

HENRY

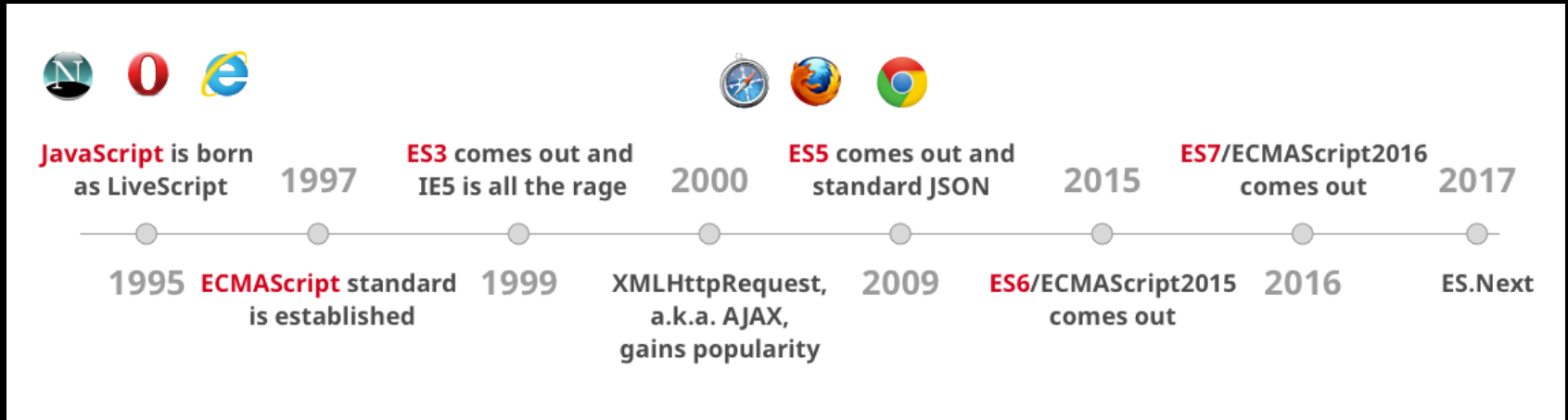
A bright yellow beam of light originates from the left edge of the frame and points directly at the letter 'R' in the word 'HENRY'. The beam is wider on the left and tapers as it approaches the letter. The word 'HENRY' is rendered in a bold, black, sans-serif font.



ES6



ECMA



Ecma International es una organización internacional basada en membresías de estándares para la comunicación y la información.

La organización fue fundada en 1961 para estandarizar los sistemas computarizados en Europa. La membresía está abierta a las empresas que producen, comercializan o desarrollan sistemas computacionales o de comunicación en Europa.



Nuevas Features

- Keywords *Let* y *Const*
- Funciones Flecha (Arrow Functions)
- Desestructuración (Destructuring)
- El operador Spread
- Literales de Template (Template Literals)

[Lista completa de features](#)



Let y Const

```
1  function f() {  
2    {  
3      let x;  
4      {  
5        // okay, block scoped name  
6        const x = "sneaky";  
7        // error, const  
8        x = "foo";  
9      }  
10     // error, already declared in block  
11     let x = "inner";  
12   }  
13 }
```



Arrow Functions

```
1 // Cuerpos con Expresiones
2
3 var pares = impares.map(v => v + 1);
4 var nums = pares.map((v, i) => v + i);
5
6 // Cuerpos con Statements
7
8 nums.forEach(v => {
9   if (v % 5 === 0)
10     cincos.push(v);
11 });
12
13 // this
14 var bob = {
15   _name: "Bob",
16   _friends: [],
17   printFriends() {
18     this._friends.forEach(f =>
19       console.log(this._name + " knows " + f));
20   }
21 }
```



Class

```
1 class SkinnedMesh extends THREE.Mesh {
2   constructor(geometry, materials) {
3     super(geometry, materials);
4
5     this.idMatrix = SkinnedMesh.defaultMatrix();
6     this.bones = [];
7     this.boneMatrices = [];
8     //...
9   }
10  update(camera) {
11    //...
12    super.update();
13  }
14  get boneCount() {
15    return this.bones.length;
16  }
17  set matrixType(matrixType) {
18    this.idMatrix = SkinnedMesh[matrixType]();
19  }
20  static defaultMatrix() {
21    return new THREE.Matrix4();
22  }
23 }
```



Object Literals

```
1 var obj = {
2     // __proto__
3     __proto__: theProtoObj, //extiende el prototipo
4     propiedad, // atajo para propiedad:propiedad
5     // Methods
6     toString() {
7         // Super calls
8         return "d " + super.toString();
9     },
10    // Computed (dynamic) property names
11    [ 'prop_' + (() => 42)() ]: 42
12 };
```




Template Strings

```
1 // Basic literal string creation
2 `In JavaScript '\n' is a line-feed.`
3
4 // Multiline strings
5 `In JavaScript this is
6   not legal.`
7
8 // String interpolation
9 var name = "Bob", time = "today";
10 `Hello ${name}, how are you ${time}?`
11
12 // Construct an HTTP request prefix is used to interpret
13 // the replacements and construction
14 POST`http://foo.org/bar?a=${a}&b=${b}
15     Content-Type: application/json
16     X-Credentials: ${credentials}
17     { "foo": ${foo},
18       "bar": ${bar}}`(myOnReadyStateChangeHandler);
```



Destructuring

```
1 // list matching
2 var [a, , b] = [1,2,3];
3
4 // object matching
5 var { op: a, lhs: { op: b }, rhs: c }
6     = getASTNode()
7
8 // object matching shorthand
9 // binds `op`, `lhs` and `rhs` in scope
10 var {op, lhs, rhs} = getASTNode()
11
12 // Can be used in parameter position
13 function g({name: x}) {
14     console.log(x);
15 }
16 g({name: 5})
17
18 // Fail-soft destructuring
19 var [a] = [];
20 a === undefined;
21
22 // Fail-soft destructuring with defaults
23 var [a = 1] = [];
24 a === 1;
```



Default + Rest + Spread

```
1 function f(x, y=12) {  
2   // y is 12 if not passed (or passed as undefined)  
3   return x + y;  
4 }  
5 f(3) == 15  
6  
7 function f(x, ...y) {  
8  
9   // y is an Array  
10  return x * y.length;  
11 }  
12 f(3, "hello", true) == 6  
13  
14 function f(x, y, z) {  
15   return x + y + z;  
16 }  
17 // Pass each elem of array as argument  
18 f(...[1,2,3]) == 6
```



Promises

```
1 function timeout(duration = 0) {
2   return new Promise((resolve, reject) => {
3     setTimeout(resolve, duration);
4   })
5 }
6
7 var p = timeout(1000).then(() => {
8   return timeout(2000);
9 }).then(() => {
10   throw new Error("hmm");
11 }).catch(err => {
12   return Promise.all([timeout(100), timeout(200)]);
13 })
```



Compatibilidad

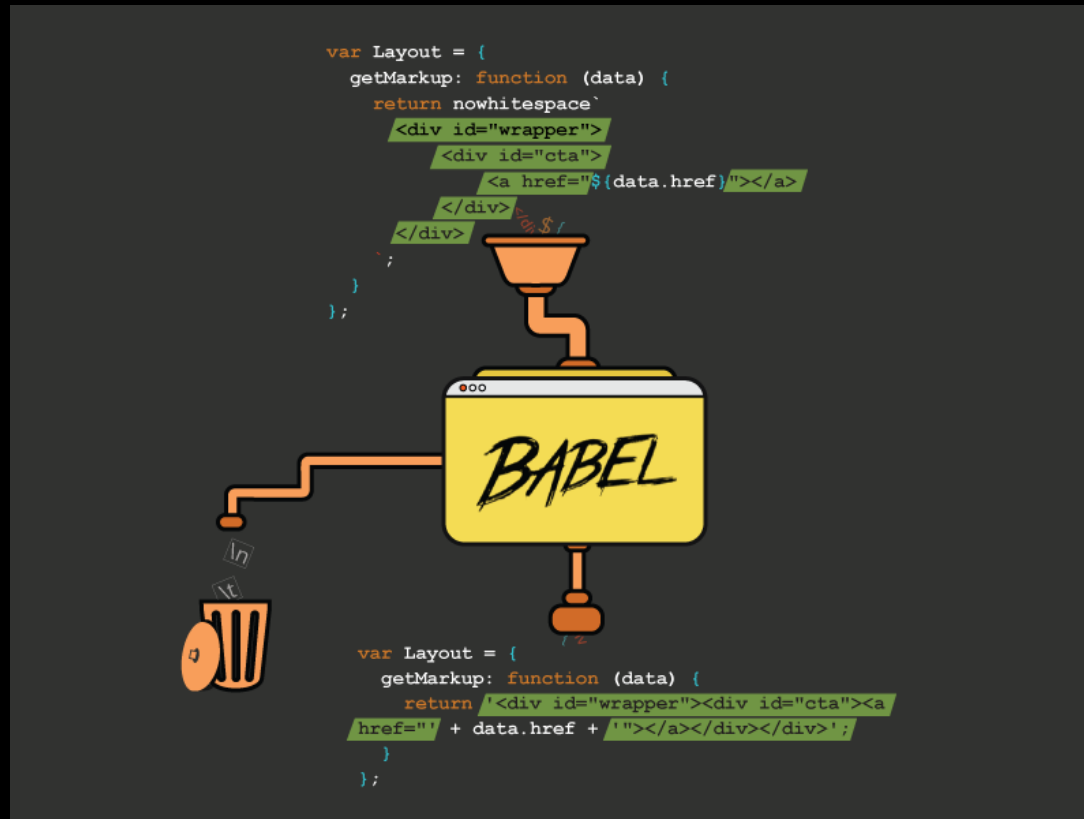
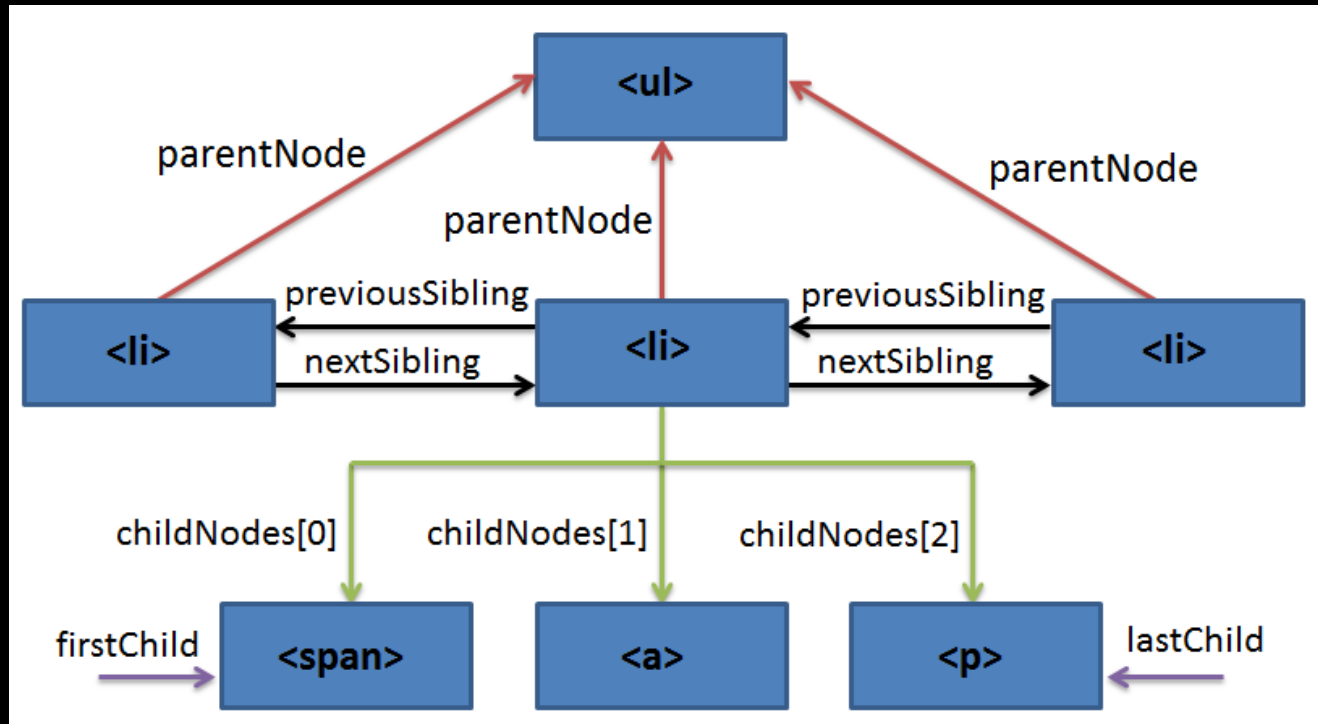


Tabla de compatibilidad



Homework



Github



Homework

