

① A programming language lexical structure specifies a set of basic rules about how code should be written in it.

② The identifiers and string literals can be expressed in unicode via a unicode escape sequence.
The general syntax is `\uxxxx`.

③ Keywords —

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|----------------|------------------|
| (i) await | (xi) default |
| (ii) break | (xii) export |
| (iii) case | (xiii) function |
| (iv) catch | (xiv) instanceof |
| (v) class | (xv) package |
| (vi) delete | (xvi) super |
| (vii) extends | (xvii) try |
| (viii) if | (xviii) while |
| (ix) interface | (xix) null |
| (x) private | (xx) in |
| | (xxi) debugger |

④

Addition — `x += b()` `x = x + b()`

Subtraction — `x -= b()` `x = x - b()`

Multiplication — `x *= b()` `x = x * b()`

Division — `x /= b()` `x = x / b()`

`&` = shorthand Bitwise AND

`^` = shorthand Bitwise XOR

`<<` = shorthand left shift

⑤ It is to indicate that the code should be executed in strict mode.