**Class 2)**

**6) FETCH**

API = Application Programmable Interface

Connect client-side with server-side

Fetch is a keyword that’s means to request and it’s behavior is asynchronous.

We have to types of API’s:

i) Public API’s

ii) Private API’s

Default METHOD is GET

**7) SET**

A new way to create an array.

Returns always a unique values.

i.e;

1. var arr = new Set([1,2,3,4,5])
2. var arr2 = new Set([NaN,undefined , false])
3. var arr3 = new Set([1,1,1,2,2,2,3,3,3,4,5,6,7,7])

Methods/Properties of Set:

1. size
2. add()
3. clear()
4. entries()
5. forEach()
6. has()
7. delete()

**8) ARROW FUNCTION**

Three ways to write a function.

1. function call(){}
2. var call = function(){}
3. var call = () => {}

Difference between normal function and arrow function is the scope of "this".

No need to bind arrow function.

**9) DEFAULT PARAMETERS**

A function with parameters with default values.

**10) QUERY SELECTOR**

For Targeting elements

1. document.querySelectorAll(‘div’);
2. document.querySelectorAll(‘.className’);

document.querySelector(‘#idName’); // Target the first element

**11) SPREAD OPERATORS**

**12) REVERSE**

**13) MAP OBJECT**

New way to create an object.

Map is an Object.

Iterable Object.

i.e;

1. var myMap = new Map();

Methods/Properties of Map:

1. set()
2. size
3. get()
4. clear()
5. for of loop