To code with JavaScript is to... get stuck. Here's how to get moving again.

1 When your project...	**is already underway**		**has not yet begun**
2 and you...	know what the problem is, but not how to solve it	are unclear on the problem itself	have time to redesign your process and workflow
3 then try each of these strategies, in order.	**Code-level strategies**	**Project-level strategies**	**Process-level strategies**
	Log it out.	Clarify the problem.	Optimize for "good enough."
	Trace it back.	Write it down.	Know when you're stuck.
	Check the type.	Sketch it out.	Embrace your humanity.
	Check the return type.	Explain it to your dog, cat, plant, or pet rock.	Disagree (with yourself) and commit.
	Check the scope.	Explain it to a disinterested loved one.	Process in batches.
	Check for name conflicts.	Reach out for help.	Flip your to-do list.
	Check the sequence of events.	Let your subconscious do the work.	Be strategic and selective when choosing what to do next.
	Excerpt to isolate.		Do one thing at a time.
	Sidestep any black boxes.		Manage your mental environment.
	Confirm browser support.		

UNSTUCK JavaScript

Cheat Sheet

Learn how to use these strategies in the book *Unstuck: JavaScript*. Free chapters and tips at unstuckjs.com

Here's how to use this.

Print this out.

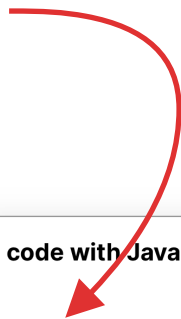When you get stuck, start in the top left corner and answer the questions — 1, 2, 3.

Your answers will guide you to one of three columns.

Start at the top and try the first strategy on the list.

Still stuck? Try the next strategy, and the next, and so on, until you get moving again.

Go to **unstuckjs.com** to get the book and learn how to implement each of these strategies.

For example:

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