**ES6 Features:**  
ES6 added a ton of cool stuff to JavaScript, like let and const for declaring variables, arrow functions for quick function writing, classes for object-oriented code, template strings, destructuring, default parameters, spread/rest operators, modules (import/export), and promises for async code. There’s also new loops and better ways to write objects.

**let:**  
let is used to make variables that only exist inside a block (like inside {}), not everywhere in the function.

**var vs let:**

* var is function-scoped, not block-scoped.
* let is block-scoped and can’t be redeclared in the same block.
* let is safer for modern code.

**const:**  
const declares variables you can’t reassign. If it’s an object or array, you can still change the inside values, just not the variable itself.

**ES6 Classes:**  
Classes make it easier to write objects and use inheritance. You use class and constructor to set things up, and methods go inside the class.

**Class Inheritance:**  
You can make one class extend another using extends, and call the parent class with super().

**Arrow Functions:**  
Arrow functions are a shorter way to write functions. They don’t have their own this, so they’re good for callbacks.

**set() and map():**

* Set keeps unique values, no duplicates.
* Map is for key-value pairs, and the keys can be anything.  
  Both are new-ish and really useful for storing stuff in JS.