

Es6

The let keyword

let keyword use declare variable with block scope.

```
let a = 10; //global scope
```

```
{  
    let b = 8; //local scope variable  
}
```

Not use you b variable because b variable is local scope variable;

You a variable use because a variable is global scope variable.

The Const keyword

Constants variable value never by changed value.

```
<script type="text/javascript">  
  
const pi = 3.14; //const variable this variable value never by changed  
  
console.log("Pi value =" + pi);  
  
</script>
```

Output :- Pi value =3.14

Array loop

```
let arr = [10,34,56,78,12];  
for(let i of arr)  
{  
    console.log(i);  
}
```

Output :-

10
34
56
78
12

Arrow function

Simple function()

```
let a = () => { //this function is simple function (but arrow function)
    console.log("hello world");
}

a();
```

Output :- hello world

Parameter function

```
<script type="text/javascript">

let age = 18;

    let fun = (age) => { //this function is parameter function (but
arrow function)
        if(age >=18)
        {
            console.log("You can vote");
        }else{
            console.log("You can not vote");
        }
    }

fun(age);

</script>
```

Output :- You can vote

Return function

```
<script type="text/javascript">

    let a=10,b=5;

    let fun = () => { //this function is return function (but arrow
function)
        let c = a + b;
        return c;
    }

    let ans = fun();
```

```
console.log("Ans = "+ans);
```

```
</script>
```

Output :- Ans = 15

Return with Parameter function

```
<script type="text/javascript">
```

```
let a=10,b=5;
```

```
let fun = (a,b) => { //this function is return with parameter function  
(but arrow function)
```

```
if(a > b)
```

```
{
```

```
    return 1;
```

```
}
```

```
else{
```

```
    return 0;
```

```
}
```

```
}
```

```
let ans = fun(a,b);
```

```
if(ans == 1)
```

```
{
```

```
    console.log("A is Big");
```

```
}else{
```

```
    console.log("B is Big");
```

```
}
```

```
</script>
```

Output :- A is big