

```
<!DOCTYPE html>
<html>
  <head>
    <script src="https://unpkg.com/react@18/umd/react.development.js" crossorigin>
  </script>
    <script src="https://unpkg.com/react-dom@18/umd/react-dom.development.js"
crossorigin></script>
    <script src="https://unpkg.com/@babel/standalone/babel.min.js"></script>
  </head>
  <body>

    <div id="mydiv"></div>

    <script type="text/babel">
      function Hello() {
        return <h1>Hello World!</h1>;
      }

      const container = document.getElementById('mydiv');
      const root = ReactDOM.createRoot(container);
      root.render(<Hello />)
    </script>

  </body>
</html>
```

What is ES6?

ES6 stands for ECMAScript 6.

ECMAScript was created to standardize JavaScript, and ES6 is the 6th version of ECMAScript, it was published in 2015, and known as ECMAScript 2015.

Why Should I Learn ES6?

React uses ES6, and you should be familiar with some of the new features like:

- Classes
- Arrow Functions
- Variables (let, const, var)
- Array Methods like `.map()`
- Destructuring
- Modules
- Ternary Operator
- Spread Operator

```
<!DOCTYPE html>
<html>

<body>

<script>
class Car {
  constructor(name) {
    this.brand = name;
  }
}

const mycar = new Car("Ford");

document.write(mycar.brand);
</script>

</body>
</html>
```

Ford

```
<!DOCTYPE html>
<html>

<body>

<script>
class Car {
  constructor(name) {
    this.brand = name;
  }

  present() {
    return 'I have a ' + this.brand;
  }
}

const mycar = new Car("Ford");
document.write(mycar.present());
</script>

</body>
</html>
```

I have a Ford

```
<!DOCTYPE html>
<html>

<body>

<script>
class Car {
  constructor(name) {
    this.brand = name;
  }

  present() {
    return 'I have a ' + this.brand;
  }
}

class Model extends Car {
  constructor(name, mod) {
    super(name);
    this.model = mod;
  }
  show() {
    return this.present() + ', it is a ' + this.model
  }
}

const mycar = new Model("Ford", "Mustang");
document.write(mycar.show());
</script>

</body>
</html>
```

I have a Ford, it is a Mustang