**ECMAScript 6**

1. **Constants**

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| ECMAScript 6 |
| const PI = 3.141593  PI > 3.0 |
| ECMAScript 5 |
| Object.defineProperty(typeof global === "object" ? global : window, "PI", {  value: 3.141593,  enumerable: true,  writable: false,  configurable: false  })  PI > 3.0; |

1. **Block-Scoped Variables**

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| ECMAScript 6 |
| for (let i = 0; i < a.length; i++) {  let x = a[i]  …  }  for (let i = 0; i < b.length; i++) {  let y = b[i]  …  }  let callbacks = []  for (let i = 0; i <= 2; i++) {  callbacks[i] = function () { return i \* 2 }  }  callbacks[0]() === 0  callbacks[1]() === 2  callbacks[2]() === 4 |
| ECMAScript 5 |
| var i, x, y;  for (i = 0; i < a.length; i++) {  x = a[i];  …  }  for (i = 0; i < b.length; i++)  y = b[i];  …  }  var callbacks = [];  for (var i = 0; i <= 2; i++) {  (function (i) {  callbacks[i] = function() { return i \* 2; };  })(i);  }  callbacks[0]() === 0;  callbacks[1]() === 2;  callbacks[2]() === 4; |