1. [let和const两个关键字与var之间有哪些不同？](https://github.com/pwstrick/daily/issues/102)
2. [请说明一下const的特点。](https://github.com/pwstrick/daily/issues/103)
3. [扩展运算符（...）的用途有哪些？](https://github.com/pwstrick/daily/issues/104)
4. [剩余参数有什么作用？](https://github.com/pwstrick/daily/issues/105)
5. [什么是解构？](https://github.com/pwstrick/daily/issues/106)
6. [如果忽略声明关键字，那么在运行对象解构的时候，为何要用圆括号包裹赋值表达式（如下所示）？](https://github.com/pwstrick/daily/issues/107)

* ({ a, b } = { a: 3, b: 4 });

1. [如何利用数组解构交换变量？](https://github.com/pwstrick/daily/issues/108)
2. [执行[, , z] = [1, 2, 3]后，z的值为\_\_\_\_\_\_\_\_\_\_。](https://github.com/pwstrick/daily/issues/109)
3. [执行[x, ...y] = [1, 2, 3]后，x的值为\_\_\_\_\_\_\_\_\_\_，y的值为\_\_\_\_\_\_\_\_\_\_。](https://github.com/pwstrick/daily/issues/110)
4. [执行({ a: e, a: f } = { b: 5, a: 6 })后，e的值为\_\_\_\_\_\_\_\_\_\_，f的值为\_\_\_\_\_\_\_\_\_\_。](https://github.com/pwstrick/daily/issues/111)
5. [执行({ a, b=2 } = { a: 1, b: null })后，b的值为\_\_\_\_\_\_\_\_\_\_。](https://github.com/pwstrick/daily/issues/112)
6. [什么是模板字面量？](https://github.com/pwstrick/daily/issues/113)
7. [模板字面量有哪些局限？](https://github.com/pwstrick/daily/issues/114)
8. [ES6是否扩展了对象字面量中的属性名？](https://github.com/pwstrick/daily/issues/115)
9. [请谈谈你对Symbol的理解。](https://github.com/pwstrick/daily/issues/116)
10. [如何理解内置符号？](https://github.com/pwstrick/daily/issues/117)
11. [[...[..."..."]].length返回的结果为\_\_\_\_\_\_\_\_\_\_。](https://github.com/pwstrick/daily/issues/118)
12. [如何导出模块的成员？](https://github.com/pwstrick/daily/issues/119)
13. [如何导入模块的成员？](https://github.com/pwstrick/daily/issues/120)
14. [模块的默认值是指什么？](https://github.com/pwstrick/daily/issues/121)
15. [代码模块化有哪些限制？](https://github.com/pwstrick/daily/issues/122)
16. [Number.isFinite(null)返回的结果为\_\_\_\_\_\_\_\_\_\_。](https://github.com/pwstrick/daily/issues/123)
17. [请谈谈你对Unicode的理解。](https://github.com/pwstrick/daily/issues/124)
18. [什么叫Unicode标准化？](https://github.com/pwstrick/daily/issues/125)
19. ["My name is strick".includes("name")返回的结果为\_\_\_\_\_\_\_\_\_\_。](https://github.com/pwstrick/daily/issues/126)
20. [正则表达式的u标志有什么作用？](https://github.com/pwstrick/daily/issues/127)
21. [正则表达式的y标志有什么作用？](https://github.com/pwstrick/daily/issues/128)
22. [如何判断一个字符是由两个编码单元组成的？](https://github.com/pwstrick/daily/issues/129)
23. [Object.is()有什么功能？](https://github.com/pwstrick/daily/issues/130)
24. [如何使用Object.assign()？](https://github.com/pwstrick/daily/issues/131)
25. [在ES6中，自有属性的枚举顺序是怎样的？](https://github.com/pwstrick/daily/issues/132)
26. [Array.of()有什么作用？](https://github.com/pwstrick/daily/issues/133)
27. [使用fill()和copyWithin()需要的注意点有哪些？](https://github.com/pwstrick/daily/issues/134)
28. [find()和indexOf()有哪些区别？](https://github.com/pwstrick/daily/issues/135)
29. [什么是类型化数组？](https://github.com/pwstrick/daily/issues/136)
30. [类型化数组与常规数组有哪些异同？](https://github.com/pwstrick/daily/issues/137)
31. [如何使用DataView？](https://github.com/pwstrick/daily/issues/138)
32. [ES6为函数做了哪些改良？](https://github.com/pwstrick/daily/issues/139)
33. [函数的length属性有什么作用？](https://github.com/pwstrick/daily/issues/140)
34. [什么是块级函数？](https://github.com/pwstrick/daily/issues/141)
35. [new.target是由ES6引入的一个元属性，它有何用途？](https://github.com/pwstrick/daily/issues/142)
36. [箭头函数有哪些注意点？](https://github.com/pwstrick/daily/issues/143)
37. [箭头函数中的this指向哪里？](https://github.com/pwstrick/daily/issues/144)
38. [如何理解尾调用优化？](https://github.com/pwstrick/daily/issues/145)
39. [WeakSet和Set有哪些差异？](https://github.com/pwstrick/daily/issues/146)
40. [如何理解ES6新增的数据结构Map？](https://github.com/pwstrick/daily/issues/147)
41. [什么是迭代器？](https://github.com/pwstrick/daily/issues/148)
42. [什么样的对象是可迭代的？](https://github.com/pwstrick/daily/issues/149)
43. [如何使用for-of循环？](https://github.com/pwstrick/daily/issues/150)
44. [function\*用来做什么？](https://github.com/pwstrick/daily/issues/151)
45. [yield关键字有什么作用？](https://github.com/pwstrick/daily/issues/152)
46. [如何通过生成器实现异步编程？](https://github.com/pwstrick/daily/issues/153)
47. [ES6的类比起用构造函数模拟的类，有哪些独有的特性？](https://github.com/pwstrick/daily/issues/154)
48. [类有哪些成员？](https://github.com/pwstrick/daily/issues/155)
49. [当super作为方法使用时，有哪些注意点？](https://github.com/pwstrick/daily/issues/156)
50. [怎么实现类的继承？](https://github.com/pwstrick/daily/issues/157)
51. [怎么理解Symbol.species？](https://github.com/pwstrick/daily/issues/158)
52. [什么是Promise？](https://github.com/pwstrick/daily/issues/159)
53. [Promise包含几种状态？](https://github.com/pwstrick/daily/issues/160)
54. [如何理解thenable？](https://github.com/pwstrick/daily/issues/161)
55. [Promise.resolve()有什么作用？](https://github.com/pwstrick/daily/issues/162)
56. [什么是代理？](https://github.com/pwstrick/daily/issues/163)
57. [什么是反射？它有什么用途？](https://github.com/pwstrick/daily/issues/164)
58. [执行[1, 2, 3, 4, 5].copyWithin(3, 2)得到的数组为\_\_\_\_\_\_\_\_\_\_。](https://github.com/pwstrick/daily/issues/165)
59. [如何将Map转换成数组？](https://github.com/pwstrick/daily/issues/166)
60. [yield和return有哪些区别？](https://github.com/pwstrick/daily/issues/167)
61. [下面代码的输出是什么？](https://github.com/pwstrick/daily/issues/728)

* function sayHi() {  
   console.log(name);  
   console.log(age);  
   var name = "Lydia";  
   let age = 21;  
  }  
  sayHi();

1. [下面代码的输出是什么？](https://github.com/pwstrick/daily/issues/730) ```javascript const shape = { radius: 10, diameter() { return this.radius \* 2 }, perimeter: () => 2 \* Math.PI \* this.radius }

shape.diameter() shape.perimeter() ```

1. [哪个选项是不正确的？](https://github.com/pwstrick/daily/issues/731)

* const bird = {  
   size: "small"  
  };  
  const mouse = {  
   name: "Mickey",  
   small: true  
  };
* A: mouse.bird.size  
  B: mouse[bird.size]  
  C: mouse[bird["size"]]  
  D: All of them are valid

1. [下面代码的输出是什么？](https://github.com/pwstrick/daily/issues/732) ```javascript let c = { greeting: "Hey!" }; let d;

d = c; c.greeting = "Hello"; console.log(d.greeting); ```

1. [下面代码的输出是什么？](https://github.com/pwstrick/daily/issues/733) ```javascript let a = 3; let b = new Number(3); let c = 3;

console.log(a == b); console.log(a === b); console.log(b === c); ```

1. [下面代码的输出是什么？](https://github.com/pwstrick/daily/issues/734) ```javascript class Chameleon { static colorChange(newColor) { this.newColor = newColor; }

constructor({ newColor = "green" } = {}) { this.newColor = newColor; } }

const freddie = new Chameleon({ newColor: "purple" }); freddie.colorChange("orange"); ```

1. [下面代码的输出是什么？](https://github.com/pwstrick/daily/issues/735)

* let greeting;  
  greetign = {};  
  console.log(greetign);

1. [下面代码的输出是什么？](https://github.com/pwstrick/daily/issues/736) ```javascript function Person(firstName, lastName) { this.firstName = firstName; this.lastName = lastName; }

const member = new Person("Lydia", "Hallie"); Person.getFullName = () => this.firstName + this.lastName;

console.log(member.getFullName()); ```

1. [下面代码的输出是什么？](https://github.com/pwstrick/daily/issues/742)

* function getPersonInfo(one, two, three) {  
   console.log(one);  
   console.log(two);  
   console.log(three);  
  }  
  const person = "Lydia";  
  const age = 21;  
  getPersonInfo`${person} is ${age} years old`;

1. [下面代码的输出是什么？](https://github.com/pwstrick/daily/issues/744)

* function getAge(...args) {  
   console.log(typeof args);  
  }  
  getAge(21);

1. [下面代码的输出是什么？](https://github.com/pwstrick/daily/issues/747) ```javascript const obj = { 1: "a", 2: "b", 3: "c" }; const set = new Set([1, 2, 3, 4, 5]);

obj.hasOwnProperty("1"); obj.hasOwnProperty(1); set.has("1"); set.has(1); ```

1. [下面代码的输出是什么？](https://github.com/pwstrick/daily/issues/748)

* const obj = { a: "one", b: "two", a: "three" };  
  console.log(obj);

1. [下面代码的输出是什么？](https://github.com/pwstrick/daily/issues/750)

* for (let i = 1; i < 5; i++) {  
   if (i === 3) continue;  
   console.log(i);  
  }

1. [下面代码的输出是什么？](https://github.com/pwstrick/daily/issues/751)

* String.prototype.giveLydiaPizza = () => {  
   return "Just give Lydia pizza already!";  
  };  
  const name = "Lydia";  
  name.giveLydiaPizza();

1. [下面代码的输出是什么？](https://github.com/pwstrick/daily/issues/752)

* const foo = () => console.log("First");  
  const bar = () => setTimeout(() => console.log("Second"));  
  const baz = () => console.log("Third");  
  bar();  
  foo();  
  baz();

1. [下面代码的输出是什么？](https://github.com/pwstrick/daily/issues/755)

* const person = { name: "Lydia" };  
  function sayHi(age) {  
   console.log(`${this.name} is ${age}`);  
  }  
  sayHi.call(person, 21);  
  sayHi.bind(person, 21);

1. [下面代码的输出是什么？](https://github.com/pwstrick/daily/issues/756)

* function sayHi() {  
   return (() => 0)();  
  }  
  typeof sayHi();

1. [下面代码的输出是什么？](https://github.com/pwstrick/daily/issues/758)

* const numbers = [1, 2, 3];  
  numbers[10] = 11;  
  console.log(numbers);

1. [下面代码的输出是什么？](https://github.com/pwstrick/daily/issues/759)

* (() => {  
   let x, y;  
   try {  
  throw new Error();  
   } catch (x) {  
  (x = 1), (y = 2);  
  console.log(x);  
   }  
   console.log(x);  
   console.log(y);  
  })();

1. [下面代码的输出是什么？](https://github.com/pwstrick/daily/issues/760)

* [[0, 1], [2, 3]].reduce(  
   (acc, cur) => {  
  return acc.concat(cur);  
   },  
   [1, 2]  
  );

1. [如何实现Promise？](https://github.com/pwstrick/daily/issues/782)
2. [箭头函数和普通函数有什么区别？](https://github.com/pwstrick/daily/issues/805)
3. [async/await的原理是什么？](https://github.com/pwstrick/daily/issues/980)

## 思维导图

![ES6](data:text/html; charset=utf-8;base64,)

ES6

参考资料：[ES6躬行记](https://www.kancloud.cn/pwstrick/fe-questions/1094971)