## Wrapping Up

In this section we covered the basics of ES6 JavaScript and TypeScript.

We discussed how TypeScript is a super-set of ES6 JavaScript.

We explained how to install the command line tools so you can transpile TypeScript locally on your computer.

We covered the core features of ES6 such as let, const, template strings, fat arrow functions; for-of loops, Map and Set; as well as how to deal with asynchronous programming by using Promises.

With TypeScript we covered classes, class access modifiers, interfaces; decorators, modules and types including generic types.

We’ve covered a lot of topics but still this is just the *essentials* required to build Angular applications, there is more to learn in each of these areas.

**Further Reading**

If you would like to learn more about ES6 I recommend reading this book (it’s free):

<https://github.com/getify/You-Dont-Know-JS/tree/master/es6%20%26%20beyond>

If you would like to learn more about TypeScript the official documentation is a good place to start: <https://www.typescriptlang.org/docs/tutorial.html>