

## Es5 (old version)

forEach in array

```
<script>

var txt = " ";
var numbers = [10,34,12,4,23];

numbers.forEach(data);

document.write(txt);

function data(value)
{
    txt = txt + value + "<br>";
}
</script>
```

Output :-

10  
34  
12  
4

23

## Array map function

```
<script>

var no1 = [45, 4, 9, 16, 25];
var no2 = no1.map(fun);

document.write(no2);

function fun(val, index, array) {
    return v;
}

</script>
```

Output :-

45,4,9,16,25

## Array shift() function

Removes the first array elements

```
<script>
```

```
var a = ["hello", "how", "are", "you"];  
ans = a.shift();  
  
document.write("Ans = "+a);  
  
</script>
```

Output :-

Ans = how,are,you

Array unshift method

Add new element of array

```
<script>  
  
var a = ["hello", "how", "are", "you"];  
ans = a.unshift("hiiii");  
  
document.write("Ans = "+a);  
  
</script>
```

Output :-

Ans = hiiii,how,are,you

# Es6 (new version)

## The let keyword

```
<script>

let a = 10;
let b = 5;
let c = a + b;
document.write("Ans = "+c);

</script>
```

Output :-

Ans = 15

## Const keyword (Constant variable)

```
<script>

const a = 10;
document.write("Ans = "+a);

</script>
```

Output :-

Ans = 10

Arrow function

1 no return no parameter (simple function)

2 no return with parameter

3 return with no parameter

4 return with parameter

1 simple function

```
<script>

let fun = () => {
    document.write("hello world");
}

fun();

</script>
```

Output :-

Hello world

no return with parameter

```
<script>
```

```
let data = (a,b) => {  
  let c = a + b;  
  document.write("Ans = "+c);  
}  
data(10,5);  
  
</script>
```

Output :-

Ans = 15

return with no parameter

```
<script>  
  
let data = () => {  
  let a=10,b=5;  
  let c = a + b;  
  return c;  
}  
let ans = data();  
document.write("Ans = "+ans);  
  
</script>
```

Output :-

Ans = 15

return with parameter

```
<script>

  let data = (a,b) => {
    let c = a + b;
    return c;
  }
  let ans = data(10,2);
  document.write("Ans = "+ans);

</script>
```

Output :-

Ans = 12