***ES6***

* Types:
  + Let and const
  + Blocks and IIFEs(Immediately invoked function expression)
  + Strings
  + Arrow functions
  + Destructuring
  + Arrays
  + Spread operator
  + Rest and default params
  + Maps
  + Classes and sub-classes
  + Promises
  + Native modules
* Let and const
  + Var
    - function-scoped
  + Let
    - Definition - block-scoped
    - mutable
    - can’t be used before declaration
  + Const
    - Definition & declaration - block-scoped
    - Immutable
* Blocks and IIFEs(Immediately invoked function expression)
  + Curly braces can be used to make blocks, without using if, while or any loop statements
* Strings
  + Template literals
  + Str.startsWith();
  + Str.endsWith();
  + Str.includes();
  + Str.repeat(5);
* Arrow Function
  + Arrow functions doesn’t have its own ‘this’ keyword, so it shares the lexical ‘this’ keyword from its surroundings.
  + They cannot be used as constructors. E.g., you can’t use new with an arrow function. Hence arrow functions do not have a protoype property on them.
  + There is no generator syntax for arrow functions. E.g., there is no arrow equivalent to function \*foo() { ... }.
* Destructuring
  + Gives us a very convenient way to extract data from a data structure like an object or an array
* Sets
  + They’ve unique values, and duplicate values are ignored
* WeakSet
  + WeakSet objects are collections of objects.