// const and let ---> ES6

// var --- > ES5

​

​

**// Rest operator** --> Only ever be used as a parameter of a function.

​

// function showArr (...numbers){

// console.log(numbers)

// console.log(hi)

// }

​

// showArr('first argument',2, 3,2,3,'hi',5,2)

​

// **Spread Operator --->** ... anywhere besides the parameter of a function

​

​

// const arr = [1,2,3,4]

// const arr2 = [5,6,7,8]

​

// `a string ${something}`

​

//**rest operator**

​

// const numbersArr = [6,7,8,9]

​

// function addNumbers(inputs){

// numbersArr.unshift(inputs)

// // console.log(inputs)

// return null

// }

​

// addNumbers([1,2,3,4,5])

// console.log(numbersArr)

​

//**Arrow functions**

​

// function addNumbers(a, b){

// return a + b

// }

// console.log(addNumbers(1,2))

​

// const addTwoNumbers = (a, b=10) => {

// return a + b

// }

// console.log(addTwoNumbers(3))

​

// const firstName = 'Jessie'

// const lastName = 'James'

// console.log(`Hello, my name is ${firstName} ${lastName}`)

// const person = {

// firstName,

// lastName

// }

// console.log(person)

​

// const numbersArr = [1,2,3,4,5]

// console.log(numbersArr[1+2])

// console.log(numbersArr[1] + numbersArr[2])

​

const person = {

firstName: 'Georgie',

lastName: 'Costanza',

catchPhrase: 'Woah, they are colliding',

age: 35

}

​

const {firstName, lastName, catchPhrase, age} = person

​

// console.log(person.firstName)

console.log(age)

​

const { log } = console

​

log(catchPhrase)

​

const l = console.log

l(age)