

ECMA

1- Arrow Function

Longer version

```
""
```

```
var multiply = function(a, b) {
```

```
    return a * b;
```

```
};
```

```
""
```

2-) Classes

Here, we use constructor functions (Animal and Dog) and manipulate the prototype property directly to achieve inheritance (Dog.prototype = Object.create(Animal.prototype);).

```
// Constructor function
function Animal(name) {
    this.name = name;
}

Animal.prototype.speak = function() {
    console.log(this.name + ' makes a noise.');
}

function Dog(name) {
    Animal.call(this, name);
}

Dog.prototype = Object.create(Animal.prototype);

var dog = new Dog('Rover');
dog.speak(); // Rover makes a noise.
```

As you can see, the ES6 class syntax is more compact and arguably easier to read and understand. It's also less prone to errors because it prevents some of the common pitfalls of JavaScript's prototype-based inheritance (like forgetting to use new when calling a constructor).