

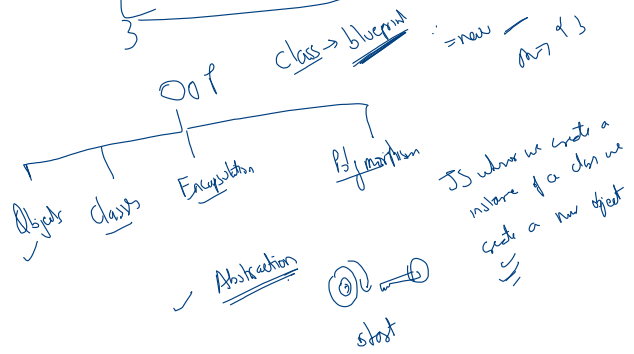
JS < CJM → require
ESM → import

let a = 10
 console.log(a)

let a = 10;
 console.log(a);
 let a = 10;
 we cannot access variables unless a value has been assigned
 TR = Δ if let has a variable with a value to get a value

Final class → JS procedural language

class {
 let name: string
 let food: string
 > let: { }
 , let (or slots)
 }



Inheritance → extends

class Person {
 name
 weight
 }
 class Engineer extends Person {
 }

Sim {
 obj = new Object
 obj = { }
 sim = new Array
 arr = []
 }

Person parent
 Eng child
 Eng → keep pushing → child → parent
 Obj → load
 Array child etc