

Learning ECMAScript 6: Moving to the New JavaScript

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Video 2.3

Using an Arrow



In this Video, we are going to take a look at...

- What is an arrow
- How do we use an arrow
- Lexical this

ES6 Feature – Arrow

```
function (a) { return a * 2; }
```

```
(a) => { return a * 2; }
```

```
(a) => a * 2;
```

```
a => a * 2;
```

mud

lib

hello.js

node_modules

src

hello.js

.babelrc

.DS_Store

index.html

package.json

styles.css

No runnable apps

index.html

hello.js — src

hello.js — lib

```

1  const defaultLine = "Start your journey now!";
2  const BR = "<br />";
3
4  function main() {
5      let enterEl = document.querySelector("#enter");
6
7      enterEl.addEventListener("click", onClickEnter, false);
8
9      addToOutput();
10 }
11
12 function addToOutput(newLine=defaultLine) {
13     let output = document.querySelector("#output");
14
15     output.innerHTML = output.innerHTML + BR + newLine;
16 }
17
18 function onClickEnter() {

```

No issues.

mud x

no errors

src/hello.js 2:21

mud

- lib
 - hello.js
- node_modules
- src
 - hello.js
 - .babelrc
 - .DS_Store
 - index.html
 - package.json
 - styles.css

No runnable apps

```

1  const defaultLine = "Start your journey now!";
2  const BR = "<br />";
3  const print = (...args) => console.log(args[0] + ": " + args[1]);
4
5  function main() {
6    let enterEl = document.querySelector("#enter");
7
8    enterEl.addEventListener("click", onClickEnter, false);
9
10   addToOutput();
11 }
12
13 function addToOutput(newLine=defaultLine) {
14   let output = document.querySelector("#output");
15
16   output.innerHTML = output.innerHTML + BR + newLine;
17 }
18

```

No issues.

mud

- lib
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 - styles.css

No runnable apps

index.html | hello.js — src | hello.js — lib

```

1  const defaultLine = "Start your journey now!";
2  const BR = "<br />";
3  const print = (...args) => console.log(args[0] + ": " + args[1]);
4
5  var options = {
6    _intro: "You can type",
7    _options: ["left", "right", "up", "down", "help"],
8    outputOptions() {
9      this._options.forEach(f =>
10        addToOutput(this._intro + " " + f));
11    }
12  }
13
14  function main() {
15    let enterEl = document.querySelector("#enter");
16
17    enterEl.addEventListener("click", onClickEnter, false);
18

```

No issues.

hello.js — lib

mud

lib

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styles.css

No runnable apps

index.html

hello.js — src

package.json

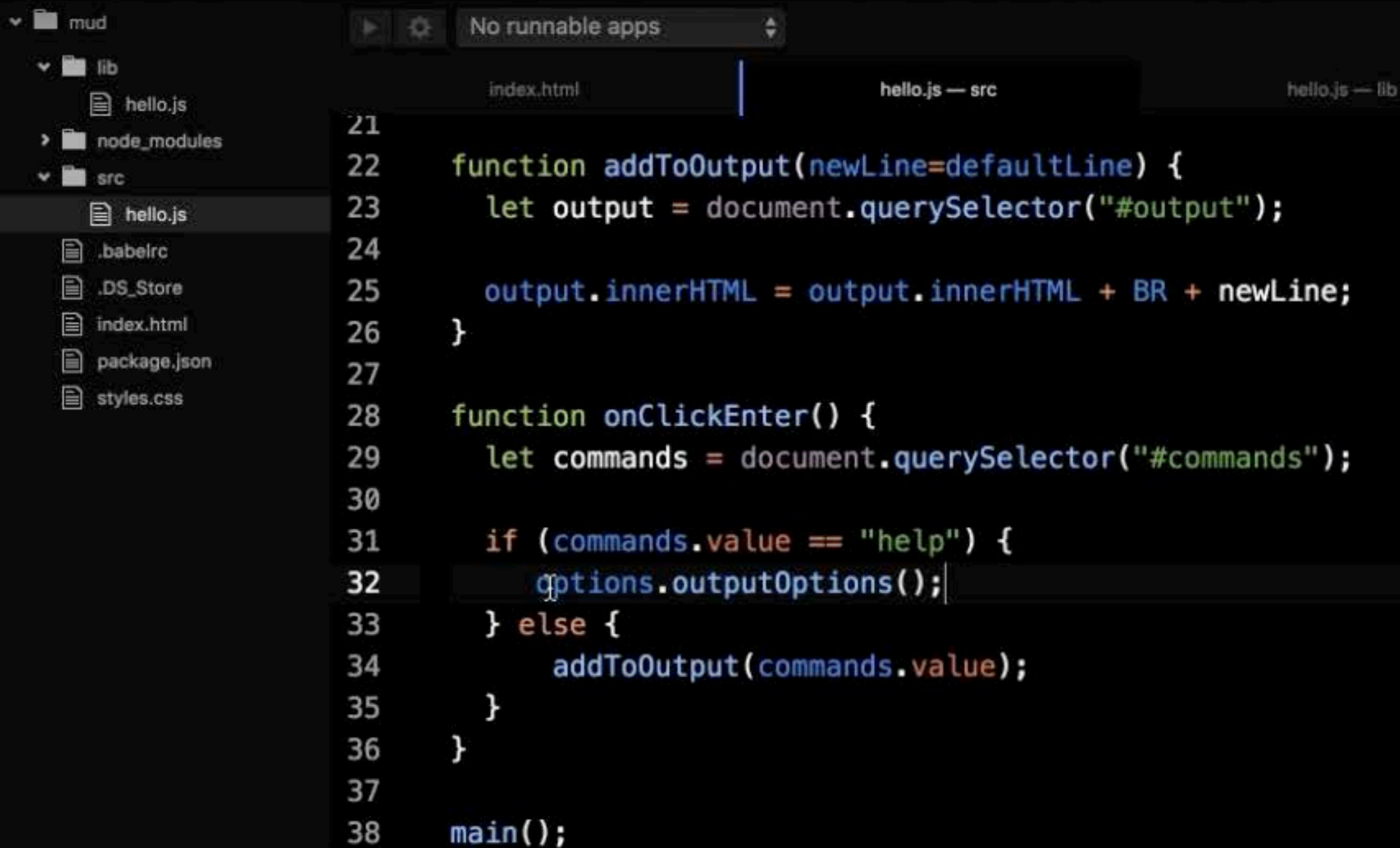
hello.js — lib

```

1  {
2    "name": "mud",
3    "version": "1.0.0",
4    "description": "a game (multi user dungeon)",
5    "main": "index.js",
6    "scripts": {
7      "build": "babel src -d lib",
8    },
9    "keywords": [
10     "es6",
11     "es2015",
12     "demo"
13   ],
14   "author": "Joris Hermans",
15   "license": "ISC",
16   "devDependencies": {
17     "babel-cli": "^6.10.1",
18     "babel-preset-es2015": "^6.9.0"
  
```

No issues.

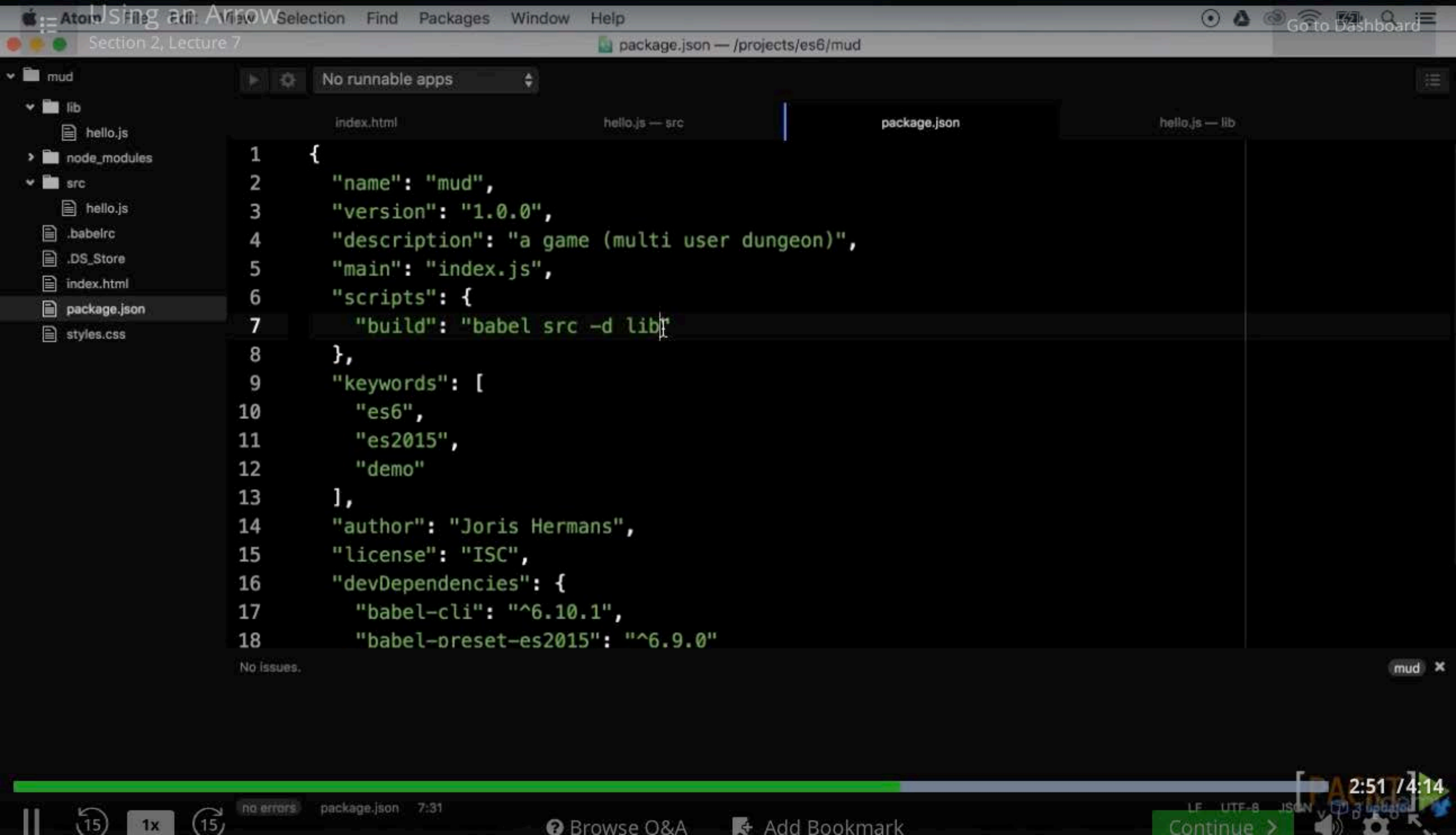
mud x



```
21
22 function addToOutput(newLine=defaultLine) {
23   let output = document.querySelector("#output");
24
25   output.innerHTML = output.innerHTML + BR + newLine;
26 }
27
28 function onClickEnter() {
29   let commands = document.querySelector("#commands");
30
31   if (commands.value == "help") {
32     options.outputOptions();
33   } else {
34     addToOutput(commands.value);
35   }
36 }
37
38 main();
```

No issues.

mud x



MacBook-Pro-van-Joris:mud jorishermans\$ npm run build

```
> mud@1.0.0 build /projects/es6/mud
> babel src -d lib --source-maps
```

Start your journey now!

|

Submit

Start your journey now!
You can type left
You can type right
You can type up
You can type down
You can type help

help

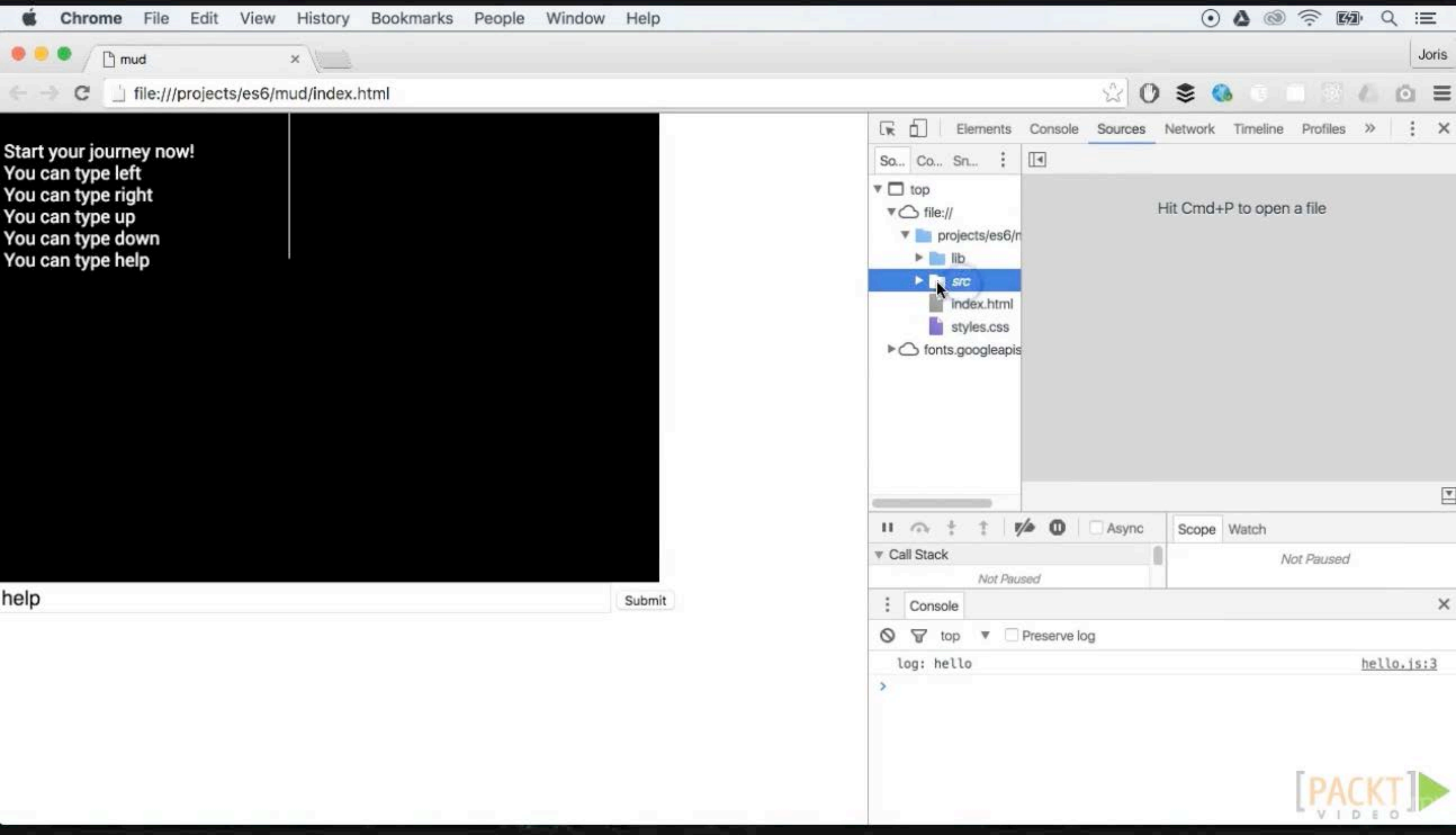
I

Submit

Start your journey now!
You can type left
You can type right
You can type up
You can type down
You can type help

help





Start your journey now!
You can type left
You can type right
You can type up
You can type down
You can type help

help

Submit

Hit Cmd+P to open a file

log: hello

hello.js:3

help

Submit



Summary

- Set up sample application
- Let versus var versus const
- Used an arrow

Next Section

Classes and Modules