

# ES6 Part 2

## Mentor Session Plan

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### Learning objectives of the session:

- Understand the various concepts of ES6 in JavaScript.
- Use ES6 and OOP concepts to build a **Movie Db application**.

Time Distribution	Topic	Detail
1hr	Walkthrough the summary document and also resolve the doubts	<ul style="list-style-type: none"><li>• Explain various concepts of ES6 as mentioned in the summary document.</li><li>• Resolve the doubts of the learners on the shared content</li></ul>
2hr	Guided Project Implementation	<ul style="list-style-type: none"><li>• Use ES6 concepts to build the Movie Db application.</li></ul>