
Globant
we are ready

UI Engineering Studio. Day 6

Bootcamp: JS ECMA 2015

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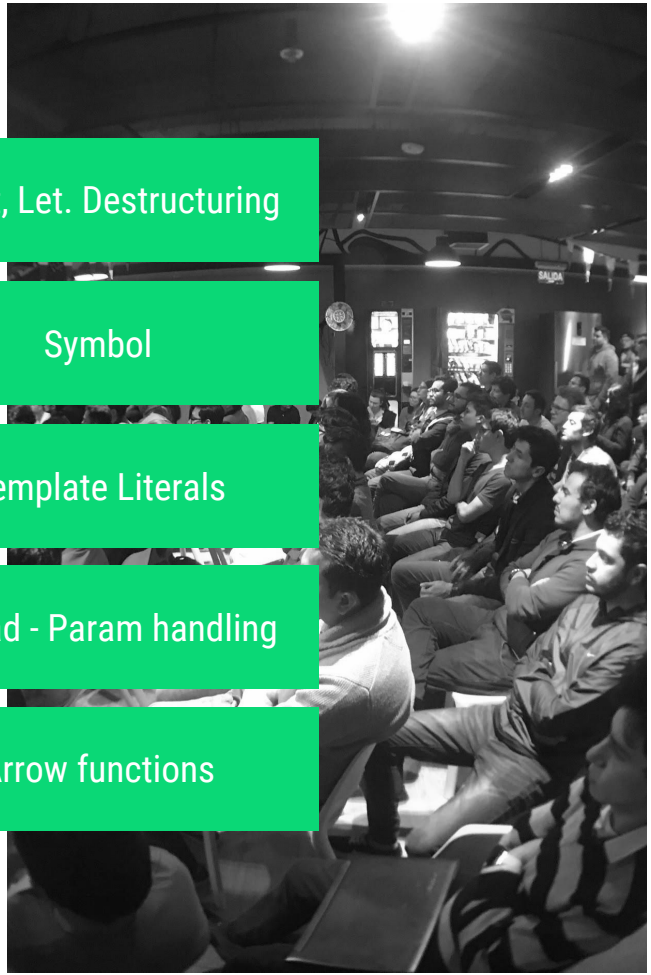
Ecma 2015

ECMAScript 2015 is the sixth edition of the ECMAScript Language Specification standard. It defines the standard for the JavaScript implementation in SpiderMonkey, the engine used in Firefox and other Mozilla applications, Chrome's V8 and so on . . .

- Const, Let. Destructuring
- Symbol
- Template Literals
- Spread - Param handling
- Arrow functions



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Const - Let

Const :you can only assign once a value in a variable. Only the reference is immutable, the value can change.

Let: The new var but better ;) New ability of the variable to be scoped to the block level.

```
let hey = [1, 2, 3, 4, 5];

const name = 'Pipo';
```

Pen

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Destructuring

The **destructuring assignment** syntax is a JavaScript expression that makes it possible to unpack values from arrays, or properties from objects, into distinct variables.

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```
let [one, two] = [1, 2];


var a = 1
var b = 3

//Easiest way to swap the values ?
//(a = 3 , b = 1)
```

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Symbol

New primitive !. Has the capability to be UNIQUE.

```
const name = Symbol('Pipo');
```

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Template literals

Template literals are string literals allowing embedded expressions. You can use multi-line strings and string interpolation features with them.

```
let a = 'better?'
let b = 'strings'

let subtitle = `this is a ${a} way to concat and handle ${b}`
```

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Spread and Rest

Spread syntax : allows an iterable such as an array expression or string to be expanded

rest parameter : syntax allows us to represent an indefinite number of arguments as an array.

Spread Rest

```
//something to log stuff easier
let log = (...x) => { //this is actually a REST operator
  console.log(...x);
}

//create a simple array
let args = [0, 1, 2];
//log(...args);
```

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Arrow Functions

Arrow function expression has a shorter syntax than a function expression and does not have its own this, arguments or super. These function expressions are best suited for non-method functions, and they cannot be used as constructors.

```
var mainConciseSyntax = (x,y) => x+y;
```

Pen

UI Boot Camp: HTML

Homework: Sliding Puzzle

A combination puzzle that challenges a player to slide pieces along certain routes to establish a certain end-configuration. The pieces to be moved may consist of simple shapes, or they may be imprinted with colors, patterns, sections of a larger picture (like a jigsaw puzzle), numbers, or letters.

\- Wikipedia

Develop a Sliding Puzzle using HTML,CSS and JS. Please avoid the use of any library or framework.


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