







# Week 7 ES6

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## Difference between ES5 and ES6

Title	Based on	ES5	ES6
<u>Untitled</u>	<b>Definition</b>	ES5 is the fifth edition of the ECMAScript (a trademarked scripting language specification defined by ECMA International)	ES6 is the sixth edition of the ECMAScript (a trademarked scripting language specification defined by ECMA International).
<u>Untitled</u>	<b>Release</b>	It was introduced in 2009.	It was introduced in 2015.
<u>Untitled</u>	<b>Data-types</b>	ES5 supports primitive data types that are <b>string, number, boolean, null, and undefined.</b>	In ES6, there are some additions to JavaScript data types. It introduced a new primitive data type ' <b>symbol</b> ' for supporting unique values.
<u>Untitled</u>	<b>Defining Variables</b>	In ES5, we could only define the variables by using the <b>var</b> keyword.	In ES6, there are two new ways to define variables that are <b>let</b> and <b>const</b> .
<u>Untitled</u>	<b>Performance</b>	As ES5 is prior to ES6, there is a non-presence of some features, so it has a lower performance than ES6.	Because of new features and the shorthand storage implementation ES6 has a higher performance than ES5.

 Title	 Based on	 ES5	 ES6
<u>Untitled</u>	<b>Support</b>	A wide range of communities supports it.	It also has a lot of community support, but it is lesser than ES5.
<u>Untitled</u>	<b>Object Manipulation</b>	ES5 is time-consuming than ES6.	Due to destructuring and spread operators, object manipulation can be processed more smoothly in ES6.
<u>Untitled</u>	<b>Arrow Functions</b>	In ES5, both <b>function</b> and <b>return</b> keywords are used to define a function.	An arrow function is a new feature introduced in ES6 by which we don't require the <b>function</b> keyword to define the function.
<u>Untitled</u>	<b>Loops</b>	In ES5, there is a use of <b>for</b> loop to iterate over elements.	ES6 introduced the concept of <b>for...of</b> loop to perform an iteration over the values of the iterable objects.
<u>Untitled</u>			