ES6 Classes

Here we introduce the basic ideas around ES6 classes, the new way of creating classes in Javascript.

Relevant links

• Exploring ES6, chapter 15

Notes

In past versions of Javascript the creation of "classes" was a bit of a hack, as by default there was no idea of a class: All you could do is create a "constructor" function, which created objects based on a "prototype" object.

While we may still discuss some of these aspects, the current way of implementing classes is via the new ES6 features that we will discuss in this section.

Classes are constructed using the class keyword. The constructor keyword is used to define the class constructor (only one constructor allowed in Javascript). Here is a simple example of defining a class for managing tasks:

```
class Task {
  constructor(title, dueDate = null, completed = false) {
    this.title = title;
    this.dueDate = dueDate;
    this.completed = completed;
}
  isPastDue() {
    return this.dueDate !== null && this.dueDate < Date.now();
}
  complete() {
    this.completed = true;
}
</pre>
```

We are also seeing here for the first time default values in a function. Note how the dueDate parameter defaults to null, while the completed parameter defaults to false. Note also the use of this title etc to set the object's "properties". Let's look at a quick use of this:

As you can see, an object's properties are visible to the outside world. That's an important difference! We will see later how we can try to hide these properties.

We can also create subclasses. A DatedTask is a Task that has the current date as the default date. We use the keyword super to call the parent's methods:

We can also have static methods, if we prepend the method definition with the keyword static.