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An Overview of ES6 Javascript

Javascript had many updates over the years, the newest being ES6. ES6 brought changes to how Java is used. It brought updates that introduced coders to do more with their code such as Arrow Functions, Template Literals, and Promises. One of the more notable changes is the inclusion of “const” and “let” essentially outdating “var”. “var” is still usable in older browsers but “const” and “let” have overtaken it because they’re used in the newer commands while also crashing less. “const” is a new way to declare a variable that can’t be reassigned. It is prominently used in arrays because it’s flexible, allowing for changes to the properties of the object while also locking it to the declared “const”. “let” is useful prominently in {} syntax because it is unchangeable whilst in that part of the code.

Replacing the “callbacks” syntax are the more convenient “promises”. “promises” work like callbacks but have cleaner code which results in easier debugging, are less error prone, whilst maintaining better performance allowing operations to work in sync. We can use “promises” to allow 2 operations to function at the same time producing results while “callbacks” require 2 operations to be done sequentially to produce results. “promises” offer an escape to callback hell, where code is so jumbled and confusing leading to time being lost sifting through callback code.

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