

# JavaScript – ES6 (Plus some ES7?) features needed in React development

## The ES6 & ES7 features needed in React development

- **let** - block scoped variable (Until ES6 we only had 'var' with only two possible scopes: function and global)
- **const** - block scoped constant (the first immediate value needs to be given right away and will be constant, e.g. the object reference. But the `_contents_` of that object and so on are not protected by const!).
- **arrow functions** (shorter syntax, implicit return, reference 'this' auto-bound to outer scope)
- ES6 **class** syntax
- ES6 class **inheritance** syntax
- **template literals** (to get rid of the String concatenation clumsiness: "Hello"+name+"!")
- **spread notation** (to make a 'deep copy' of an object, instead of the 'shallow copy')

## These in the material produced for Haaga-Helia by Rasmus Eskola 8/2017:

<http://haaga-helia-react.surge.sh> Read until the start of React. That is, first only look at the new JavaScript features without React.

## Tasks

Create a folder for this JavaScript task set 03.

### 1. Theory task

Create a document ES6\_etc\_features\_and\_their\_benefits.pdf (Other ok formats: .rtf | .html | .txt)

Write short ideas how you could utilize and what are the benefits of each new feature introduced above!

### 2. Programming task

Use the features in any project (e.g. take the Players and points from task set 02 and continue) and make some use of all the features!

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Forget these document templates at the end:

```
var consolas = "Font, 11pt";
```

More lorem ipsum.

```
var consolas = "Font, 11pt";
```