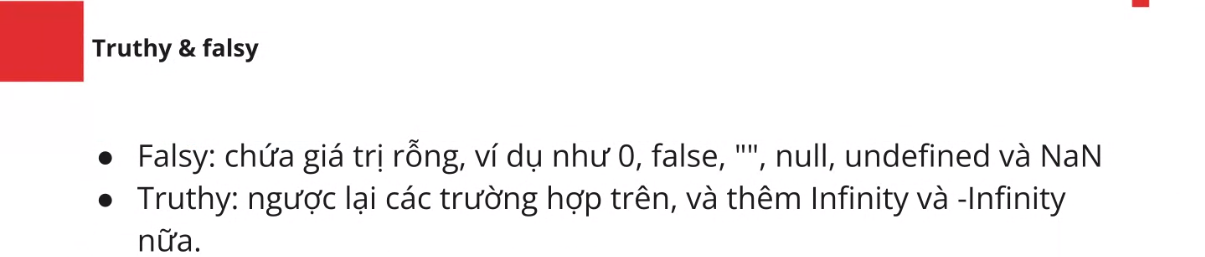
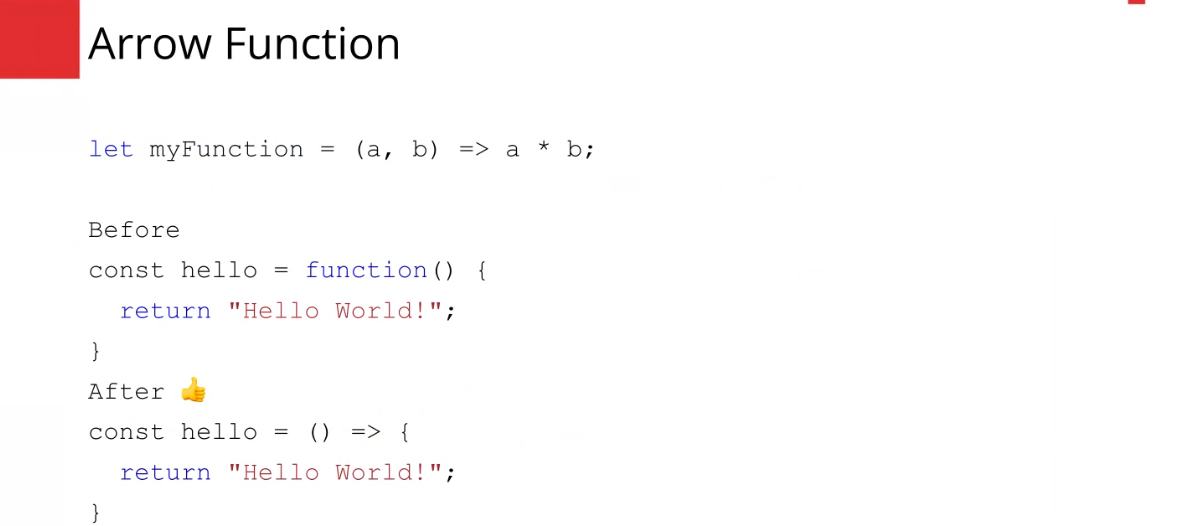
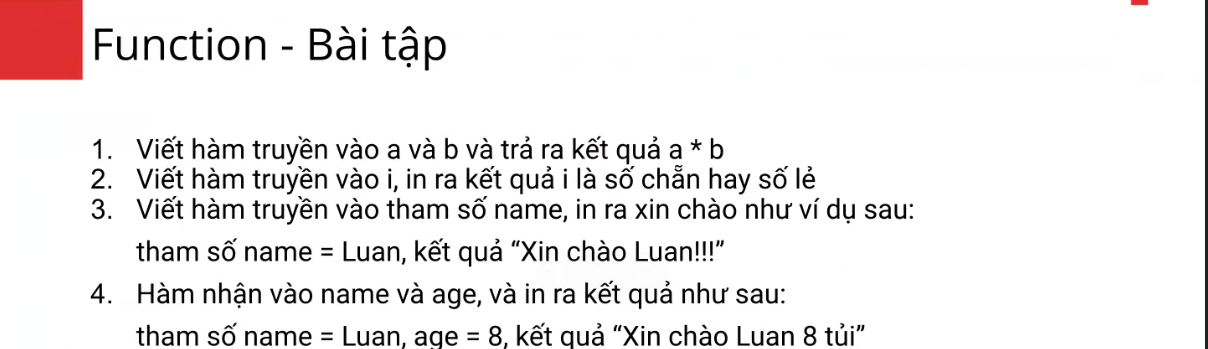


Các biến được khai báo bởi var có thể được sửa đổi trong khối







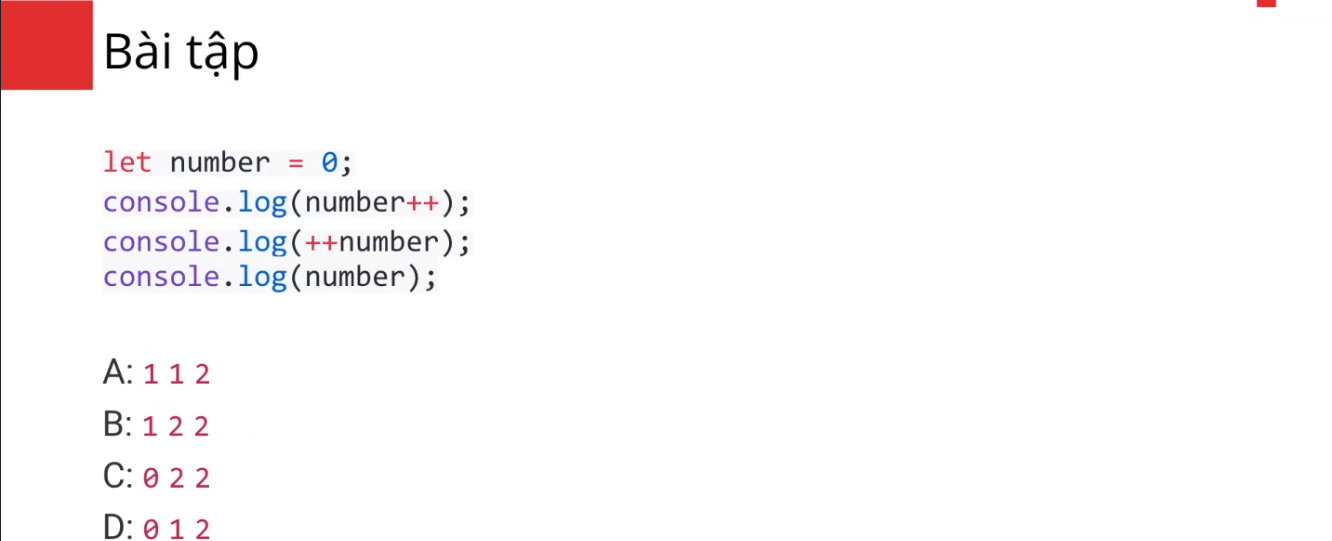


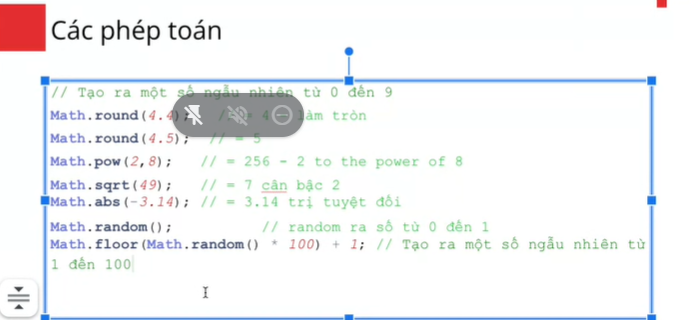
D





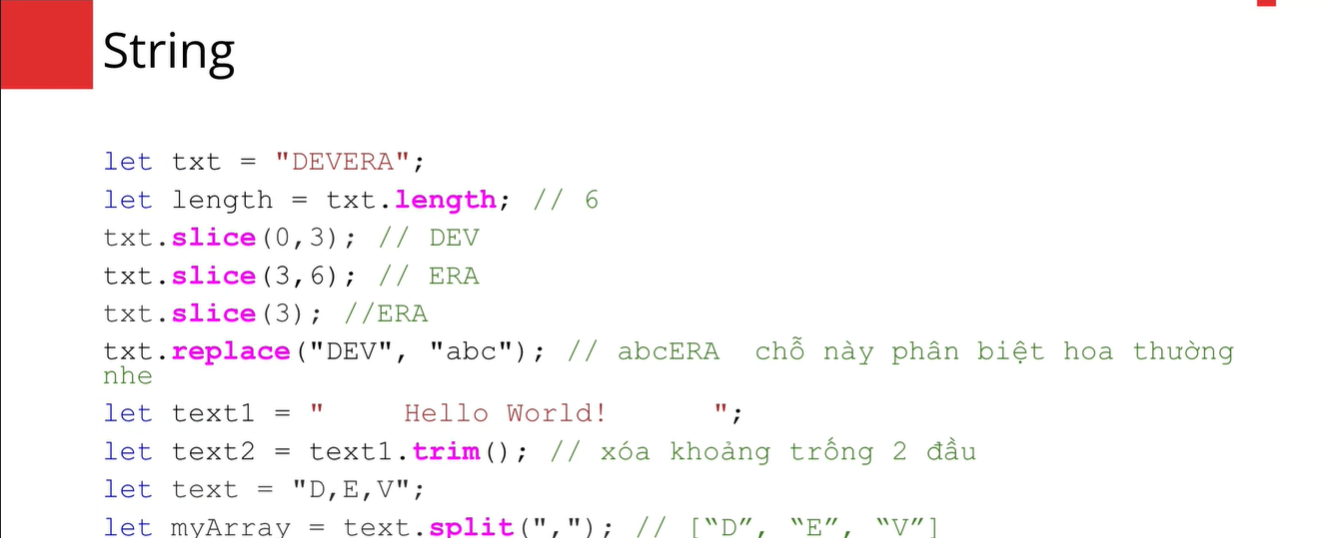


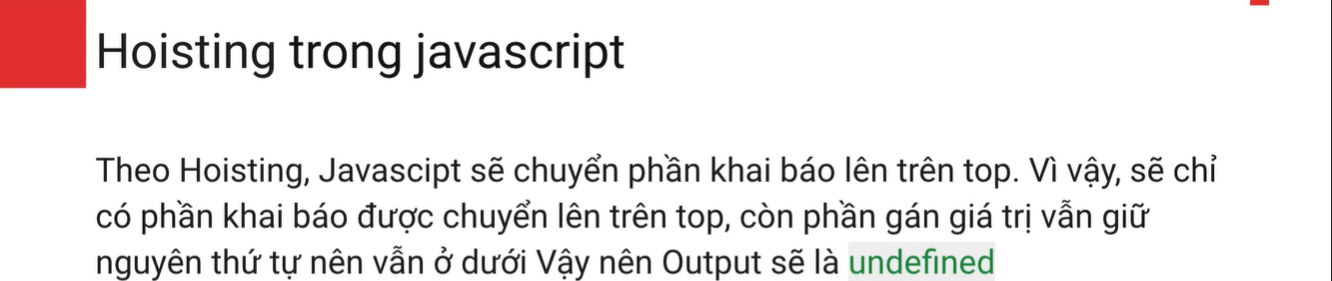




reduce(), map(), slice(),



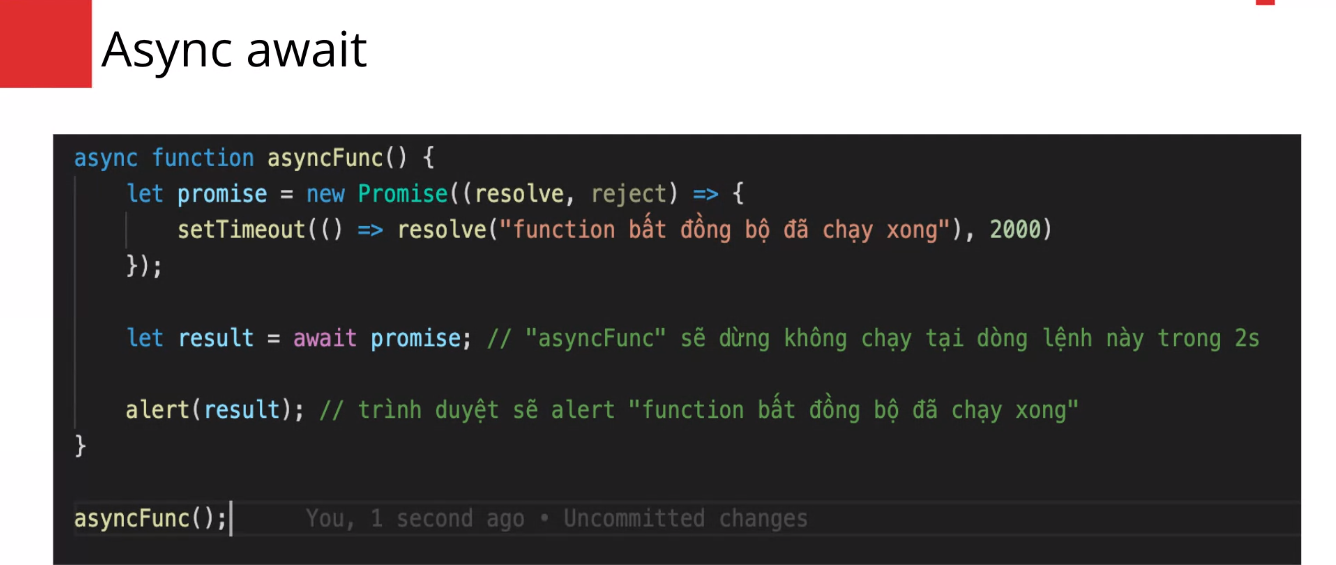


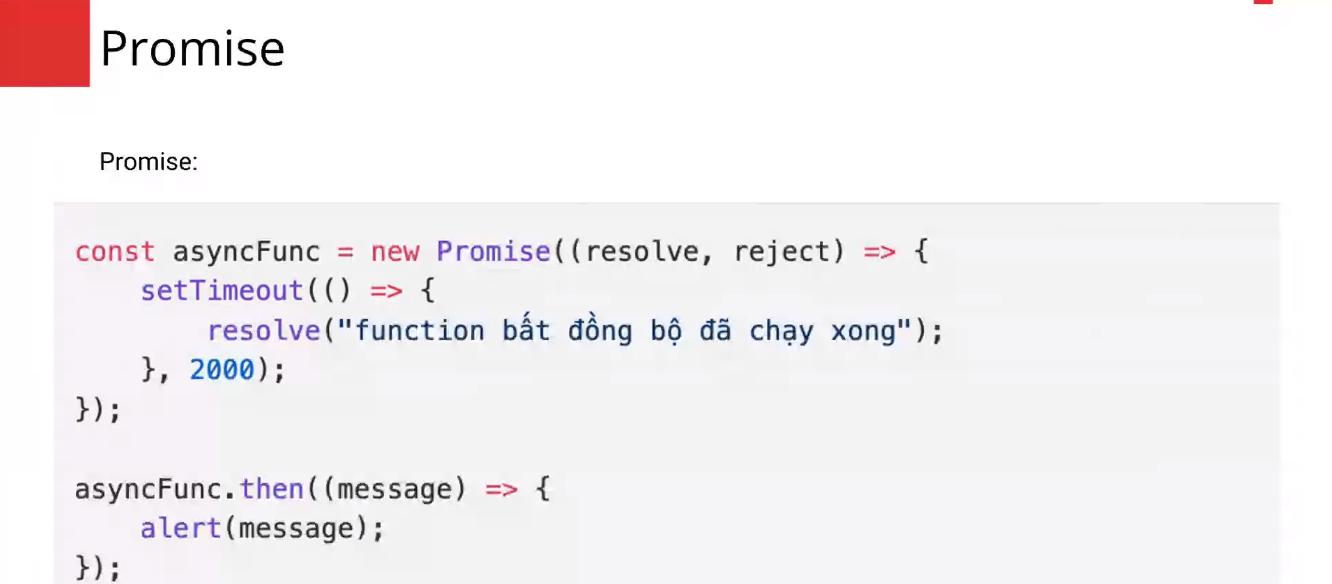


Var sẽ có hoistring

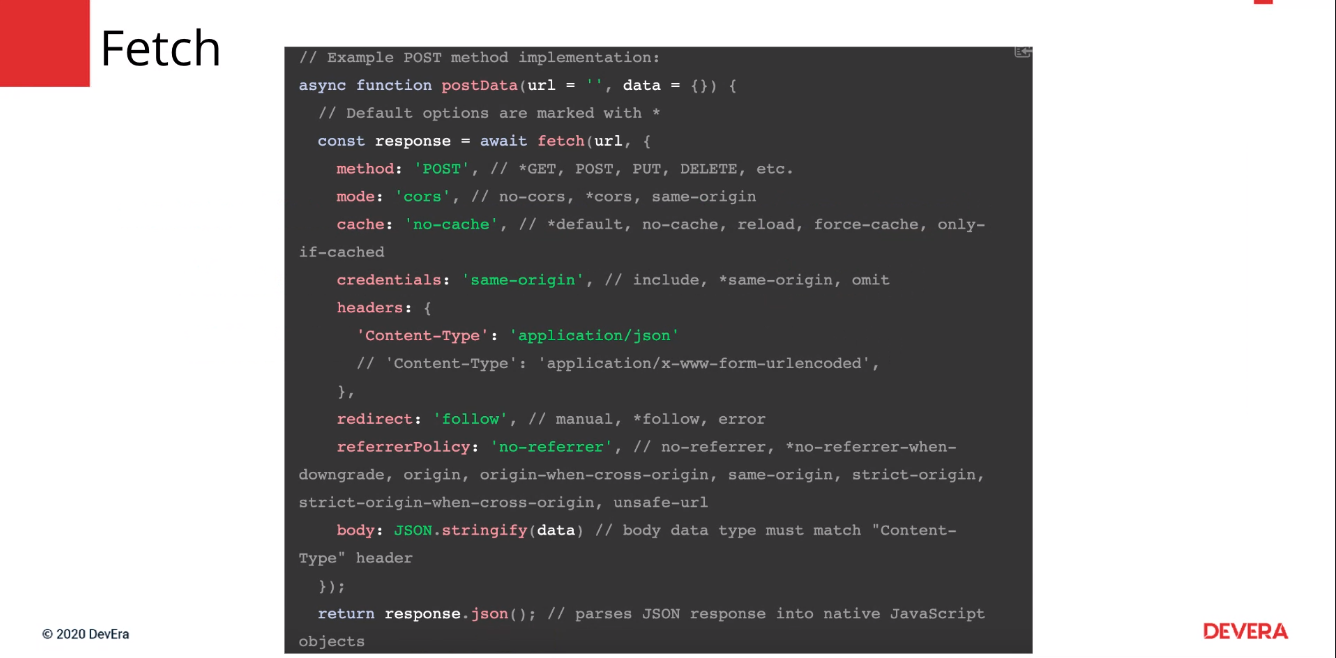
Let, const: vùng chết tạm thời

Slice VS splice

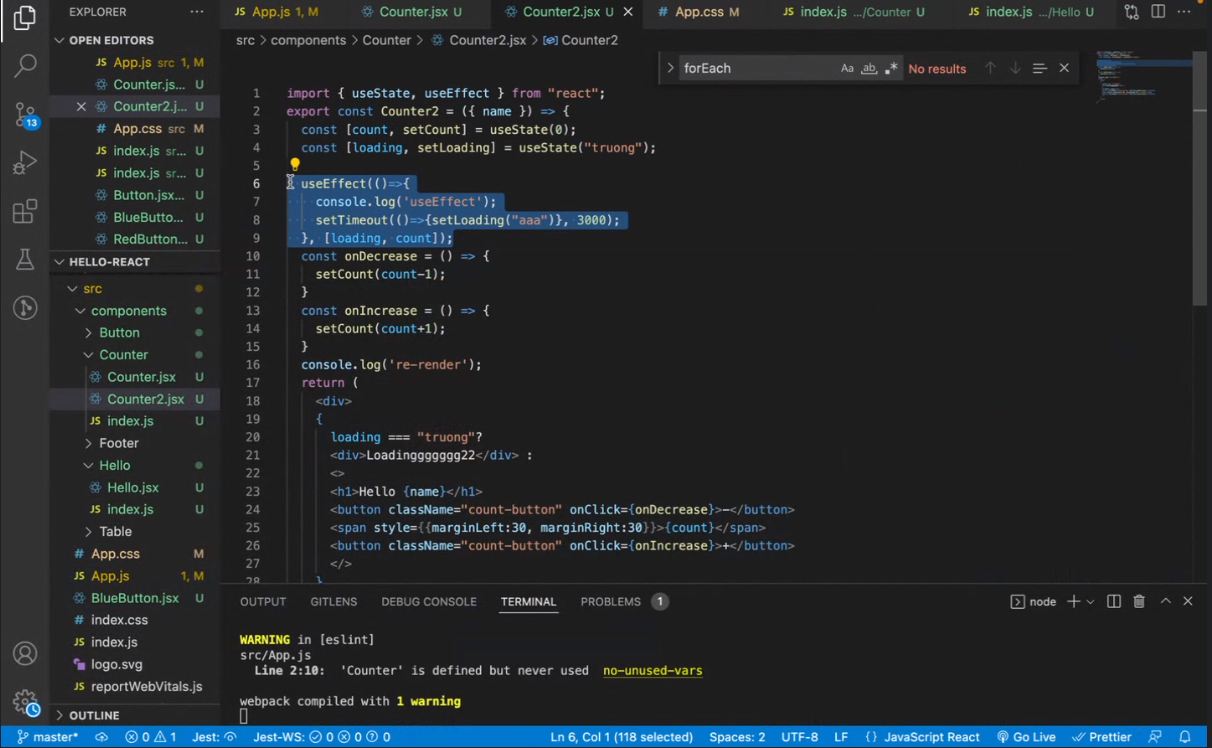


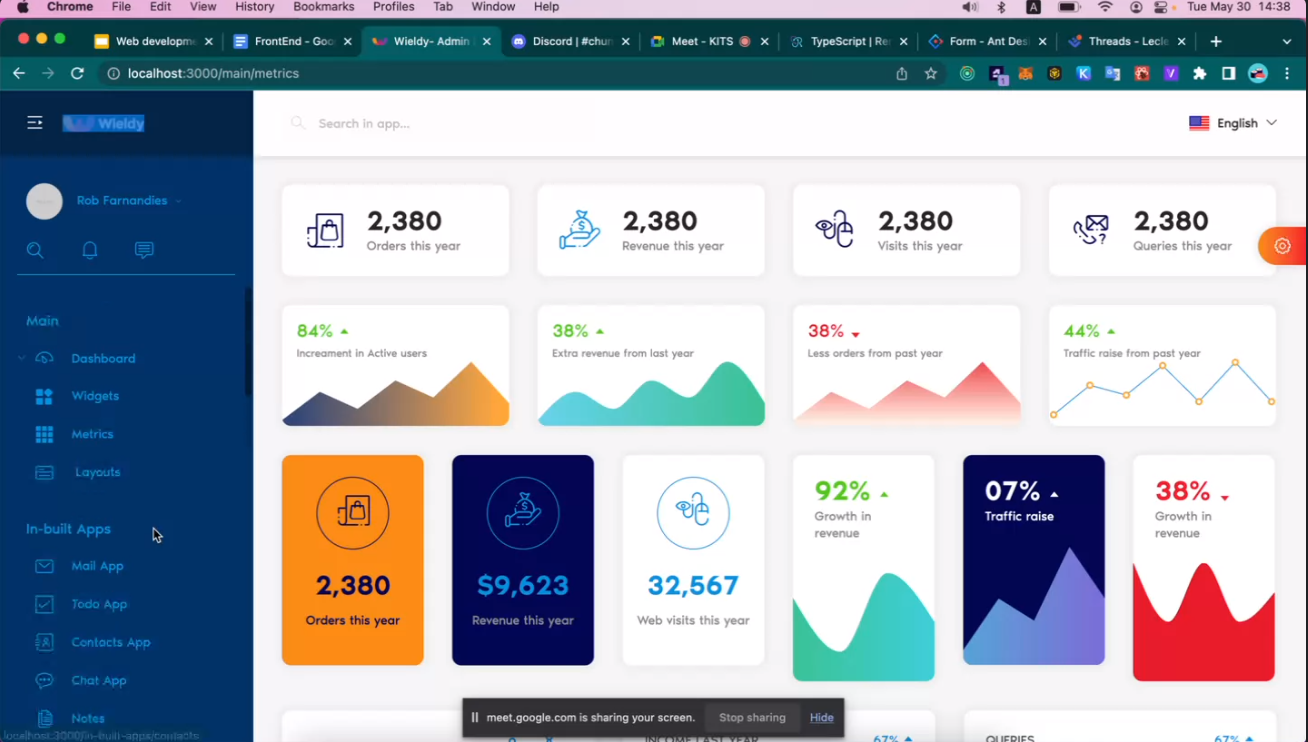


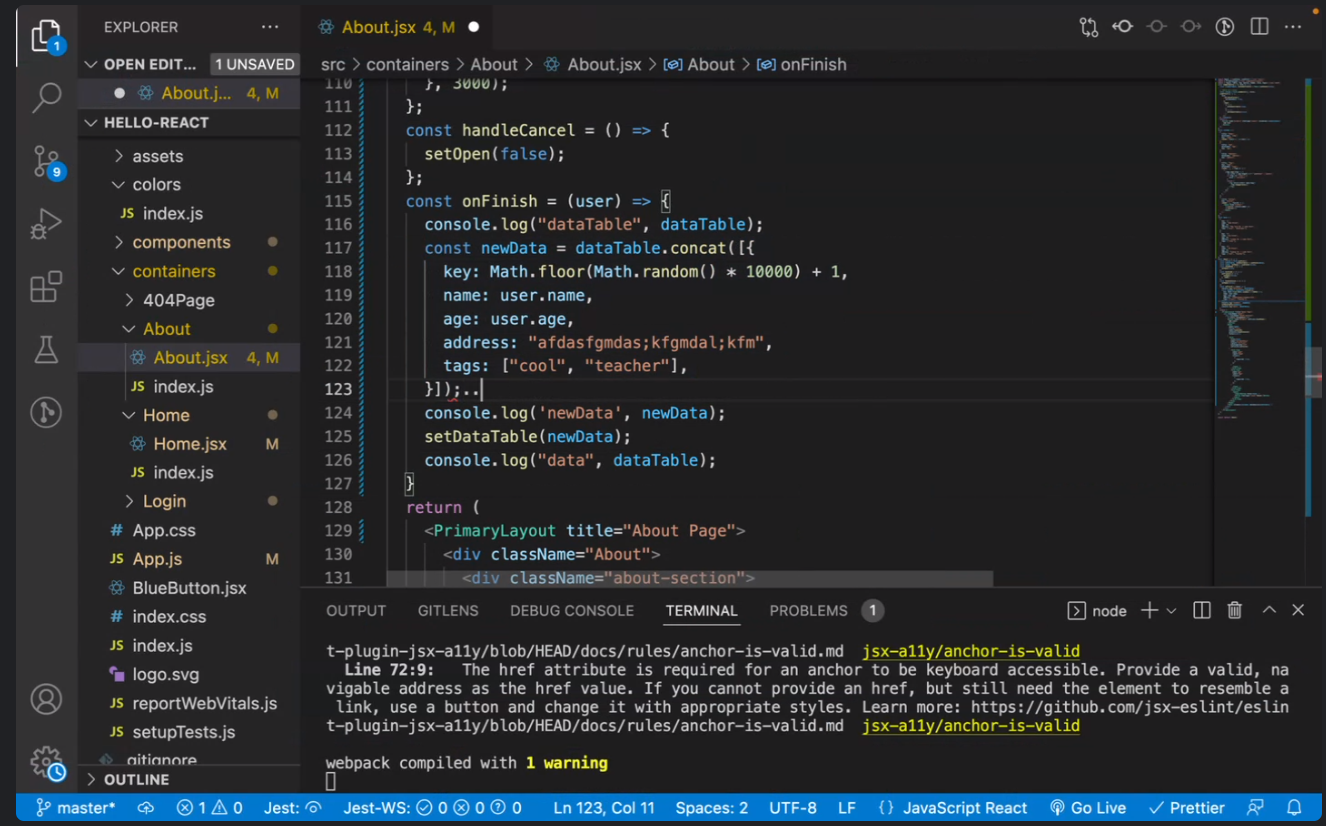












Want to set state setUsers = {setUsers}