### ES6

ECMAScript, or ES, is a standardized version of JavaScript. Because all major browsers follow this specification, the terms ECMAScript and JavaScript are interchangeable.

Most of the JavaScript you've learned up to this point was in ES5 (ECMAScript 5), which was finalized in 2009. While you can still write programs in ES5, JavaScript is constantly evolving, and new features are released every year.

ES6, released in 2015, added many powerful new features to the language. In this course, you'll learn these new features, including arrow functions, destructuring, classes, promises, and modules.

Collapse course

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1. [Compare Scopes of the var and let Keywords](https://www.freecodecamp.org/learn/javascript-algorithms-and-data-structures/es6/compare-scopes-of-the-var-and-let-keywords)
2. [Mutate an Array Declared with const](https://www.freecodecamp.org/learn/javascript-algorithms-and-data-structures/es6/mutate-an-array-declared-with-const)
3. [Prevent Object Mutation](https://www.freecodecamp.org/learn/javascript-algorithms-and-data-structures/es6/prevent-object-mutation)
4. [Use Arrow Functions to Write Concise Anonymous Functions](https://www.freecodecamp.org/learn/javascript-algorithms-and-data-structures/es6/use-arrow-functions-to-write-concise-anonymous-functions)
5. [Write Arrow Functions with Parameters](https://www.freecodecamp.org/learn/javascript-algorithms-and-data-structures/es6/write-arrow-functions-with-parameters)
6. [Set Default Parameters for Your Functions](https://www.freecodecamp.org/learn/javascript-algorithms-and-data-structures/es6/set-default-parameters-for-your-functions)
7. [Use the Rest Parameter with Function Parameters](https://www.freecodecamp.org/learn/javascript-algorithms-and-data-structures/es6/use-the-rest-parameter-with-function-parameters)
8. [Use the Spread Operator to Evaluate Arrays In-Place](https://www.freecodecamp.org/learn/javascript-algorithms-and-data-structures/es6/use-the-spread-operator-to-evaluate-arrays-in-place)
9. [Use Destructuring Assignment to Extract Values from Objects](https://www.freecodecamp.org/learn/javascript-algorithms-and-data-structures/es6/use-destructuring-assignment-to-extract-values-from-objects)
10. [Use Destructuring Assignment to Assign Variables from Objects](https://www.freecodecamp.org/learn/javascript-algorithms-and-data-structures/es6/use-destructuring-assignment-to-assign-variables-from-objects)
11. [Use Destructuring Assignment to Assign Variables from Nested Objects](https://www.freecodecamp.org/learn/javascript-algorithms-and-data-structures/es6/use-destructuring-assignment-to-assign-variables-from-nested-objects)
12. [Use Destructuring Assignment to Assign Variables from Arrays](https://www.freecodecamp.org/learn/javascript-algorithms-and-data-structures/es6/use-destructuring-assignment-to-assign-variables-from-arrays)
13. [Use Destructuring Assignment with the Rest Parameter to Reassign Array Elements](https://www.freecodecamp.org/learn/javascript-algorithms-and-data-structures/es6/use-destructuring-assignment-with-the-rest-parameter-to-reassign-array-elements)
14. [Use Destructuring Assignment to Pass an Object as a Function's Parameters](https://www.freecodecamp.org/learn/javascript-algorithms-and-data-structures/es6/use-destructuring-assignment-to-pass-an-object-as-a-functions-parameters)
15. [Create Strings using Template Literals](https://www.freecodecamp.org/learn/javascript-algorithms-and-data-structures/es6/create-strings-using-template-literals)
16. [Write Concise Object Literal Declarations Using Object Property Shorthand](https://www.freecodecamp.org/learn/javascript-algorithms-and-data-structures/es6/write-concise-object-literal-declarations-using-object-property-shorthand)
17. [Write Concise Declarative Functions with ES6](https://www.freecodecamp.org/learn/javascript-algorithms-and-data-structures/es6/write-concise-declarative-functions-with-es6)
18. [~~Use class Syntax to Define a Constructor Function~~](https://www.freecodecamp.org/learn/javascript-algorithms-and-data-structures/es6/use-class-syntax-to-define-a-constructor-function)
19. [~~Use getters and setters to Control Access to an Object~~](https://www.freecodecamp.org/learn/javascript-algorithms-and-data-structures/es6/use-getters-and-setters-to-control-access-to-an-object)
20. [Create a Module Script](https://www.freecodecamp.org/learn/javascript-algorithms-and-data-structures/es6/create-a-module-script)
21. [Use export to Share a Code Block](https://www.freecodecamp.org/learn/javascript-algorithms-and-data-structures/es6/use-export-to-share-a-code-block)
22. [Reuse JavaScript Code Using import](https://www.freecodecamp.org/learn/javascript-algorithms-and-data-structures/es6/reuse-javascript-code-using-import)
23. [Use \* to Import Everything from a File](https://www.freecodecamp.org/learn/javascript-algorithms-and-data-structures/es6/use--to-import-everything-from-a-file)
24. [Create an Export Fallback with export default](https://www.freecodecamp.org/learn/javascript-algorithms-and-data-structures/es6/create-an-export-fallback-with-export-default)
25. [Import a Default Export](https://www.freecodecamp.org/learn/javascript-algorithms-and-data-structures/es6/import-a-default-export)
26. [Create a JavaScript Promise](https://www.freecodecamp.org/learn/javascript-algorithms-and-data-structures/es6/create-a-javascript-promise)
27. [Complete a Promise with resolve and reject](https://www.freecodecamp.org/learn/javascript-algorithms-and-data-structures/es6/complete-a-promise-with-resolve-and-reject)
28. [Handle a Fulfilled Promise with then](https://www.freecodecamp.org/learn/javascript-algorithms-and-data-structures/es6/handle-a-fulfilled-promise-with-then)
29. [Handle a Rejected Promise with catch](https://www.freecodecamp.org/learn/javascript-algorithms-and-data-structures/es6/handle-a-rejected-promise-with-catch)

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