## **Objectives**

* List the features of ES6
* Explain JavaScript let
* Identify the differences between var and let
* Explain JavaScript const
* Explain ES6 class fundamentals
* Explain ES6 class inheritance
* Define ES6 arrow functions
* Identify set(), map()

**App.js**

import { OddEvenPlayers } from "./Components/IndianPlayers";

import { ListofPlayers, Scorebelow } from "./Components/ListofPlayers";

function App() {

  const players = [

    { name: "Rohit Sharma", score: 72 },

    { name: "Virat Kohli", score: 94 },

    { name: "Shubman Gill", score: 66 },

    { name: "KL Rahul", score: 85 },

    { name: "Hardik Pandya", score: 60 },

    { name: "Ravindra Jadeja", score: 74 },

    { name: "Suryakumar Yadav", score: 49 },

    { name: "Rishabh Pant", score: 88 },

    { name: "Jasprit Bumrah", score: 42 },

    { name: "Mohammed Shami", score: 53 },

    { name: "Kuldeep Yadav", score: 46 }

  ];

  const flag = true;

  const underScore = 70;

  if(flag){

    return (

      <>

      <h2>List of Players:</h2>

      <ListofPlayers players={players}/>

      <h2>List of Players under score of {underScore}:</h2>

      <Scorebelow players={players} underScore={underScore}/>

      </>

    );

  }

  else{

    return (

    <>

    <OddEvenPlayers players={players}/>

    </>

    );

  }

}

export default App;

**ListofPlayers.js**

export function Scorebelow({players, underScore}){

  let playersUnder = players.filter(item => item.score <= underScore);

  return (

    <ListofPlayers players={playersUnder}/>

  )

}

export function ListofPlayers({players}) {

  return (

    <div>

      {players.map((item, index)=>{

        return (

          <>

          <div key={index}>

            <li>Mr. {item.name} <span>{item.score}</span></li>

          </div>

          </>

        );

      })}

    </div>

  )

}

**IndianPlayers.js**

export function OddEvenPlayers({ players }) {

  let playerMap = new Map();

  players.forEach((p, i) => {

    playerMap.set(p.name, i + 1);  // or p.score instead of i + 1

  });

  const [p1, p2, p3, p4, p5, p6, \_] = players;

  const oddPlayers =  [p1,p3,p5]  // 1, 3, 5...

  const evenPlayers = [p2,p4,p6]  // 2, 4, 6...

  const allPlayers = [...oddPlayers, ...evenPlayers]

  return (

    <>

      <h2>Odd Players</h2>

      <ul>

        {oddPlayers.map((p, i) => (

          <li key={i}>#{playerMap.get(p.name)}: {p.name}</li>

        ))}

      </ul>

      <h2>Even Players</h2>

      <ul>

        {evenPlayers.map((p, i) => (

          <li key={i}>#{playerMap.get(p.name)}: {p.name}</li>

        ))}

      </ul>

      <h2>All Players</h2>

      <ul>

        {allPlayers.map((p, i) => (

          <li key={i}>#{playerMap.get(p.name)}: {p.name}</li>

        ))}

      </ul>

    </>

  );

}

**Output**

 