V8: ECMAScript 2015 and Beyond

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Video recording of talk: https://www.youtube.com/watch?v=KrGOzEwqRDA

What's this "ECMAScript 2015"?

- Also known as "ES6", it's a huge addition to the JavaScript language spec
- V8 added support incrementally, with a big push in the past year;
 Chromium M52 includes ES2015 + ES2016
- Well supported by SpiderMonkey (Firefox), Chakra (Edge) and JavaScriptCore (Safari)
- Already in broad use by developers through transpilers

A brief tour of ES2015

...but first, a brief history of ES5

```
function MyClass(val) {
  this.val = val;
}
```

```
function MyClass(val) {
   this.val = val;
}

MyClass.prototype.method = function() {
   return this.val;
};
```

```
function MySubClass(val, otherVal) {
   MyClass.call(this, val);
   this.otherVal = otherVal;
}
```

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function MySubClass(val, otherVal) {
   MyClass.call(this, val);
   this.otherVal = otherVal;
}

MySubClass.prototype = Object.create(MyClass.prototype);
```

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function MySubClass(val, otherVal) {
   MyClass.call(this, val);
   this.otherVal = otherVal;
}

MySubClass.prototype = Object.create(MyClass.prototype);
MySubClass.prototype.method = function() {
   console.log("overriding, otherVal = " + this.otherVal);
   return MyClass.prototype.method.call(this);
}:
```

```
function MySubClass(val, otherVal) {
 MyClass.call(this, val);
 this.otherVal = otherVal;
MySubClass.prototype = Object.create(MyClass.prototype);
MySubClass.prototype.method = function() {
  console.log("overriding, otherVal = " + this.otherVal);
  return MyClass.prototype.method.call(this);
MySubClass.prototype.constructor = MySubClass;
```

ES2015 Classes to the rescue

Defining a class in ES2015

```
class MyClass {
  constructor(val) {
    this.val = val;
  }

method() {
    return this.val;
  }
}
```

Defining a subclass in ES2015

```
class MySubClass extends MyClass {
 constructor(val, otherVal) {
   super(val);
   this.otherVal = otherVal;
 method() {
    console.log("overriding, otherVal = " + this.otherVal);
    return super.method();
```

Built-in classes can be subclassed, too!

```
class MyElement extends HTMLElement {
    ...
}
```

More capable standard library

Sets

```
let set = new Set([1, 2, 3, 4]);
set.contains(3); // true
set.contains(5); // false
set.add(5);
set.contains(5); // true
```

Sets & Maps

```
let set = new Set([1, 2, 3, 4]);
set.contains(3); // true
set.contains(5); // false
set.add(5);
set.contains(5); // true

let map = new Map();
map.set("answer", 42);
map.get("answer"); // 42
```

```
for (let item of set) { ... }
```

```
for (let item of set) { ... }
for (let [key, value] of map) { ... }
```

```
for (let item of set) { ... }
for (let [key, value] of map) { ... }
for (let key of map.keys()) { ... }
```

```
for (let item of set) { ... }
for (let [key, value] of map) { ... }
for (let key of map.keys()) { ... }
for (let str of ["a", "b", "c"]) { ... }
```

```
for (let item of set) { ... }

for (let [key, value] of map) { ... }

for (let key of map.keys()) { ... }

for (let str of ["a", "b", "c"]) { ... }

for (let div of document.querySelectorAll("div")) { ... }
```

More syntactic goodness

Arrow functions

```
[1, 2, 3, 4].map(el => el * 2); // [2, 4, 6, 8]
```

Arrow functions

```
[1, 2, 3, 4].map(el => el * 2); // [2, 4, 6, 8]
class MyClass {
  constructor() {
   // |this| is bound as you might expect!
   this.callback = () => this.doStuff();
    setTimeout(this.callback, 0);
```

...and much, much more

- Destructuring
- Default, rest, & spread parameters
- Template strings
- Let & const
- Literal enhancements

- Generators
- WeakMap & WeakSet
- Proxies & Reflect
- Unicode Regexps
- Symbols
- Promises

Check out Seth Thompson's I/O talk for more details

Beyond

...but first, a bit more history

Async API: Callbacks

```
navigator.geolocation.getCurrentPosition(
  function(pos) { /* do something with pos */ },
  function(err) { /* handle the error */ }
);
```

Async API: Promises

```
fetch("/some/url/for/state")
  .then(function(response) { return response.json(); })
  .then(function(json) { /* do something with json */ })
  .catch(function(e) { /* handle exception */ });
```

Async API: Promises & arrow functions

```
fetch("/some/url/for/state")
  .then(response => response.json())
  .then(json => { /* do something with json */ })
  .catch(e => { /* handle exception */ });
```

```
async function fetchJSON() {
  let response = await fetch("/some/url/for/state");
  let json = await response.json();
  return json;
}
```

```
async function fetchJSON() {
   try {
    let response = await fetch("/some/url/for/state");
   let json = await response.json();
   return json;
   } catch (e) {
    /* handle exception */
   }
}
```

```
async function fetchJSON() {
  let response = await fetch("/some/url/for/state");
  let json = await response.json();
  return json;
}

fetchJSON().then(json => { /* do something with json */ });
```

```
async function fetchJSON() {
  let response = await fetch("/some/url/for/state");
  let json = await response.json();
  return json;
}

async function updateState() {
  let json = await fetchJSON();
  ...
}
```

Status

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- In development in V8, hoping to ship in Q3

& Beyond

What's next?

- Modules
 - Work in progress in V8 + Blink to support <script type="module">
 - Spec work ongoing on a comprehensive loader
 - Come to the unconference session up next to learn more
- Possible upcoming features
 - Class fields, <u>public</u> and <u>private</u>
 - Async iteration
- TC39 proposals: https://github.com/tc39/proposals
 - Later stages are closer to stable

Thanks!

Questions?