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Summary ES6

1. **ES6 Environments IDE Support**:
   - Visual Studio
   - Sublime Text 2
   - WebStorm/PHPStorm
   - Eclipse
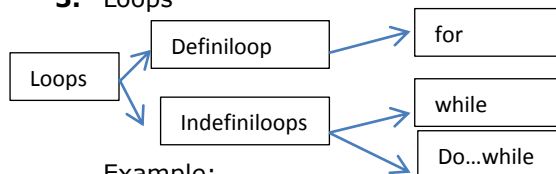   - Brackets, etc.
2. **Variable**

   ES6 introduces the following variable declaration syntax:

   Example:

   let Number=70;

   const Name="Bona";

3. **Loops**

   Example:

```
for (initial_count_value; termination-
condition; step) {
   //statements
}
```

4. Function
   Functions are the building blocks of readable, maintainable, and reusable code. Functions are defined using the function keyword. Following is the syntax for defining a standard function. Example:

```
//define a  function

function test() {

   console.log("function called")

}

//call the function

test()
```

5. Class
   Example:
   - Declaring a class

```
class Polygon {

constructor(height, width) {

      this.height = height;

      this.width = width; } }
```

   - Class Expression

```
var Polygon = class {

    constructor(height, width)
    {

      this.height = height;

      this.width = width; }}
```

6. Module
   A **module** is nothing more than a chunk of JavaScript code written in a file. The functions or variables in a module are not available for use, unless the module file exports them. Example:

   Defining and Using ES6 modules

```
function display_message() {
   console.log("Hello World")
}
export default display_message
```

   Importing the module

```
import display_message from
'./MessageModule.js'
display_message()
```