

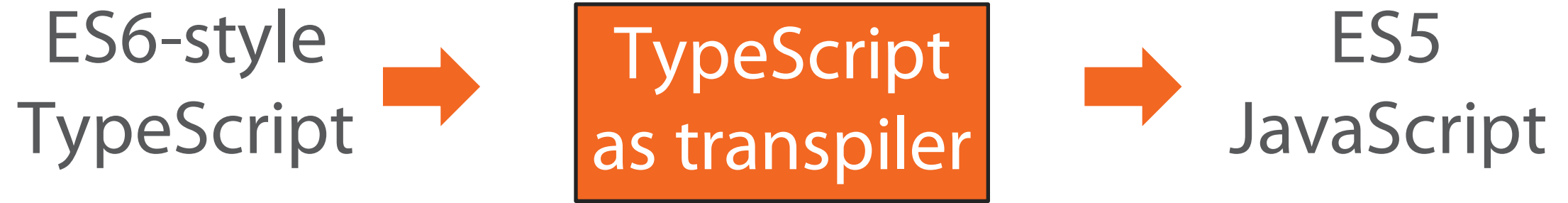
New ES6 Syntax



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let

Characteristics of var

Hoisting
Functional scope

Functional Scope

Functional Scope

- **var** inside function:
 - Hoisted to top of the function
 - Usable throughout the function
- **var** outside function:
 - hoisted to “top” of global scope
 - Usable throughout the program

Global Scope Example with var

```
// Script1.js
```

```
var person = "Alice";
```

```
// Script2.js
```

```
var person = "Bob";
```

```
<script src="Script1.js"></script>
```

```
<script src="Script2.js"></script>
```


Characteristics of var

Hoisting
Functional scope

var vs. let

var:

- Hoists
- Function scope

let:

- Not hoisted
- Block scope

for Loop Closure with let

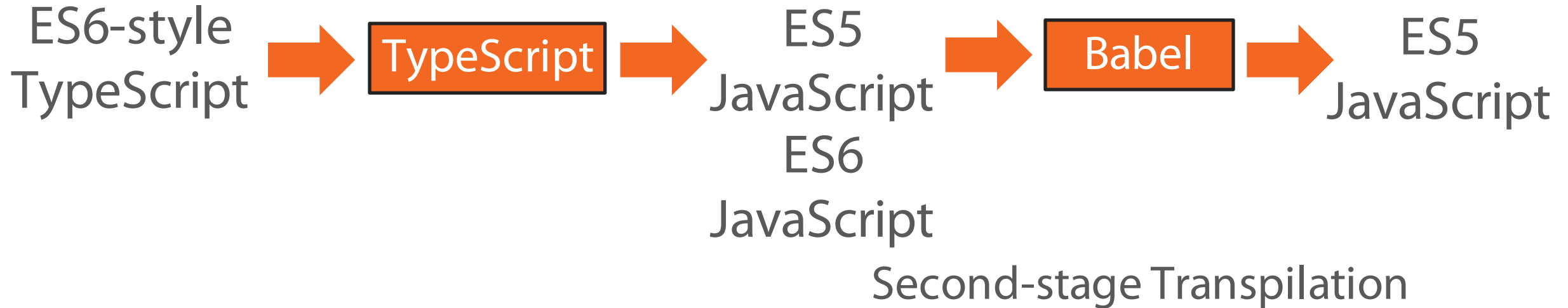
```
for (let i = 0; i < count; i += 1) {  
    // automatic closure here  
}
```

Immediately Invoked Function Expression

An expression
that creates a function
that is immediately invoked

Using Babel as a Second-stage Transpiler

Usual TypeScript transpilation workflow



ES6 Scope-per-iteration with for/let

- TypeScript 1.6 can't transpile this to ES5
 - Use **var** with an IIFE instead
 - Or use ES6 mode + Babel as second transpiler

New Keyword: const

- Same rules as `let`:
 - Block-scoped
 - Not hoisted
- Also:
 - A value must be set on `const` declaration
 - Can't be changed later

Can an object's properties be held constant using `const`?

namespace

New way to create “internal” modules
added in TypeScript 1.5

If `const` works with modules,
does it also work with ES6 classes?

const and Classes

- Can't declare class members with `const` in ES6
- Possible if using a TypeScript "class space" or "clodule".

When to Use `let` and `const`?

- Can clarify purpose and scope of variables
- Can eliminate hand-coding IIFEs in for loops
 - (Not in TypeScript 1.6 – use Babel)

When to Use `let` and `const`?

- Use `var`:
 - Globals that are OK to redeclare in same scope.
 - When block scoping is awkward.
- Try to use `const` over `let`.
 - Properties of a `const` *can* be changed.
- TypeScript will provide an error where `let` is required instead of `const`.

Refactoring CoinCounterViewModel

12 **var** → 9 **const**
3 **let**



Find and Replace: **var** to **let**

```
function favoriteFood(name) {  
  if (name === "Amy") {  
    let fav = "pizza";  
  } else {  
    let fav = "uncertain";  
  }  
  ● return fav;  
}
```


Update to `let` or `const` as you go,
only if it makes sense.

ES6 Arrow Functions

New in ES6

Shorthand syntax
for functions

Simplify this

In TypeScript
since 2012

Arrow Functions and `this`

Traditional-style Functions

- Value of `this` depends on how you call the function!
 - Could be containing function
 - Could be global namespace
 - Could be something else!!

Arrow Functions

- Value of `this` is always the containing code.
- “Lexical Binding”
- Nested arrow functions share the same `this`.
- See “Practical TypeScript Migration” Module 3, Clip 4: “Lambdas and how ‘this’ works in TypeScript”.

Two More Arrow Function Details

No built-in [arguments](#) object.

- If you need to iterate over arguments, use an ES6 “rest” parameter instead.

Arrow functions aren’t [new](#)-able.

- You can call a void function with [new](#) as a “class constructor” in JavaScript.
- An example is in GameClock.ts in the sample code.
- Always use a standard function as the constructor of a functional-style “class”.

Destructuring

Break-up an object or array into
component variables

ES6 String Templates

```
const moreStuff = 'More Stuff';
```

```
const myString = 'Stuff' + moreStuff;
```

```
const usesBacktick = `Hello backtick!`;
```

```
const myStringToo = `Stuff${moreStuff}`;
```

Tagged String Template Ideas

- HTML escaping
- URL escaping
- Format object into HTTP headers
- Log substitutions to console if a debug variable is set
- Throw an exception if a “bad” substitution value is found

You don't have to tag a string template.

New ES6 Syntax in TypeScript 1.6

const
let

Arrow Functions
this

Destructuring
Objects and
Arrays

Using the spread
and rest operator

String Templates
and tagging

for ... of loops

Coming Up: ES6 Modules
