**Pemrograman Berbasis Framework**

**Jobsheet 1**



|  |
| --- |
|  |
|  |  |

**Oleh:**

**TI – 3F**

**Sholikin**

**NIM. 1941720140**

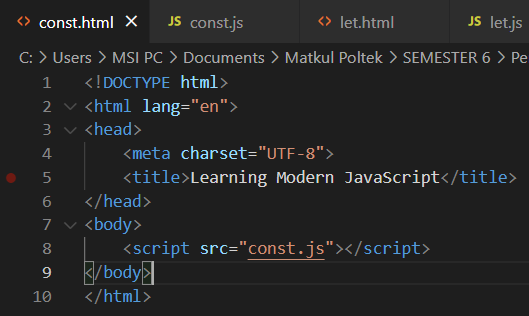
**PROGRAM STUDI TEKNIK INFORMATIKA**

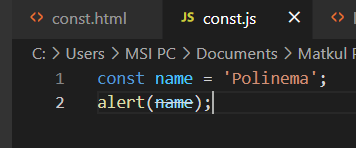
**JURUSAN TEKNOLOGI INFORMASI**

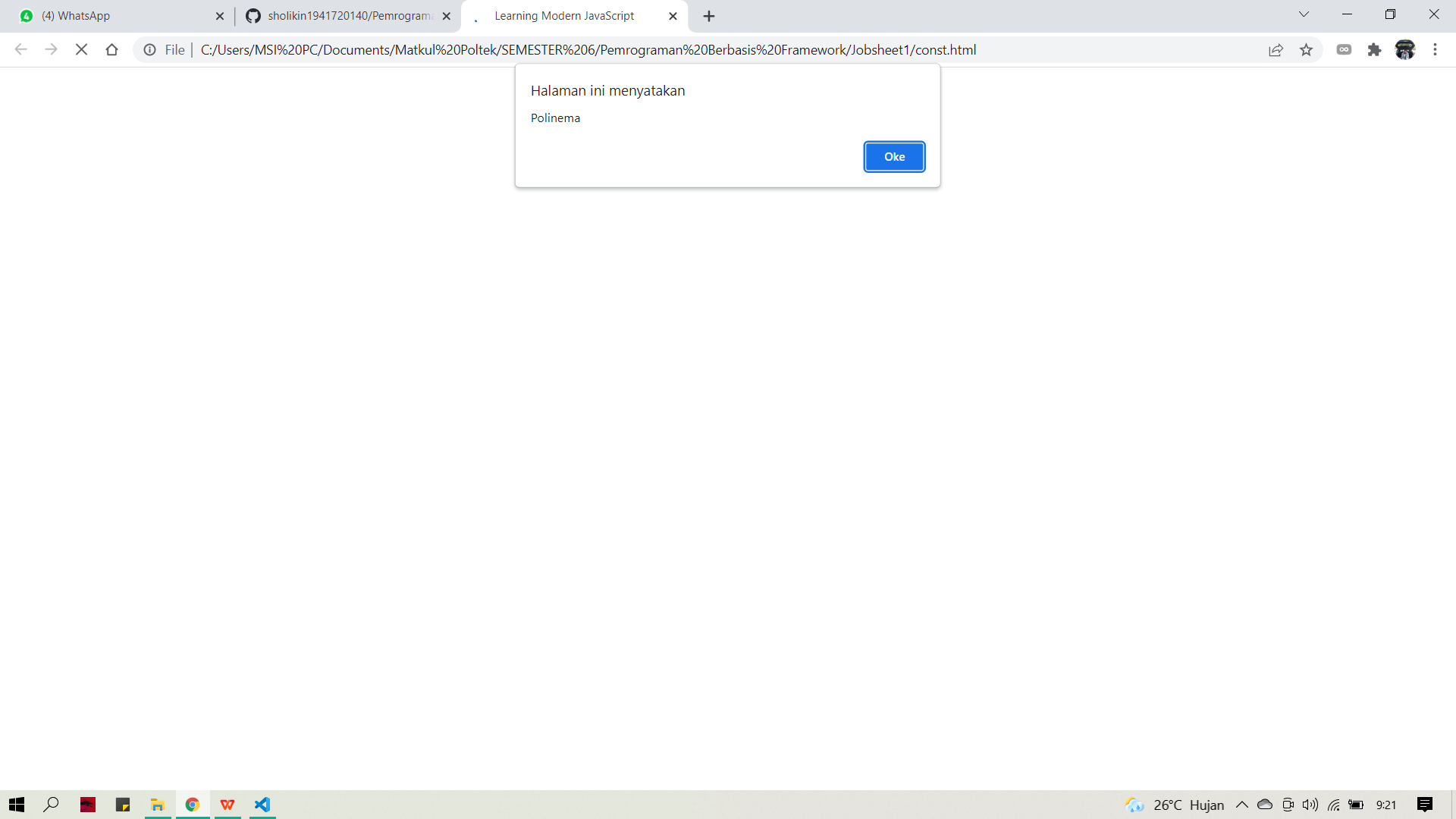
**POLITEKNIK NEGERI MALANG**

**2022**

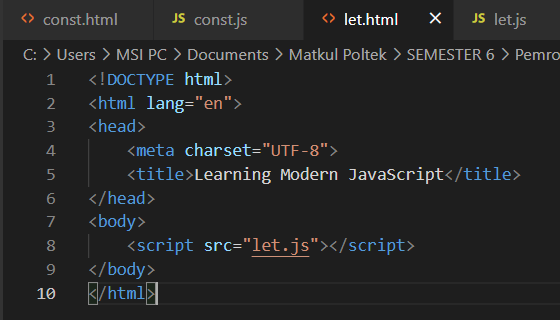
1. Membuat variabel menggunakan const

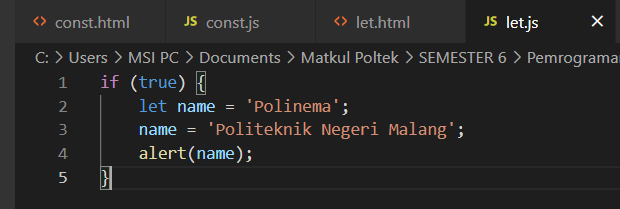


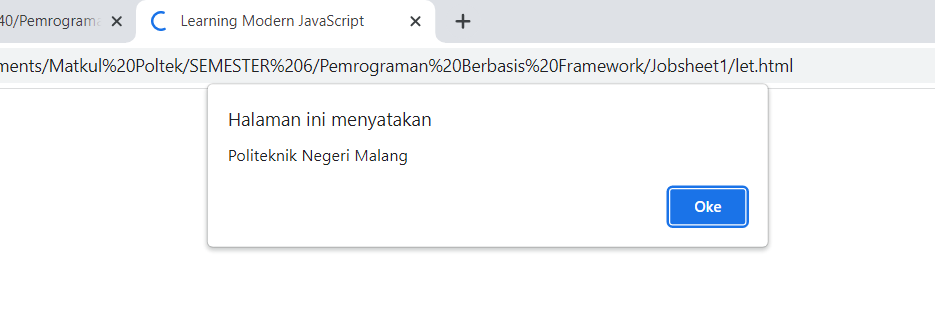




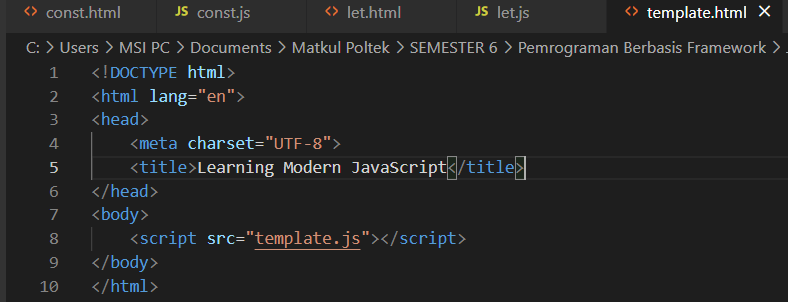
1. Membuat variabel menggunakan let

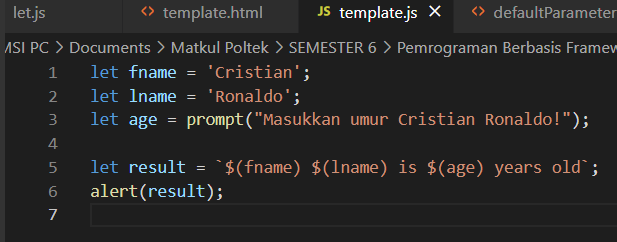


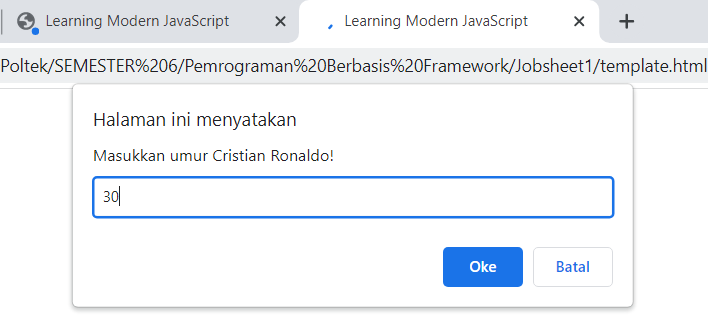


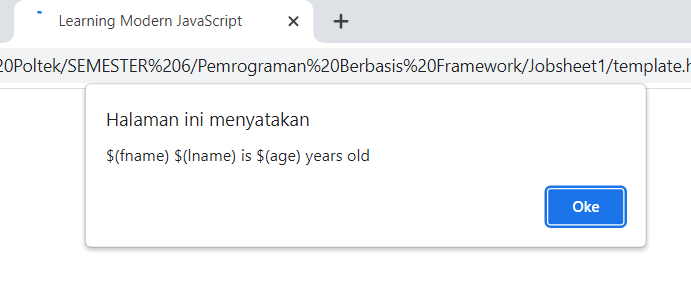


1. Membuat Template Strings

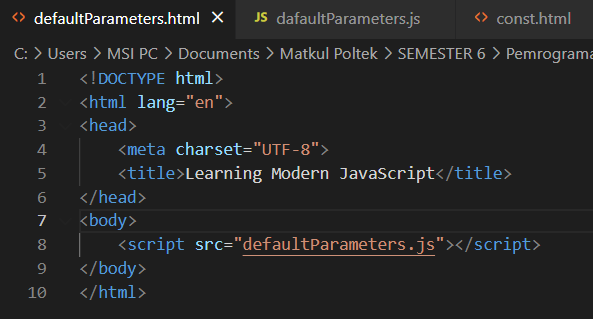


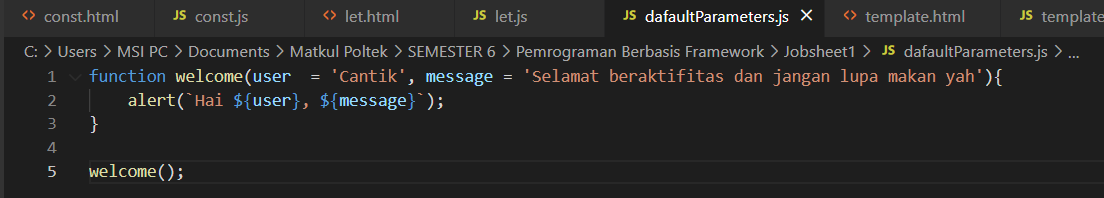


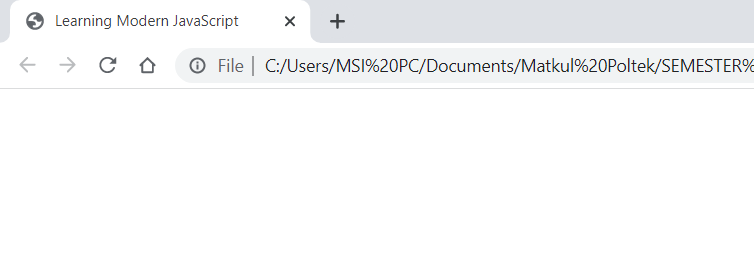




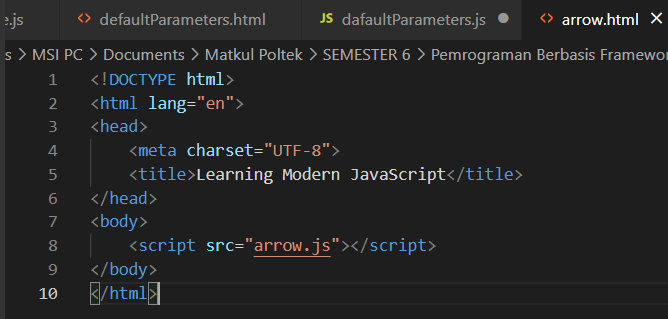
1. Membuat default parameters

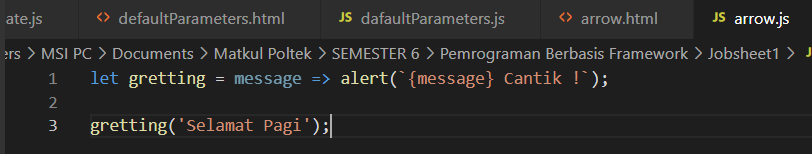


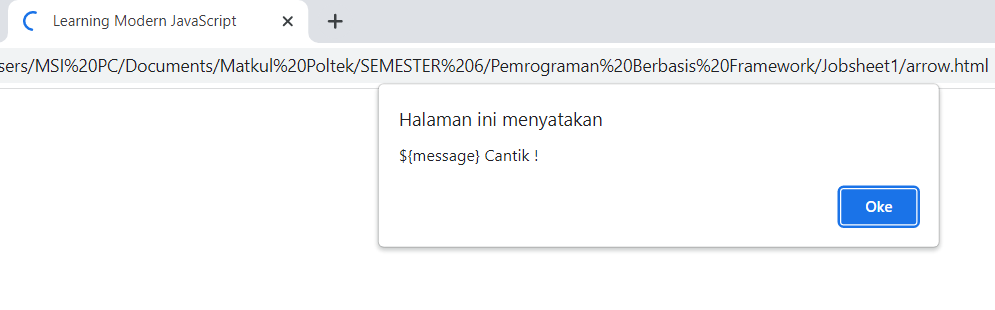




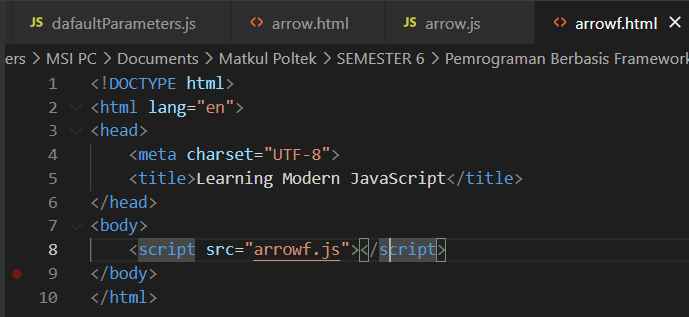
1. Membuat Arrow Function 1

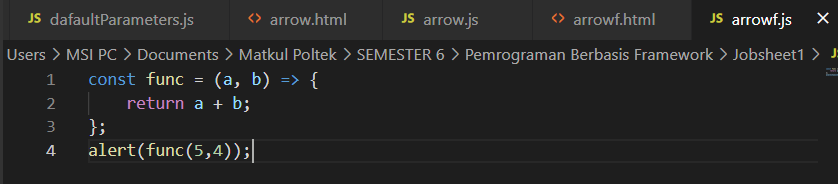


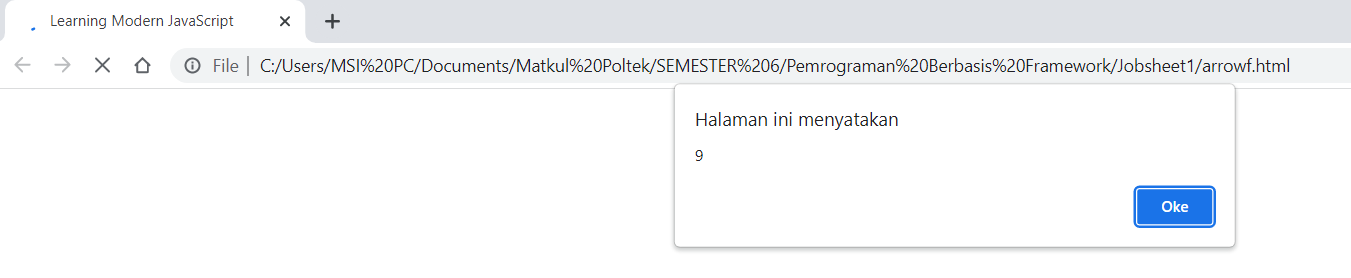




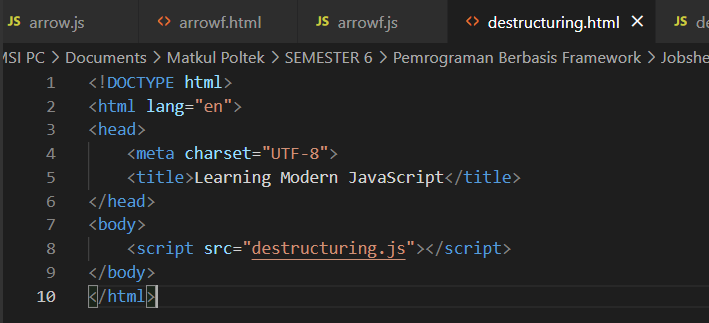
1. Membuat Arrow Function 2

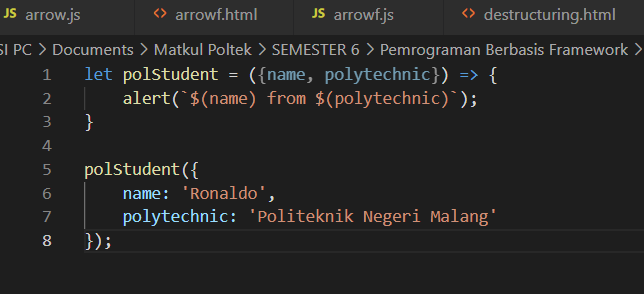


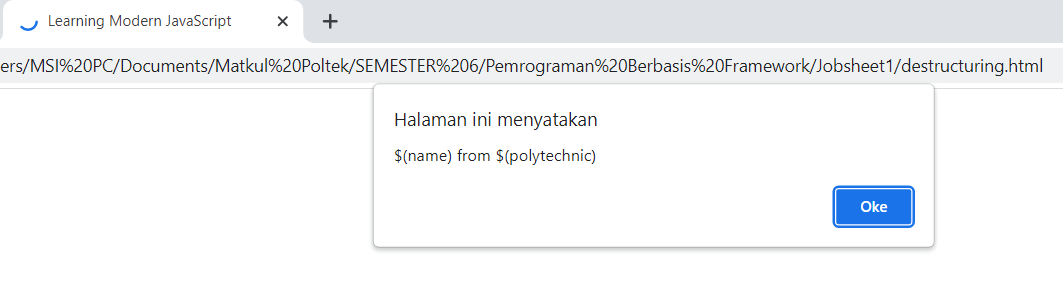




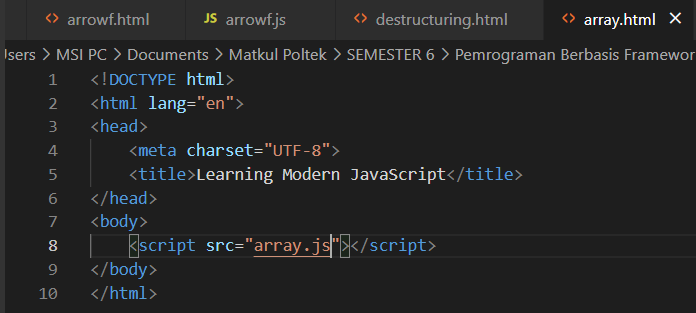
1. Membuat Destructuring Object

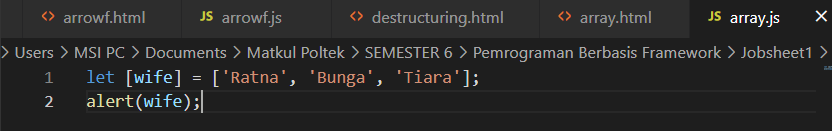


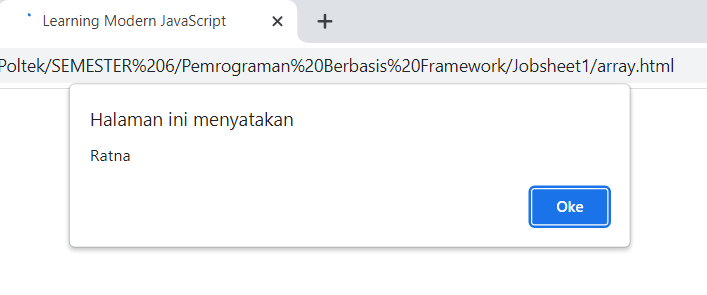




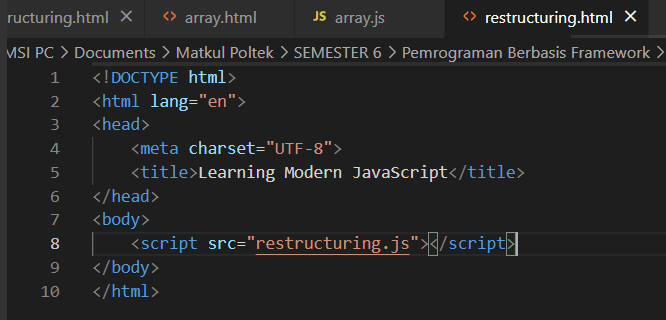
1. Membuat Destructuring an Array

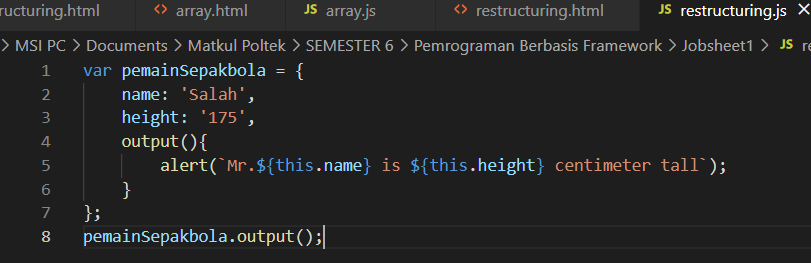


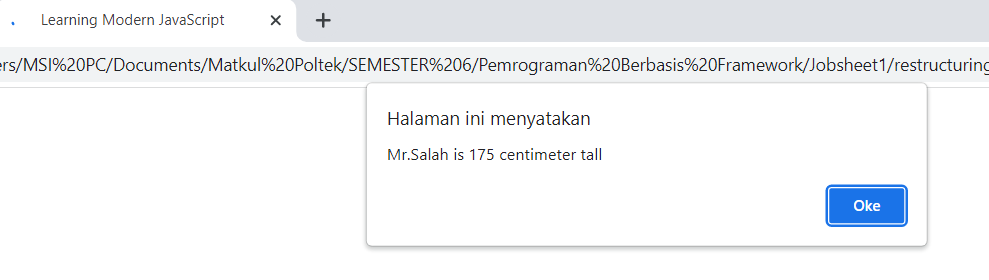




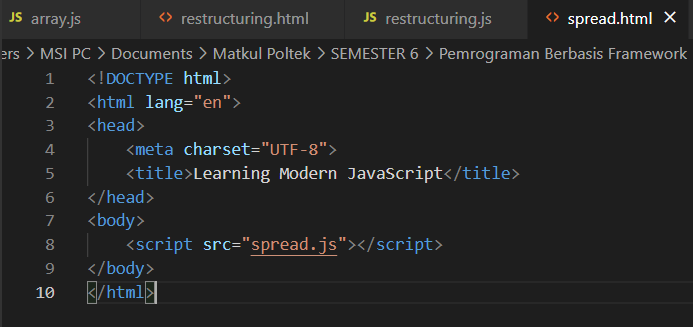
1. Membuat Restructuring

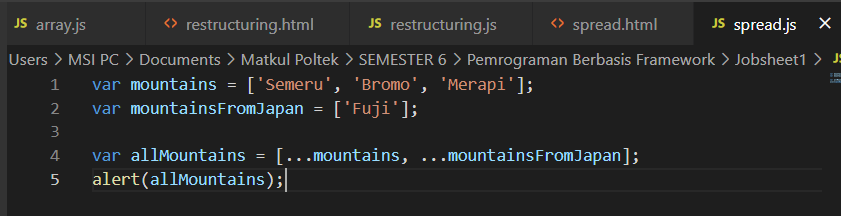


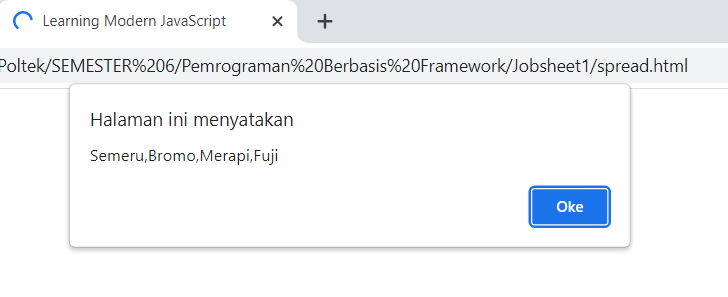




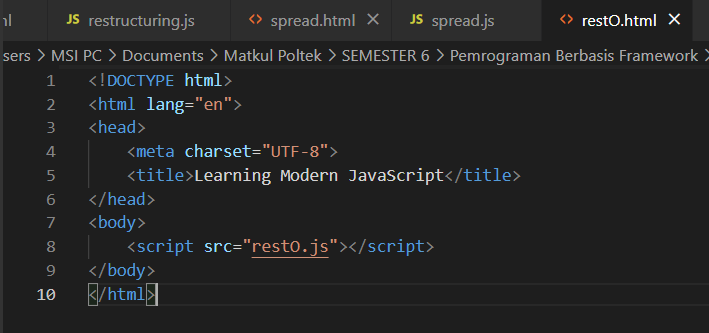
1. Membuat Spread and Rest operator

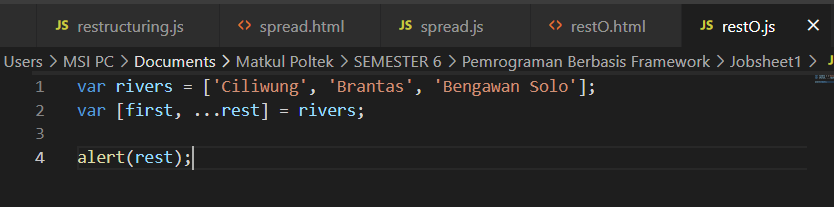


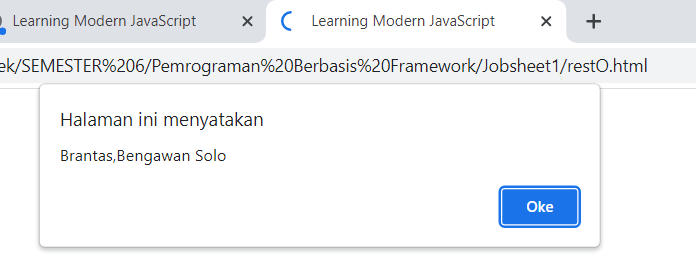




restO







1. Membuat Classes Constructor and Super

