

Learning ECMAScript 6: Moving to the New JavaScript

Joris Hermans

Section 2

ES6 Basics



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

- Setting up sample application
- Let vs var vs const
- Using an arrow

Learning ECMAScript 6: Moving to the New JavaScript

Joris Hermans

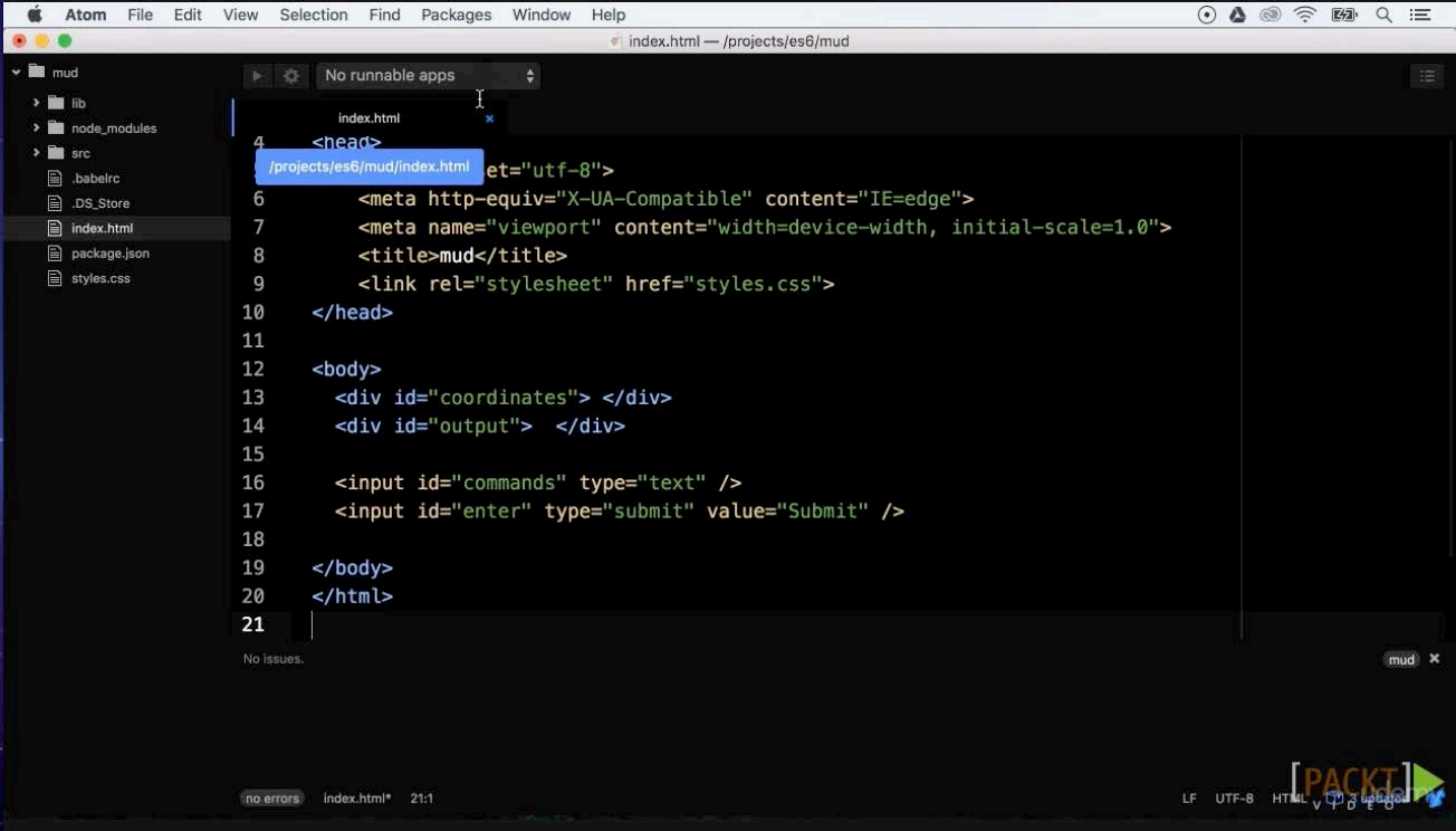
Video 2.1

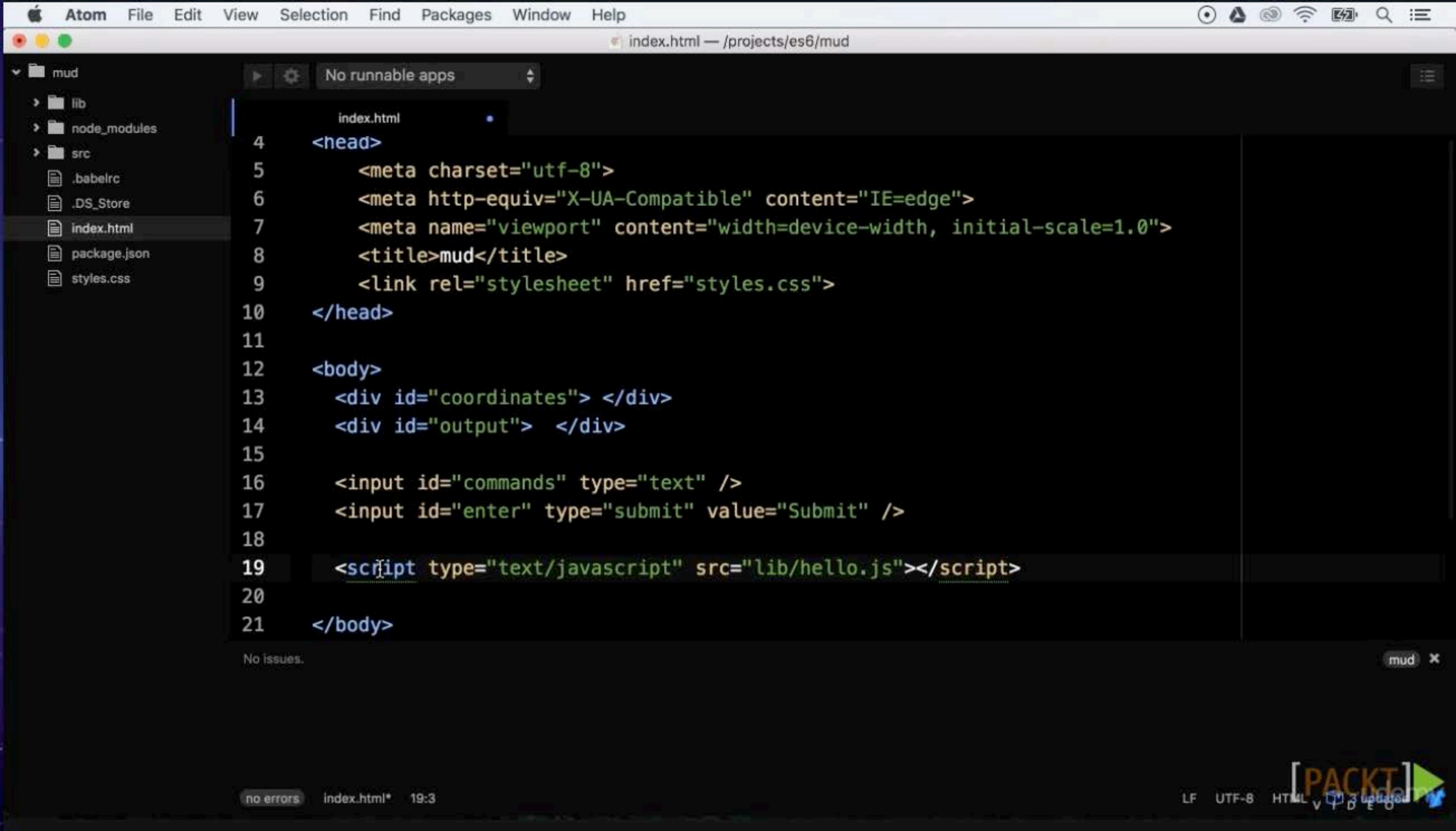
Setting Up Sample Application

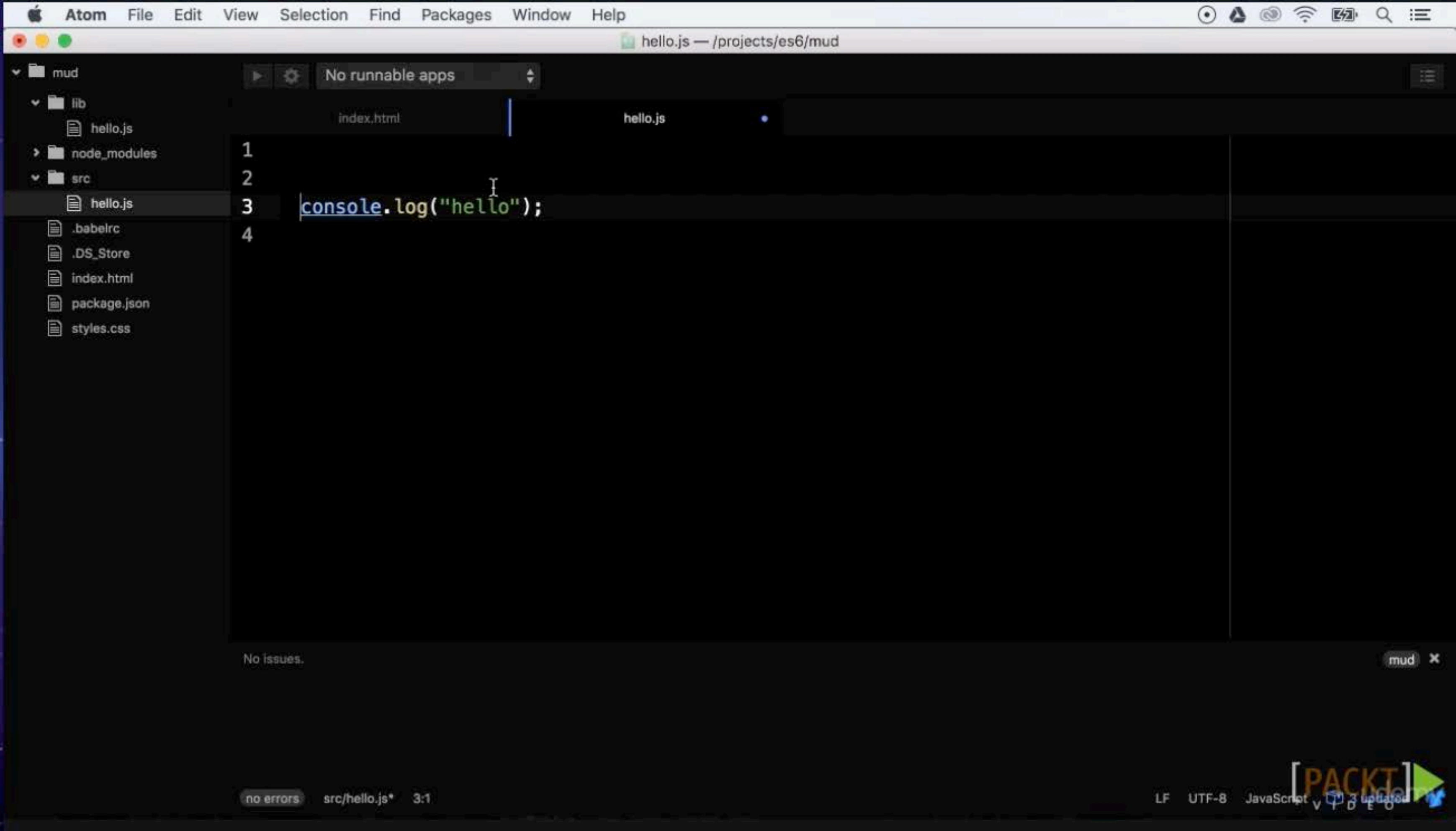


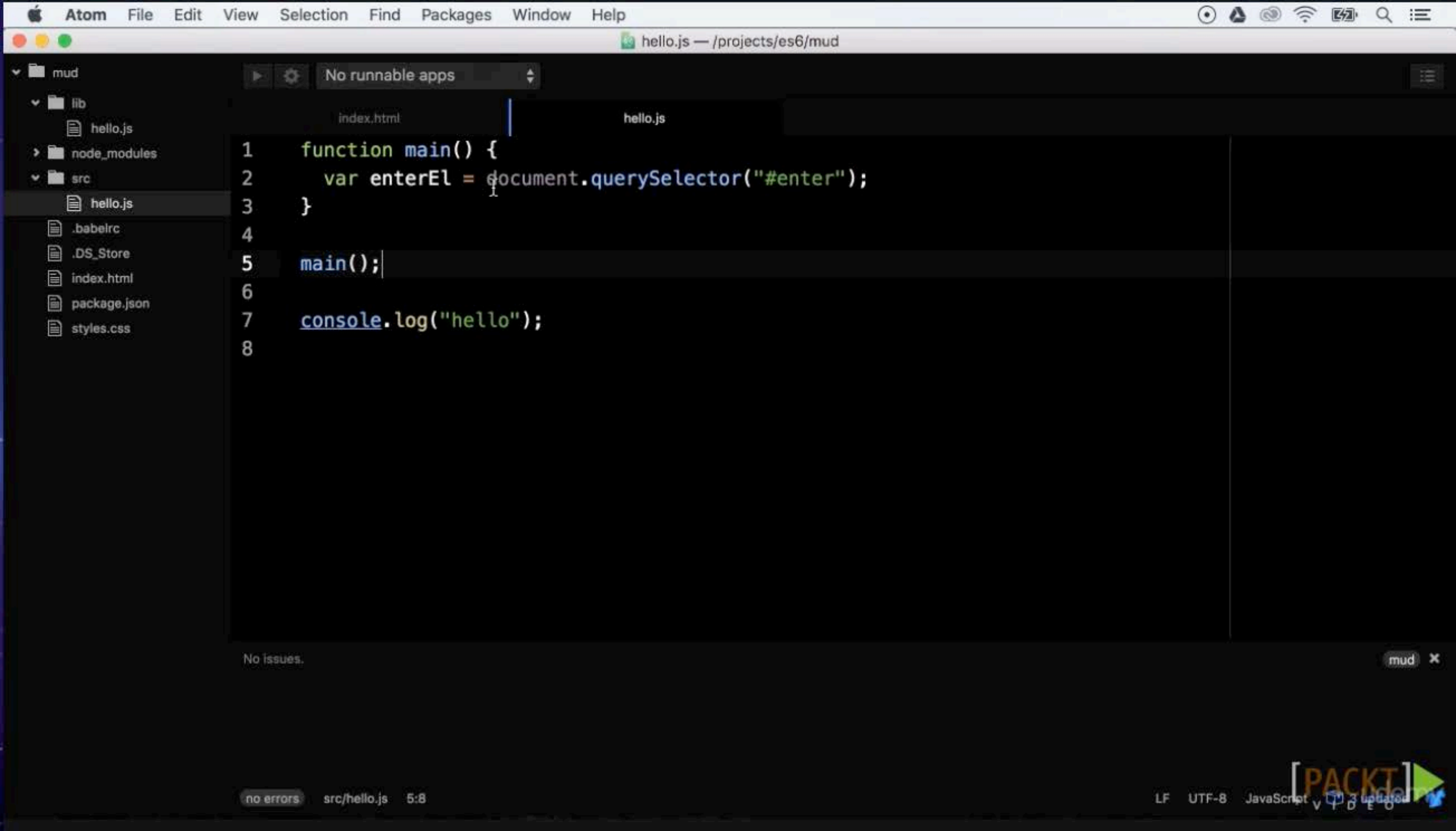
In this Video, we are going to take a look at...

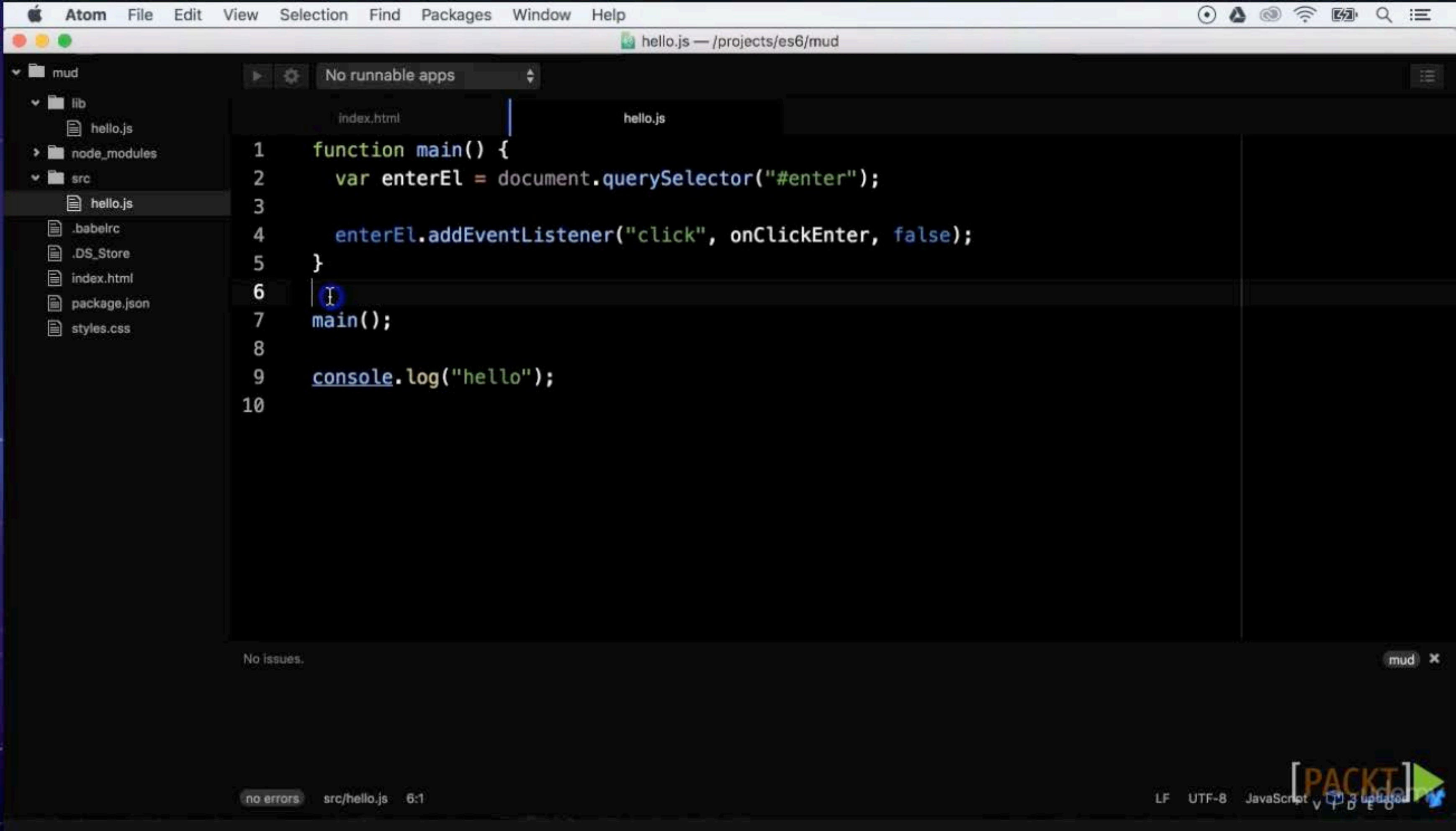
- HTML structure
- Basic user interaction
- Default value

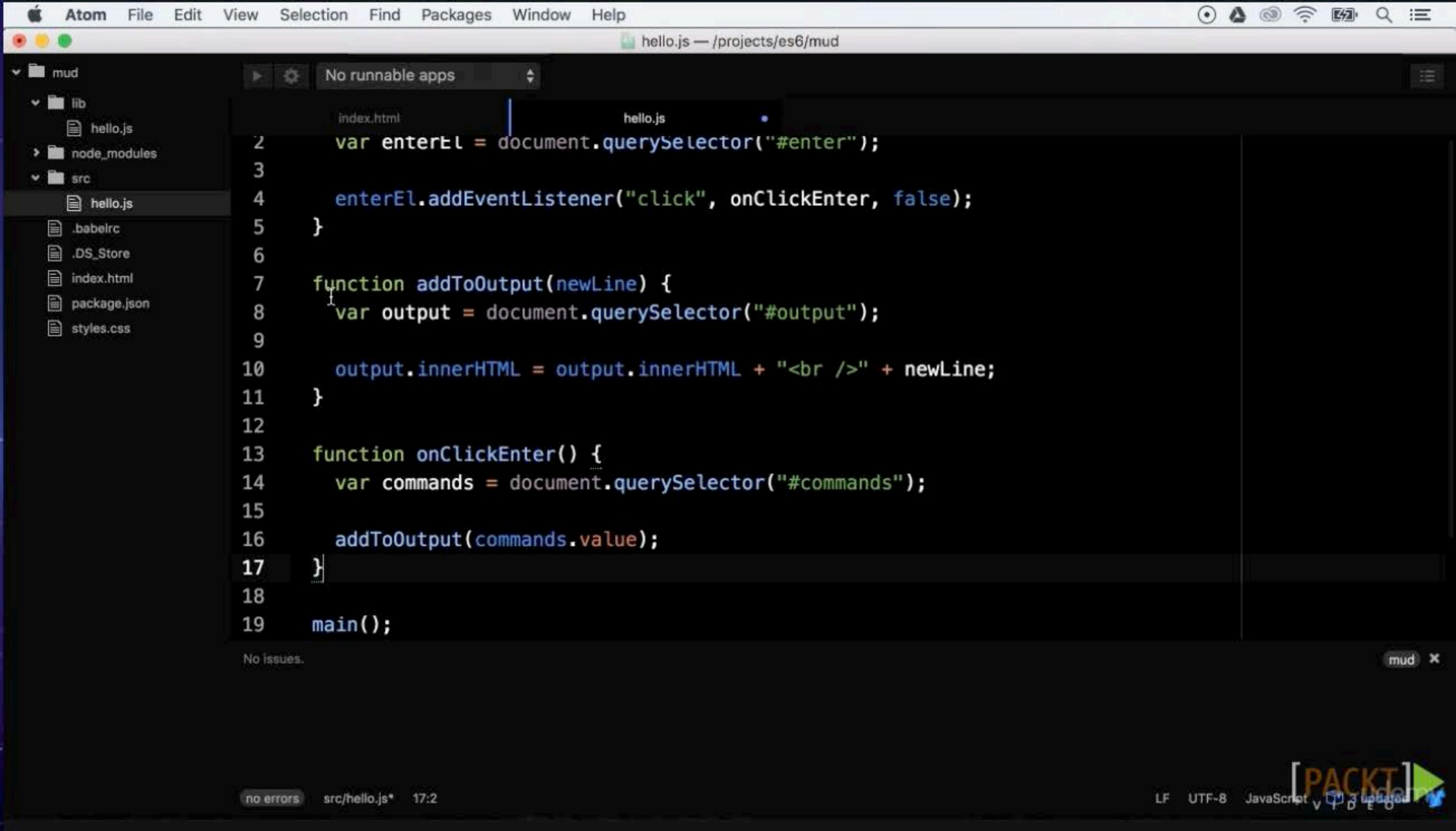


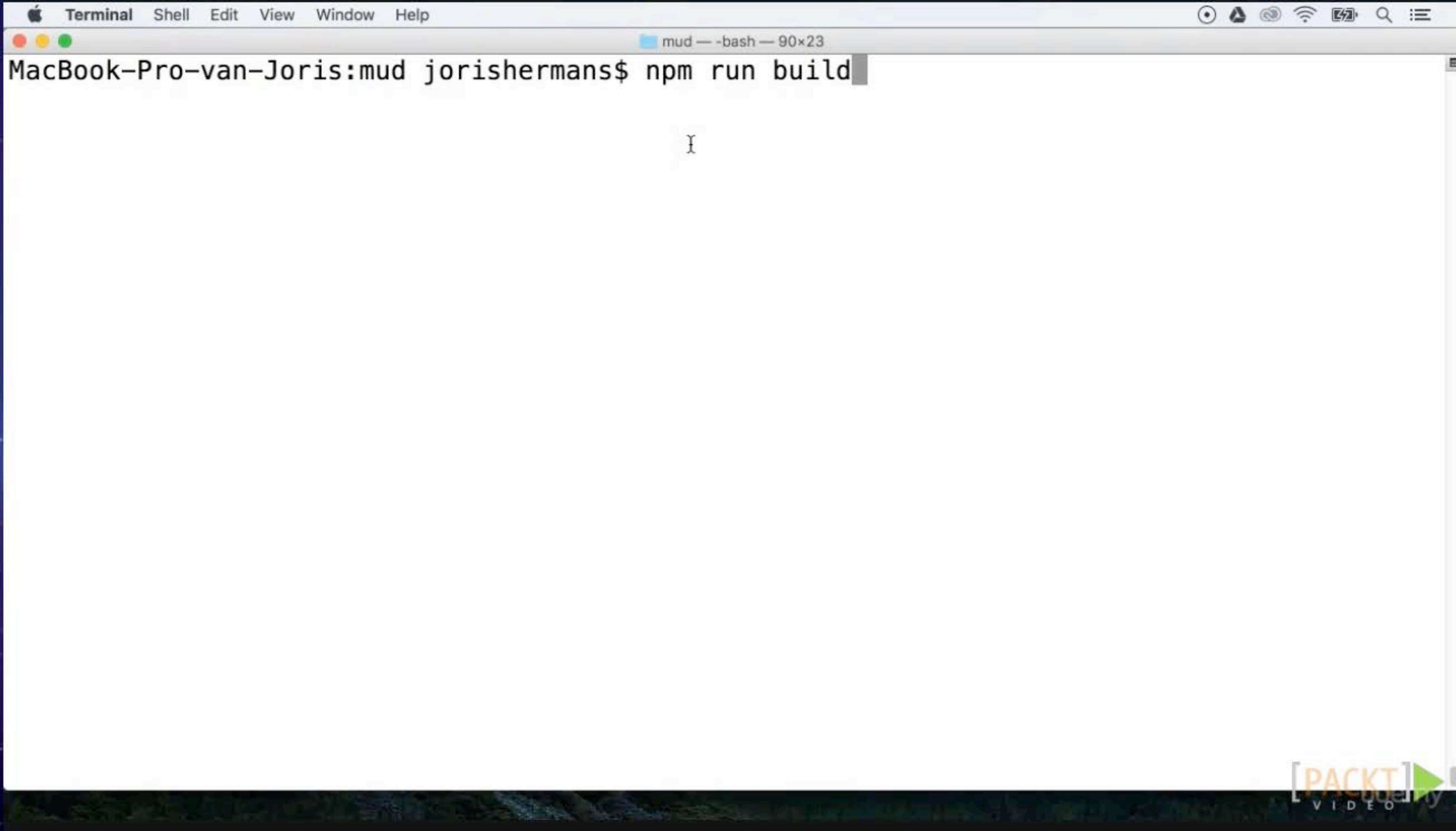










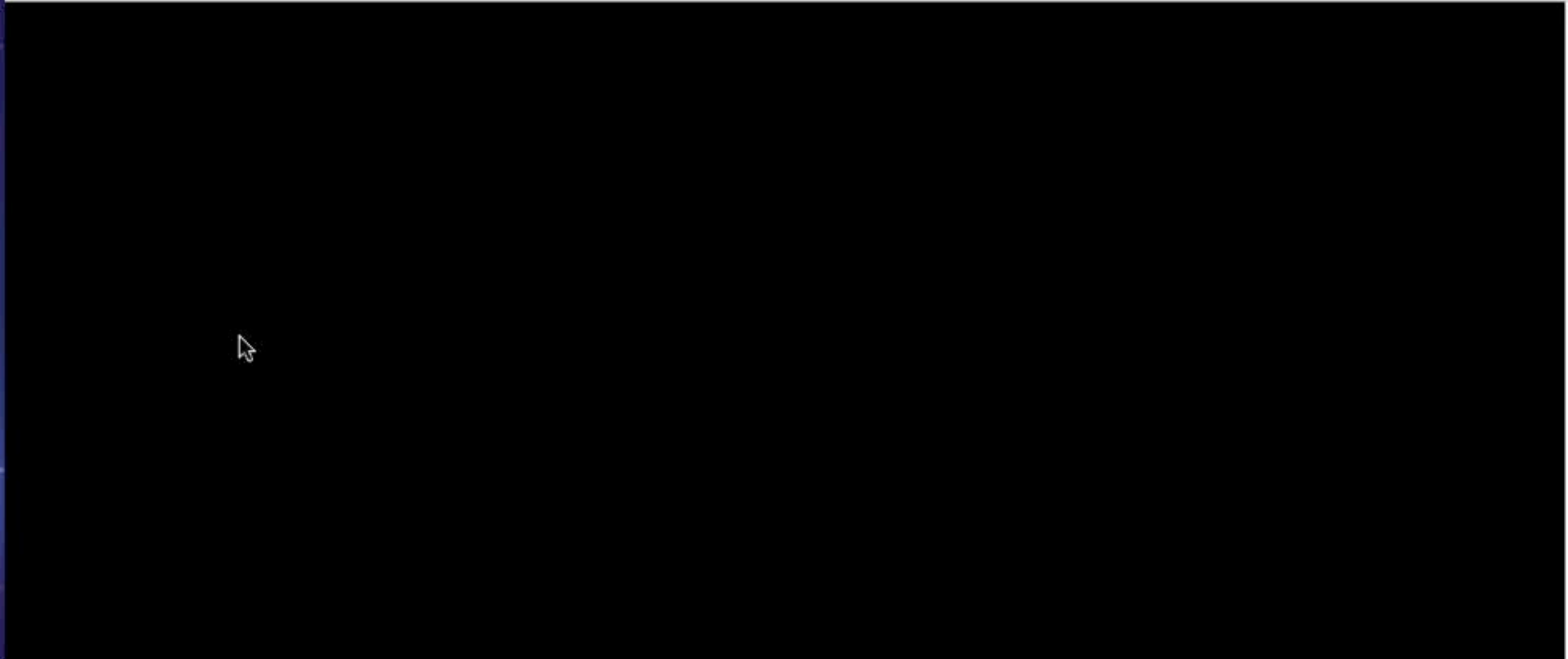


MacBook-Pro-van-Joris:mud jorishermans\$ npm run build

I

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

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



Submit

What will we tell ourself?

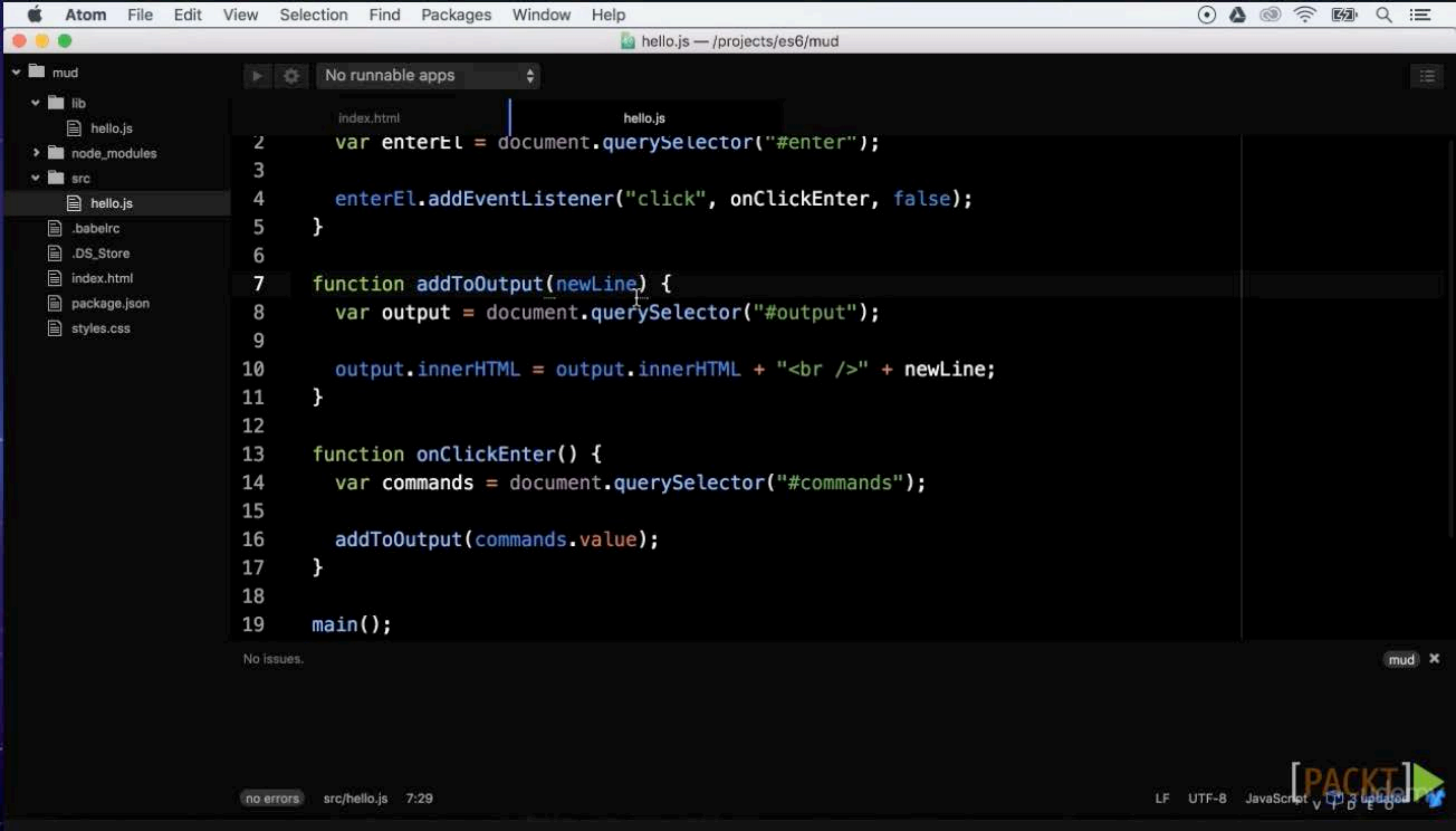
What will we tell ourself?

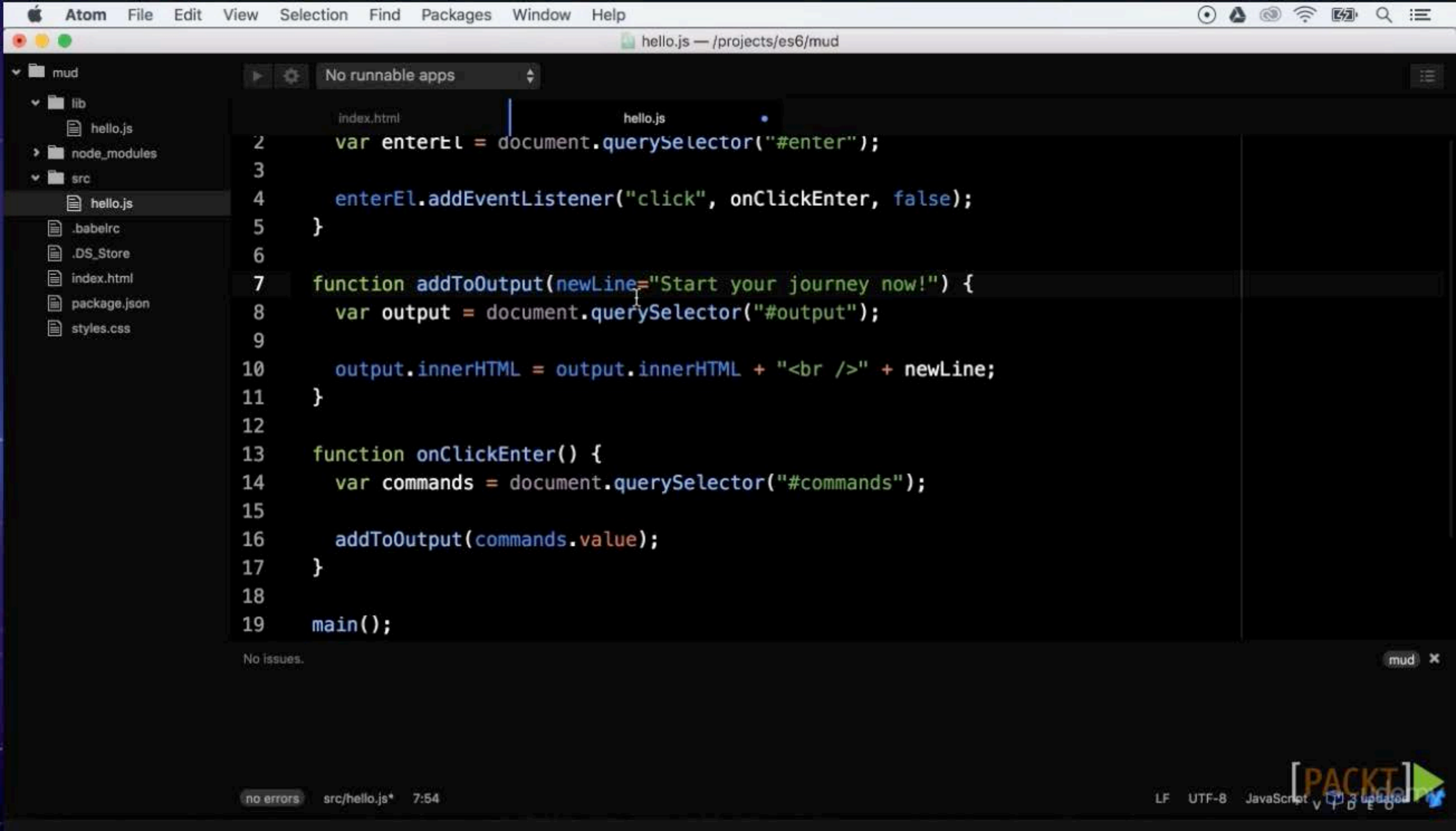
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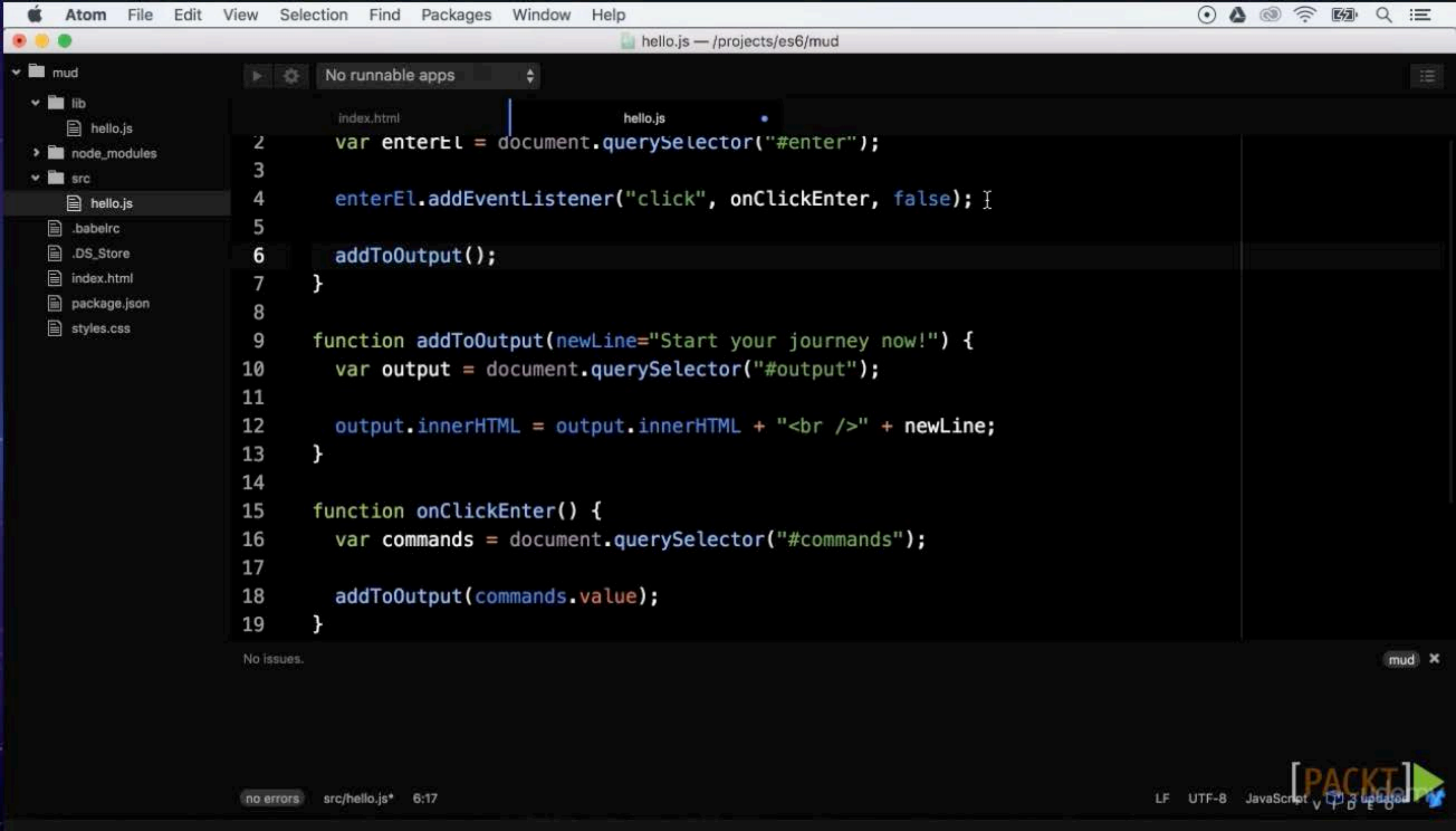
What will we tell ourself?
This is awesome

This is awesome

Submit







- ▼ 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
2  var enterEl = document.querySelector("#enter");
3
4  enterEl.addEventListener("click", onClickEnter, false);
5
6  addToOutput();
7  }
8
9  function addToOutput(newLine="Start your journey now!") {
10     var output = document.querySelector("#output");
11
12     output.innerHTML = output.innerHTML + "<br />" + newLine;
13 }
14
15 function onClickEnter() {
16     var commands = document.querySelector("#commands");
17
18     addToOutput(commands.value);
19 }
```

No Issues.

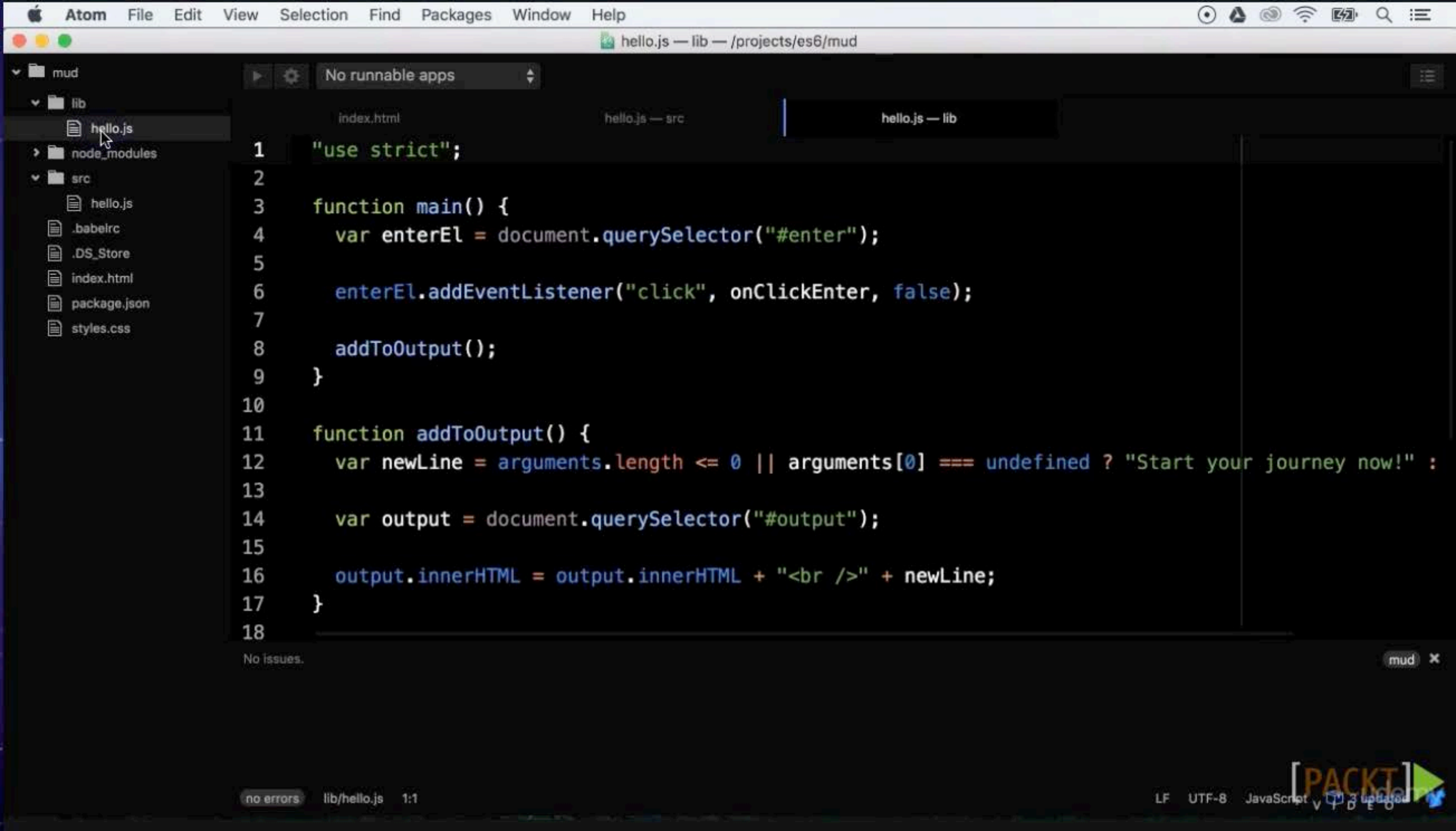
mud x

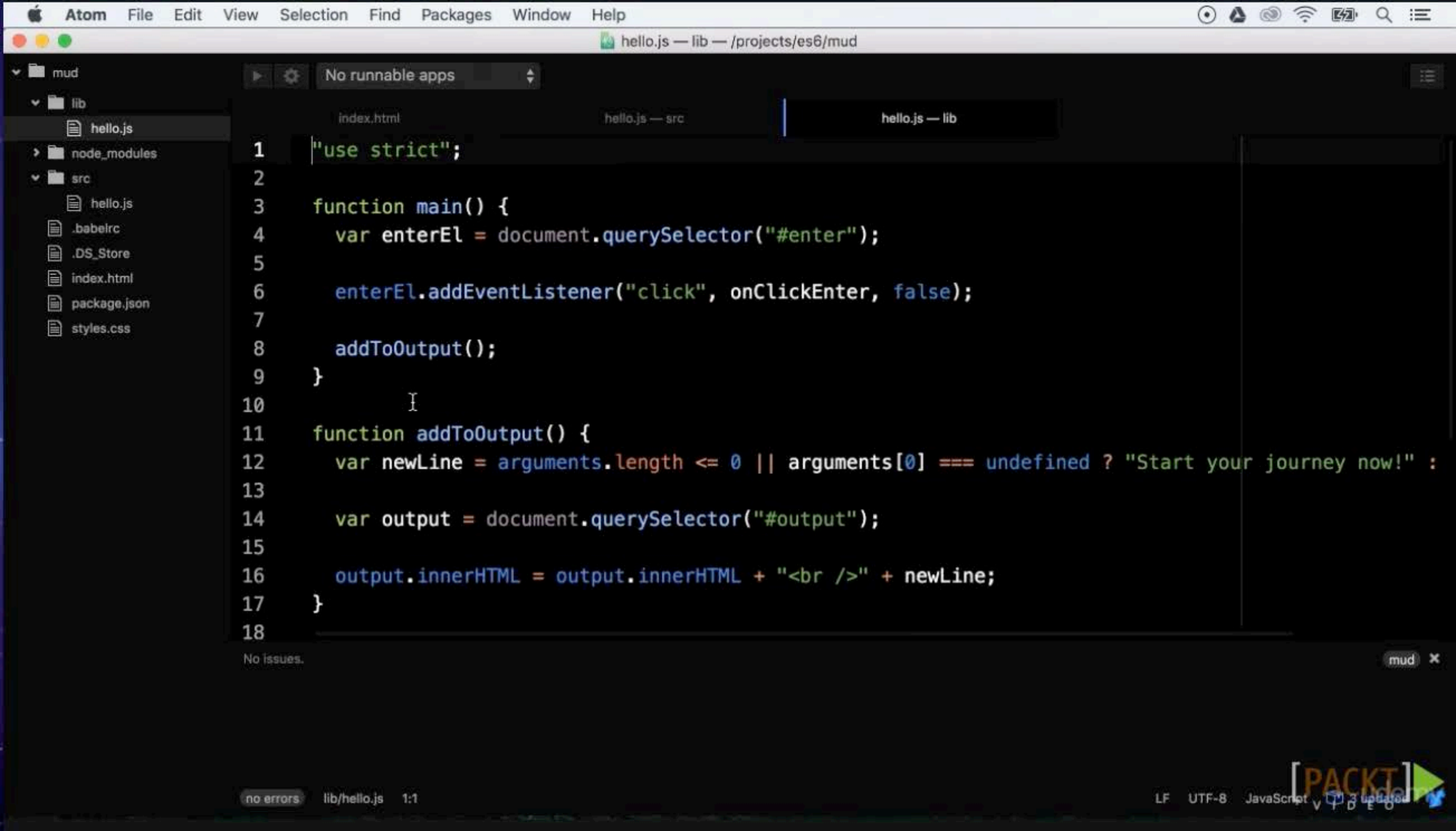
MacBook-Pro-van-Joris:mud jorishermans\$ npm run build

> mud@1.0.0 build /projects/es6/mud

> babel src -d lib

}





Start your journey now!



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Next Video

let Versus var Versus const