ES2015 - Exercises

letConst:

```
var PI = 3.14;
PI = 42; // stop me from doing this!
/* Write an ES2015 Version */
const PI = 3.14;
```

- What is the difference between var and let?
 - var is function scope while let is block scope
 - o var can be re-declared while let cannot
 - o var will be hoisted while let will not
- What is the difference between var and const?
 - o var is function scope while const is block scope
 - o var can be re-declared while const cannot
 - var can be re-assigned while const cannot
 - var will be hoisted while const will not\
- What is the difference between let and const?
 - o let can be re-assigned while const cannot
- What is hoisting?
 - Hoisting is the result of JavaScript looking at the value of variables at initialization. The values become immediately available as opposed to returning an error message of trying to access a variable before it is declared.

*arrow*Functions

```
// Arrow Functions

const double = arr.map( val => val * 2);

const squareAndFindEvens = numbers => numbers.map(num => num ** 2)

.filter(square => square % 2 === 0);
```

```
const filteroutOdds = (...nums) => nums.filter(num => num % 2 ==== 0);
const findMin = (...nums) => nums.reduce((min, val) => val < min ? min = val : min);</pre>
const mergeObjects = (obj1, obj2) => ({ ...obj1, ...obj2 });
const doubleAndReturnArgs = (arr, ...args) => [...arr, ...args.map((val) => val * 2)];
const removeRandom = (items) => {
    let idx = Math.floor(Math.random() * items.length);
    return [...items.slice(0, idx), ...items.slice(idx + 1)];
};
const extend = (array1, array2) => [...array1, ...array2];
const addKeyVal = (obj, key, val) => {
    let newObj = { ...obj };
    newObj[key] = val;
    return newObj;
};
const removeKey = (obj, key) => {
    let newObj = { ...obj };
    delete (newObj[key]);
    return newObj;
};
const combine = (obj1, obj2) \Rightarrow (\{ ...obj1, ...obj2 \});
const update = (obj, key, value) => {
    let newObj = { ...obj, key: value };
    return newObj;
};
```

Object Enhancements

```
function createInstructor(firstName, lastName) {
    return {
        lastName
};
const favoriteNumber = 42;
const instructor = {
    firstName: "Colt",
    [favoriteNumber]: "That is my favorite!"
};
    sayHi() {
       return "Hi!";
    sayBye() {
        return [firstName] + " says bye!";
};
const d = createAnimal("dog", "bark", "Woooof!")
console.log(d.bark()); //"Woooof!"
const s = createAnimal("sheep", "bleet", "BAAAAaaaa")
console.log(s.bleet()); //"BAAAAaaaa"
function createAnimal(species, verb, noise) {
    return {
        [verb] () {
            return noise;
};
```

```
let facts = {numPlanets1: 8, yearNeptuneDiscovered: 1846};
let {numPlanets1, yearNeptuneDiscovered} = facts;
console.log(numPlanets1); // 8
console.log(yearNeptuneDiscovered); // 1846
let planetFacts = {
    numPlanets: 8,
    yearNeptuneDiscovered: 1846,
  };
  let {numPlanets, ...discoveryYears} = planetFacts;
console.log(discoveryYears); // {yearNeptuneDiscovered: 1846, yearMarsDiscovered:
function getUserData({firstName, favoriteColor="green"}){
    return `Your name is ${firstName} and you like ${favoriteColor}`;
getUserData({firstName: "Alejandro", favoriteColor: "purple"}) // "Your name is
getUserData({firstName: "Melissa"}) // "Your name is Melissa and you like green"
getUserData({}) // "Your name is undefined and you like green"
let [first, second, third] = ["Maya", "Marisa", "Chi"];
console.log(first); // "Maya"
console.log(second); // "Marissa"
let [raindrops, whiskers, ...aFewOfMyFavoriteThings] = [
    "Raindrops on roses",
    "whiskers on kittens",
    "Bright copper kettles",
    "warm woolen mittens",
    "Brown paper packages tied up with strings"
console.log(raindrops); // "Raindrops on roses"
console.log(whiskers); // "whiskers on kittens",
console.log(aFewOfMyFavoriteThings);
[numbers[1], numbers[2]] = [numbers[2], numbers[1]]
console.log(numbers) // [10,30,20]
```