**JavaScript 6 version Features**

**let**

> let is a keyword.

> let used as alternative of var keyword.

> by using let we can create local var or global var

> let used for creating a variable with fixed datatype.

Syn: **let varname=value;**

ex: let a=10;

datatype of a is number, and we can't change datatype in rest of program.

**const**

> const is a keyword.

> const kw used for creating a constant variables. means once we assign any value to variable, we can't change.

Syn: **const varname=value;**

ex: const a=10;

we can't change value of a var.

**Note: while using const keyword, don't use var & let keywords.**

**rest operator**

> rest is a operator.

> operator is "**...**"

> the rest operator represents all remaining values/so on values.

> this we can use in methods and arrays.

**Array Syn: let arrayname=[...array1, ...array2];**

**methd Syn: method-name(arg1, arg2, ...arg3)**

**de-structuring fea**

> destructing is used to retrieve each value of an array into separate/respective variables.

**Syn1: let [var1,var2,var3.....] =arrayname; <== left to right**

means: var1=arrayname[0];

var2=arrayname[1];

**Syn2: let [var1,var2, ,var3] =arrayname; <== left to right (with skip)**

means: var1=arrayname[0];

var2=arrayname[1];

var3=arrayname[4]; **<==** 2cell skipped

**Syn3: let [var1,var2, ...var3] =arrayname; <== left to right (with skip)**

means: var1=arrayname[0];

var2=arrayname[1];

var3=rest of cells (2-last)

**backtick operator**

> this feature is used to create a string with multiple lines of text.

> multiline string should be enclosed/represented with "**backtick**" (**` `**)

**Syn: var=`**line1

line2

line3.... **`;**

**String interpolation**

> string interpolation replaces the expressions in the string with actual values of the specified variables.

> operator is **${n}**

> string should be enclosed with in "**backtick**" (**` `**), but not **" "** and **' '**.

**Syn: `**text message **${variable} ${variable}** ....**`**

foreach method

for of loop

for in loop