

```
const square = function (x) { return x * x; };
```

// es6 arrow functions are always anonymous, you can't name it. // if you want to reference to a arrow function later, put it inside a variable as you can see below. const squareArrow = (x) => { return x \* x; };

```
console.log(square(5)); console.log(squareArrow(8));
```