Extra ES6 Research -
Group Research and Assignment - Java 006

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Instructions

All assignments will be created in a root folder:
`java_training/assignements/java_006/extra_es6`

1. Ensure all assignments can compile

2. Ensure all assignments have comments

3. Each assignment will be a folder/project of their own, to be included in the above root folder

4. You will be working in pairs (groups of 2) as assigned by the instructor.

5. Ensure that in your README.md file, you mention that this was a group assignment and all participants name are included in the file

Recommendations

- As you will be working in pairs, ensure you dialog and communicate.

- Use a divide and conquer approach, only after you have done the research together, ensured that the documentation for Assignment 1 is complete and you've peer-reviewed it together. Assignment is both documentation and code samples. Code samples can be in a single file since it is JS driven. But again, it is imperative that you work in tandem in a way which is productive and promotes team work and knowledge transfer.

- Then, analyze both projects, and ensure you have listed your key areas of concerns and the potential effort to do. Make sure you review each other's finding to ensure you feel there it is complete. Or, work together and make it happen together, either way, as long as it's a team effort.

Assignment 1: Research on Template Literal, Symbols and Destructuring

Overview

Research the functionality of template literal, symbols and destructuring which are ES6 features.

Specifications

- Template literal promote an easier way to handle strings in a dynamic way.

- Symbols are a new form of primitive type

- Destructuring in JS is a quick way to pack/unpack values, in some ways, similar to unboxing in JAVA

- Research how it is use all of these features

- Provide a good sample of test scenarios using the operator

- Explain in a bullet list fashion the key features behind the arrow operator.

- Explain the pros and cons to the best of your abilities again in a bullet list

Save Project Name as: `ES6_101` and ensure this will contain your JS demo code sample and we can use the console's debugger to view the output. You don't need to make this complicated, we many very basic HTML/JS templates of JS code samples you can use as a launching point, just make sure your HTML title and any HTML content reflects the nature of this assignment/research.

Save Documentation Name as: ES6_DOC and ensure it is in Rich Text Format (*.rtf) and ensure it is in your project's folder in `Arrow_Operator_101`.

About the development: Remember, this is code that will execute in a browser, please ensure you are using XAMPP. Manage your folder structure in XAMPP as you see fit, as long as it works, but you will have to copy/paste your code eventually in the root folder as determined in the instructions in this document.

Optional: If you have time, look up "Markdown" code online and see if you can optimize your documentation to be in Markdown format, where you can save the file as Arrow_Operator_DOC.md and GitHub would be able to display it in a nice format. (This is optional, therefore, concentrate of getting all your work done first, ensure it is correct and then, if time permits, create this "Markdown" version. But it should first and foremost be a *.rtf file.

Assignment 2: Upgrading the MVC Demo to take advantage of the various form of ES6 features

Overview

Upgrade the MVC Demo (rawMVC) to take advantage of the various forms of ES6 features across the entire app. Use the version which you upgraded in the previous assignment.

Understand that this is a refactoring exercise, as such, the end result is optimized code, but no change in functionality. DO NOT CHANGE FUNCTIONALITY.

Save Project Name as: `MVC_Demo_Upgrade`

About the development: Remember, this is code that will execute in a browser, please ensure you are using XAMPP. Manage your folder structure in XAMPP as you see fit, as long as it works, but you will have to copy/paste your code eventually in the root folder as determined in the instructions in this document.

Assignment 3: Upgrading the Timer Animation Demo to take advantage of the various form of ES6 features

Overview

Upgrade the Timer Animation Demo to take advantage of the various forms of ES6 features across the entire app. Use the version which you upgraded in the previous assignment.

Understand that this is a refactoring exercise, as such, the end result is optimized code, but no change in functionality. DO NOT CHANGE FUNCTIONALITY.

Save Project Name as: `Timer_Animation_Demo_Upgrade`

About the development: Remember, this is code that will execute in a browser, please ensure you are using XAMPP. Manage your folder structure in XAMPP as you see fit, as long as it works, but you will have to copy/paste your code eventually in the root folder as determined in the instructions in this document.