

# **ES6 & TypeScript**

*By*

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# Introduction to ES6

- ECMAScript is a specification for writing scripting language defined by European Computer Manufacturers Association (ECMA).
- Various scripting languages like JavaScript, ActionScript, Jscript etc. implement ECMAScript specifications. Thus, ECMAScript is a superset of JavaScript.
- ECMAScript's specification version 5 is called as ES5 & similarly specification version 6 is called as ES6 or ECMAScript 2015.

# ECMAScript release history

Release	Year
ECMAScript 1	June 1997
ECMAScript 2	June 1998
ECMAScript 3	December 1999
ECMAScript 4	July 2008
ECMAScript 5	December 2009
ECMAScript 5.1	June 2011
ECMAScript 6	June 2015

# ES6 features

- Added 'const' keyword to declare a constant & 'let' keyword to determine variable scope.
- Added several utility methods inside Math, Number, Array & String.
- Added 'arrow functions' similar to lambda expressions.
- Added 'extended parameter handling' similar to variable method arguments.
- Added module importing & exporting features.

# ES6 features continue...

- Added object oriented concepts so that we can write a class, we can have inheritance, static methods, getter/setter methods etc.
- Added collection classes like Map & Set along with iteration facility.

# Setup Environment

Install Node.js (<https://nodejs.org/en/download/>)

Install 'Visual Studio Code'

(<https://code.visualstudio.com/download>)

*Developing first ES6 application*

# Steps to create ES6 application

1. mkdir hello\_app

2. cd hello\_app

3. Create app.js

```
document.write('Hello from ES6!!');  
console.log('ES6 app loaded');
```

4. Create index.html

```
<html>  
  <body>  
    <script src="bundle.js"></script>  
  </body>  
</html>
```



# Steps to create ES6 application

5. Create package.json file using “npm init” command.

6. Add following dependencies into package.json

```
"devDependencies": {  
  "webpack": "1.14.0",  
  "babel-core": "6.21.0",  
  "babel-loader": "6.2.10",  
  "babel-preset-es2015": "6.18.0",  
  "webpack-dev-server": "1.16.2",  
  "babel-polyfill": "",  
  "typescript": "",  
  "ts-loader": ""  
}
```

7. Run ‘npm install’. It will install all dependencies required to run ES6 application.

# Steps to create ES6 application

8. Create webpack.config.js file. The webpack.config.js is a standard configuration file provided by webpack to put all of your configuration, loaders and other specific information relating to your build.

```
module.exports = {  
  entry: "./app.js",  
  output: { filename: "bundle.js" },  
  devServer: { inline:true, port: 8080 },  
  module: { loaders: [ { ... } ] },  
  watch: true  
}
```

# Steps to create ES6 application

**entry** - name of the top level file or set of files that we want to include in our build, can be a single file or an array of files. In our build, we only pass in our main file (app.js).

**output** - an object containing your output configuration. In our build, we only specify the filename key (bundle.js) for the name of the file we want Webpack to build.

**devServer** - Server configuration like port number & auto-refresh the browser if code modified.

**watch** - It will auto build the ES6 code to ES5 if modified at runtime.

# Steps to create ES6 application

9. Set the path for 'webpack' command.

```
set PATH=%PATH%;./node_modules/.bin
```

10. Run the command '*webpack*' on console. It will convert your ES6 code into ES5 in the form of bundle.js.

11. Start webpack-dev-server:

```
webpack-dev-server --inline
```

12. Find out on which port webpack-dev-server is running.

Suppose it is 8080.

13. Finally, Run index.html inside browser:

```
http://localhost:8080/index.html
```

*ES6 features*

# Constants

ES6 allows to declare a constant whose value cannot be changed. For example:

```
const PI = 3.141593;
```

```
console.log(PI);
```

```
PI = 4.45; //Error
```

# Scoping

In JavaScript, any variable that is declared in the program is raised up to the top execution context. For example:

```
var submit = function() {  
    var x = "foo";  
    if (x == "foo") {  
        var y = "bar";  
    }  
    console.log(x);  
    console.log(y);  
}  
submit();
```

**Output:**

foo  
bar

# Scoping continue...

ES6 introduces 'let' keyword that respects the scope of a variable. For example:

```
var submit = function() {  
    var x = "foo";  
    if (x == "foo") {  
        let y = "bar";  
    }  
    console.log(x);  
    console.log(y);  
}  
submit();
```

**Output:**

foo

*Uncaught ReferenceError: y is not defined*



# Enhanced object properties

Creating object literals is made much easy in ES6 as compared to traditional JavaScript(ES5)

## ***1. Computed Property Names:***

ES6 provides support to create object literals where property name itself is a computed value.

```
var prop = "foo";
```

```
var o = { [prop]: "hey", ["b" + "ar"]: "there", };
```

```
console.log(o.foo);
```

```
console.log(o.bar);
```

# Enhanced object properties

## ***1. Method Properties:***

A javascript object can have method as a value of any attribute & it is called as 'method properties'.

### ***ES5 code:***

```
let myMath = {    add: function(a, b) { return a + b; },  
                subtract: function(a, b) { return a - b; }    }
```

### ***ES6 code:***

```
let myMath = {  
    add(a, b) { return a + b; },  
    subtract(a, b) { return a - b; } }
```

# Object.assign()

The **object.assign()** method is used to copy property values from one or more source objects to a given target object. It will return the target object. Here is the syntax:

```
var copyObj = Object.assign(targetObj, sourceObj1,  
sourceObj2....)
```

```
var obj = { firstname: "John", lastname: "Doe" };
```

```
var copy = Object.assign({}, obj);
```

```
console.log(copy); //Object {firstname: "John", lastname:  
"Doe"}
```

# Arrow Functions

- Arrows are a function shorthand using the `=>` syntax.
- They are syntactically similar to the fat arrow syntax in C#, Java, and CoffeeScript.
- Arrow functions support both expression bodies and statement block bodies that return the value of the expression.
- Unlike functions, arrows share the same lexical `this` as their surrounding code.

# Arrow Functions as expression body

Expression bodies are a single line expression with the `=>` token and an implied return value.

```
let nos = [2, 4, 6, 8, 10];
```

*JavaScript (ES5) code:*

```
let square_nos = nos.map(function(num) { return num *  
num; });
```

*ES6 code:*

```
let square_nos = nos.map(num => num * num); //Arrow  
function  
console.log(square_nos); //[4, 16, 36, 64, 100]
```

# Arrow Functions as statement body

Statement bodies are multiline statements that allow for more complex logic.

```
let fives = [];  
  
let nums = [1, 2, 5, 15, 25, 32];  
  
nums.forEach(v => {  
  
  if (v % 5 === 0)  
  
    fives.push(v);  
  
});  
  
console.log(fives); //[5, 15, 25]
```

# Using *'this'* inside arrow function

ES6 allows to access *'this'* inside arrow functions.

```
let matt = {  
  name: "Matt",  
  friends: ["Tom", "Jerry", "Ivan"],  
  printFriends() {  
    this.friends.forEach(f =>  
      console.log(this.name + " knows " + f));  
  }  
}  
matt.printFriends();
```

*Output:*

*Matt knows Tom*

*Matt knows Jerry*

*Matt knows Ivan*

# Extended Parameter Handling

Extended parameter handling mechanism in ES6 provides us three major functionalities:

- Default parameter values and optional parameters
- Rest parameter
- Spread operator



# Default parameter values and optional parameters

Default parameters allow your functions to have optional arguments.

```
let greet = (msg = 'hello', name = 'world') => {  
    console.log(msg,name);  
}  
greet();  
greet('hey');
```

**Output:**

*hello world*

*hey world*

# Rest parameter

Rest parameter, indicated by three consecutive dot characters(...), allow your functions to have a variable number of arguments.

The rest parameter is an instance of Array, so all array methods work.

```
function foo(x, ...y) {  
    console.log(y);  
    // y is an Array  
    return x * y.length;  
}  
console.log(foo(3, 'hello', true) === 6);
```

*Output:*

`["hello", true]`

`true`

# Spread operator

The spread operator is like the reverse of rest parameters. It allows you to expand an array into multiple formal parameters.

```
function add(a, b) {  
    return a + b;  
}
```

```
let nums = [5, 4];  
console.log(add(...nums));
```

*Output: 9*

```
let a = [2, 3, 4];  
let b = [1, ...a, 5];  
console.log(b);
```

*Output: [1, 2, 3, 4, 5]*

# Template Literals

- Template literals are indicated by enclosing strings in backtick characters (```)
- Template literals are used to construct single line or multi-line strings.
  - ``In JavaScript '\n' is a line-feed.``
  - ``Now I can do multi-lines  
with template literals.``
- Template literals provide 'String interpolation' facility which can be used to compose very powerful strings in a clean.

```
var fname = 'Tom';  
var salary = 10000  
var incentive = 2000  
  
let message = `My name is '${fname}' and I am having total salary  
${salary + incentive}`;  
console.log(message); //My name is 'Tom' & I am having total salary  
12000
```

# De-structuring Assignment

- The de-structuring assignment syntax is a JavaScript expression that makes it possible to extract data from arrays or objects.
- De-structuring can be applied at following places:
  - 1) Array matching
  - 2) Object matching
    - I. Shorthand notation
    - II. Deep matching
    - III. Parameter context
  - 3) Fail-soft de-structuring

# Array Matching using de-structuring assignment

Array matching is used to pull the required values from an array into stand-alone variables.

```
let [a, , b] = [ 11, 24, 92 ]; //Array de-structuring  
console.log("a:", a, "b:", b);
```

*Output:*

a: 11 b: 92

# Object Matching using destructuring assignment

- Like array matching, object matching allows us to pull the required properties of an object into stand-alone variables.
- There are three ways to apply object matching-
  - I. Shorthand notation
  - II. Deep matching
  - III. Parameter context

# Object Matching using Shorthand notation

Shorthand notation allows us to grab properties from an object & create new variables out of it.

```
let {id, title} = {id: 546, title: 'Fruit Delivery', price: 5200.85};
```

//Note, stand-alone variable name & object property name should match.

```
console.log("Id:", id, "Title:", title);
```

*Output:*

Id: 546 Title: Fruit Delivery



# Object Deep Matching

Sometimes our object is more complex & contains nested properties. Data from such complex objects can be retrieved using deep matching.

```
let cust = {  
  name: "Microsoft Corp.",  
  address: {  
    street: "J. M. Road",  
    city: "Pune",  
    state: "Maharashtra",  
    zip: "411002"  
  }  
};  
  
let {address: {city, state}} = cust; //Deep matching  
console.log("City:", city, "State:", state);
```

*Output:*

City: Pune      State: Maharashtra

# Object matching using Parameter Context

Array matching & object matching can be applied towards function parameters.

```
function processArray([ name, val ]) {  
    console.log(name, val);  
}  
  
function processObject({ name: n, val: v }) {  
    console.log(n, v);  
}  
  
function processObject_2({ name, val }) {  
    console.log(name, val);  
}  
  
processArray([ "bar", 42 ]);  
processObject({ name: "foo", val: 7 });  
processObject_2({ name: "bar", val: 42 });
```

*Output:* bar 42                      foo 7      bar 42

# Fail-soft de-structuring

Fail soft de-structuring allows us to retrieve required values from array or object. However, if value is not present then we can provide default value of a variable.

```
let list = [ 7, 42 ];
```

```
let [a = 1, b = 2, c = 3, d] = list; //Fail-soft de-structuring with  
default values.
```

```
console.log("a:", a, "\nb:", b, "\nc:", c, "\nd:", d);
```

*Output:*

a: 7

b: 42

c: 3

d: undefined

# Modules

Modules provide support for exporting and importing values without polluting the global namespace.

## *Exporting a module (arith.js)*

```
export function sum(x, y) {  
  return x + y;  
}  
  
export var pi = 3.141593;
```

## *Importing a module (app.js)*

```
import {sum, pi} from './arith';  
console.log('2 pi = ' + sum(pi, pi));
```

# Module export/import with alias

## Export with alias:

*//arith.js*

```
function sum(x, y) {  
    return x + y;  
}
```

```
let pi = 3.141593;  
export {sum as add, pi}
```

*//app.js*

```
import {add, pi} from './arith';  
console.log('2 pi = ' + add(pi, pi));
```

## Import with alias:

*//app.js*

```
import {add as plus, pi} from './arith';  
console.log('2 pi = ' + plus(pi, pi));
```

# Default export

Modules exporting single values are sometimes used in ES6.

Such modules can be exported with default option. For example:

*//arith.js*

*export default function sum(x, y) { return x + y; }*

*export function divide(x, y) { return x / y; }*

*//app.js*

*import sum from './arith'; //Note that default modules are  
imported without curly brackets.*

*import { divide } from './arith';*

# Module import with wildcard (\*)

You can import all exported components into one line using wildcard (\*). Suppose arith.js exports sum() & divide() functions then you can import them using wildcard as follows:

*//app.js*

*import \* as arithOpr from './arith';*

*document.write('sum = ' + arithOpr.sum(20, 50));*

*document.write('divide = ' + arithOpr.divide(20, 5));*

# Classes

ES6 provides support for writing classes.

```
class Animal {  
    constructor(name) {  
        this.name = name;  
    }  
    greeting(sound) {  
        return `A ${this.name} ${sound}`;  
    }  
    static echo(msg) {  
        console.log(msg);  
    }  
}  
  
let animal = new Animal("Dog");  
console.log(animal.greeting("barks")); //A Dog barks  
Animal.echo("roof, roof"); //roof, roof
```



# Class Inheritance

```
class Dog extends Animal {  
    constructor() {  
        super("Dog");  
    }  
    static echo() {  
        super.echo("bow wow"); //super can be used for  
static methods as well  
    }  
}
```

# Class with getters & setters

```
export class Animal {  
    constructor(name) {  
        this.name = name;  
    }  
    get name() {  
        return this._name;  
    }  
    set name(value) {  
        this._name = value;  
    }  
}
```

*Thank you!!*