Learn ES6

1. Template literals
   1. Allows u to concatenate strings and variables
   2. Also supports multi line just the way they are
2. Destructuring objects
3. Destructuring arrays
   1. the point is automatically assigning the first element of the array to the first index in the LHS of the reference such that that element of an array can be accessed with that assigned reference
   2. the same is applicable to destructuring of objects

let names[firstName] = [‘Ralphs’, ‘Eze’]

const person = {name:’Ralphs’, lname:’Eze’}

let {name, lname} = person

1. Object Literals
   1. When creating an object inside a function that accepts arguments, if the name of the argument is the same with that of the intended object parameters, the argument is automatically assigned to the parameters of the new object to be created.

Function addressMaker = (city, state) {const obj = {city, state}};

1. For…of loop: This is used to iterate over iterables and not change values of the data structure. – for(const iterable of iterables){}
2. Spread Operator: used to copy an array or object by value and not by reference
   1. Array1 = [1,2,3]

Array2 = […Array1]

1. Rest Operator: same as variable arguments in Java
   1. Function fun(…nums){}
2. Arrow functions: same as lambda expression
3. Default Params: Used to pass an assigned argument to a function
   1. Function arrayCal(numArray = []){}
   2. If the passed array is not empty, then it works fine
   3. This works very well for not only array but for other data types
4. Includes() is used to check if an element exist or not in an iterable and returns a Boolean
5. Let and const keyword
   1. let allows you to assign and reassign variables, objects and inerrable
   2. const allows you to add member variables or functions to arrays or objects and not reassigning it to a new object or value
6. import and export
7. padStart() and padEnd