷ change( handler )
    ▷ click()
    ▷ click( handler )
    ▷ dblclick( handler )
    ▷ error( handler )
    ▷ focus()
    ▷ focus( handler )
    ▷ hover( over, out )
    ▷ keydown( handler )
    ▷ keypress( handler )
    ▷ keyup( handler )
    ▷ load( handler )
    ▷ mousedown( handler )
    ▷ mousemove( handler )
    ▷ mouseout( handler )
    ▷ mouseover( handler )
    ▷ mouseup( handler )
    ▷ one( type[, data(4)], handler )
    ▷ ready( handler )
    ▷ resize( handler )
    ▷ scroll( handler )
    ▷ select()
    ▷ select( handler )
    ▷ submit()
    ▷ submit( handler )
    ▷ toggle( even, odd )
    ▷ trigger( type [, data(4)] )
    ▷ triggerHandler( type [, data(4)] )
    ▷ unbind( type[, handler] )
    ▷ unload( handler )
  
```

## Effects

```

    ▷ animate( style(3), [speed|speed][, easing][, callback] )
    ▷ animate( style(3), options(5) )
    ▷ dequeue()
    ▷ fadeIn( [speed|speed][, callback] )
    ▷ fadeOut( [speed|speed][, callback] )
    ▷ fadeTo( speed|speed, opacity[, callback] )
    ▷ hide( [speed|speed][, callback] )
    ▷ queue()
    ▷ queue( callback|callbacks )
    ▷ show( [speed|speed][, callback] )
    ▷ slideDown( [speed|speed][, callback] )
    ▷ slideToggle( [speed|speed][, callback] )
    ▷ slideUp( [speed|speed][, callback] )
    ▷ stop()
    ▷ toggle()
  
```

## Ajax

```

    ▷ $.ajax( settings(6) )
    ▷ $.ajaxSetup( settings(6) )
    || $.get( url[, parameters(7)][, callback] )
    || $.getJSON( url[, parameters(7)], callback )
    || $.getScript( url[, callback] )
    || $.post( url[, parameters(7)][, callback] )
    ▷ ajaxComplete( callback )
    ▷ ajaxError( callback )
    ▷ ajaxSend( callback )
    ▷ ajaxStart( callback )
    ▷ ajaxStop( callback )
    ▷ ajaxSuccess( callback )
    ▷ load( url [selector][, parameters(7)][, callback] )
    ↳ serialize()
    ↳ serializeArray()
  
```

## JavaScript

```

    ● $.browser
    ● $.browser.version
    || $.each( object(1), mapper )
    || $.extend( target(1), properties(1)[, properties(1)... ] )
    || $.grep( array, mapper[, inverse] )
    || $.map( array, mapper )
    || $.merge( first, second )
    || $.trim( string )
    || $.unique( array )
  
```

<sup>(0)</sup> single or array of DOM|XML Elements as well as Jquery Object.

<sup>(2)</sup> (X)Html Attribute { name:value|value, ... }

<sup>(4)</sup> Data sent to function as event.data, any Object, format like <sup>(1)</sup>

<sup>(5)</sup> Animation options { [duration|duration:slow|normal|fast][, easing:linear|swing|pluginEasing][, complete][, step][, queue] }

<sup>(6)</sup> Ajax Settings { [url][, cache][, type:GET|POST][, dataType:xml|html|script|json][, ifModified][, timeout][, global][, error][, success][, complete][, data|data][, contentType][, processData][, async][, beforeSend] }

<sup>(7)</sup> Parameters sent to server { key:value|value|value|value|value, ... }

<sup>(1)</sup> Any Object { key:value|value|value|value|..., ... }, extends included objects recursively. \$.fn format is { name:plugin, ... }

<sup>(3)</sup> CSS Style { camelCasedName:value, ... }, for animate values can be relative (% , em , +50px)

<sup>(4)</sup> Animation options { [duration|duration:slow|normal|fast][, easing:linear|swing|pluginEasing][, complete][, step][, queue] }

<sup>(5)</sup> Animation options { [duration|duration:slow|normal|fast][, easing:linear|swing|pluginEasing][, complete][, step][, queue] }