

# ES6 - Overview

ECMAScript (ES) is a scripting language specification standardized by ECMAScript International. It is used by applications to enable client-side scripting. The specification is influenced by programming languages like Self, Perl, Python, Java etc. Languages like JavaScript, Jscript and ActionScript are governed by this specification.

This tutorial introduces you to ES6 implementation in JavaScript.

## JavaScript

JavaScript was developed by Brendan Eich, a developer at Netscape Communications Corporation, in 1995. JavaScript started life with the name Mocha, and was briefly named LiveScript before being officially renamed to JavaScript. It is a scripting language that is executed by the browser, i.e. on the client's end. It is used in conjunction with HTML to develop responsive webpages.

ECMA Script6's implementation discussed here covers the following new features –

- Support for constants
- Block Scope
- Arrow Functions
- Extended Parameter Handling
- Template Literals
- Extended Literals
- Enhanced Object Properties
- De-structuring Assignment
- Modules
- Classes
- Iterators
- Generators
- Collections
- New built in methods for various classes

- Promises