

ES6 lab Day 1

- 1) Swap the values of two variables using destructuring
- 2) Using rest parameter and spread operator return max value from any array
note: array length is not fixed return min and max value and display each of them separately after function call
- 3) Study new array api methods then create the following methods and apply it on this array `var fruits = ["apple", "strawberry", "banana", "orange", "mango"]`
 - a. test that every element in the given array is a string
 - b. test that some of array elements starts with "a"
 - c. generate new array filtered from the given array with only elements that starts with "b" or "s"
 - d. generate new array each element of the new array contains a string declaring that you like the give fruit element
 - e. use `forEach` to display all elements of the new array from previous point

2) Using ES6 new Syntax & features:

Write a script to create different shapes (rectangle, square, circle) make all of them inherits from shape class.

- a. each shape contains two functions to calculate its area and its parameter.
- b. Display the area and each object parameter in your console by overriding `toString()`.
- c. Make your classes in an external file and import them in a module to create objects.

