

"ECMAScript" (also called "ES") — 6_Reference_Guide.md
the international std defining JavaScript. Released 2015, syntax chgs, THE recommended.

Assigning Variables

let values are re-assignable, but NOT accessible before they are declared.

Note the error below:

```
function letLogger() {           > Uncaught ReferenceError:
  console.log(x);                x is not defined
  let x = "hello";              at letLogger
}                                (<anonymous>:2:17)
letLogger();                    at <anonymous>:1:1
```

const values may not be reassigned. NOT declared/ initialized until line runs.
VALUES can't be reassigned, but OBJECTS / ARRAYS can be manipulated —

.pop() and **.push()**:

```
const petNames = ["Cleo", "Jax", "Chance", "Buckaroo", "fishy"]
console.log("All of my pets: ", petNames);
// Remove the last value from the array
petNames.pop();
// View the array
console.log("Dogs and cats: ", petNames)
```

Dogs and cats: >(4) ["Cleo", "Jax", "Chance", "Buckaroo"]

.forEach is used to call a function on each item in an array.

```
function printWithIndex(d, i) {
  console.log(i, d)
}
var arr = ["One", "Two", "Three", "Four"];
arr.forEach(printWithIndex);
```

0 "One"
1 "Two"
2 "Three"
3 "Four"

In the above example, **.forEach** is chained with the variable **arr**, returning both arguments (data and index) of the function.

Template Literals replace string concatenation; backticks, **`${ }`**:

```
let firstName = "John";
let lastName = "Doe";
const fullName = `${firstName} ${lastName}`;
console.log(fullName);
> John Doe
```

.map — This method creates a new array from an existing array.

First, create function, call the **timesTwo** function on each element in the array:

```
function
timesTwo(num) {           var doubleItems = [1, 2, 3,
  return 2 *               4].map(timesTwo);
num;                      console.log(doubleItems);
}                          > (4) [2, 4, 6, 8]
```

Here is another example using **.map**:

```
let students = [{name: "John", grade: 89}, {name: "Jane", grade: 91}];
function getGrades(student) {   let grades = students.map(getGrades);
  return student.grade;         console.log(grades)
}                                > (2) [89, 91]
```

When used with the **getGrades** function, **.map** creates a new variable containing only the student grades. The original array remains untouched.

Arrow Functions

Arrow functions provide a new syntax for writing functions in JavaScript. Using arrow functions creates code that is more concise and streamlined.

Let's revisit the code from the **.map** example above:

```
// Original function
function getGrades(student) {
  return student.grade;
}
let grades = students.map(getGrades);
// The same function rewritten as an arrow function
students.map(student => student.grade)
```

The same block of code has been condensed into a single line with the use of an arrow function. Note that a "fat arrow" has replaced the word "function".

Also, without the curly brackets, the return statement is implied.

To create an arrow function using a single parameter, parentheses and curly brackets are omitted completely:

Parentheses contain two parameters in an arrow function, but curly brackets are still omitted:

```
var square = x => x * x;
var multiply = (a, b) => a * b;
```