

Usage of ES6 features throughout the Project

1. Arrow Functions

Arrow functions provide a concise syntax for writing functions. I have used them in event listeners and other places where functions are needed.

2. Let and const

Let and const are used to declare block-scoped variables. Const is used for variables that should not be reassigned.

3. Template literals

Template literals allows for easier string interpolation and multi-line strings.

4. Default Parameters

Default parameters allow you to set default values for function parameters.

// Default parameter 'amount' set to 5

5. Destructuring Assignment

Destructuring assignment allows you to unpack values from arrays or properties from objects into distinct variables.

6. Spread Operator

The spread operator allows an iterable such as an array to be expanded in places where zero or more arguments or elements are expected.

7. Async and Await

For making the code easier to understand, read and debug async and await are used in the Js code. Async and Await is part of ES6 (ECMA script 6 specification and is a way to write asynchronous code without using callbacks or promises.