

REACTJS – MODULE2

INTRODUCTION TO ES6



• AGENDA

- Introduction to ES6
- Variables
- Arrow function
- Object Destructuring
- Classes
- inheritance



Introduction to ES6 (ECMA Script6)

ES6 is also known as ES2015

Is the latest javascript specifications.

Developed by a company
Ecma

Released in June 2015

This is used to create ReactJS applications

New Features of ES6

Lexical scoping using let and const keywords

Classes and Inheritance

Arrow function

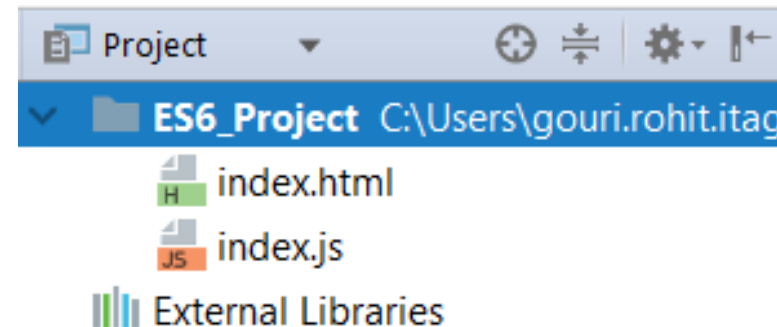
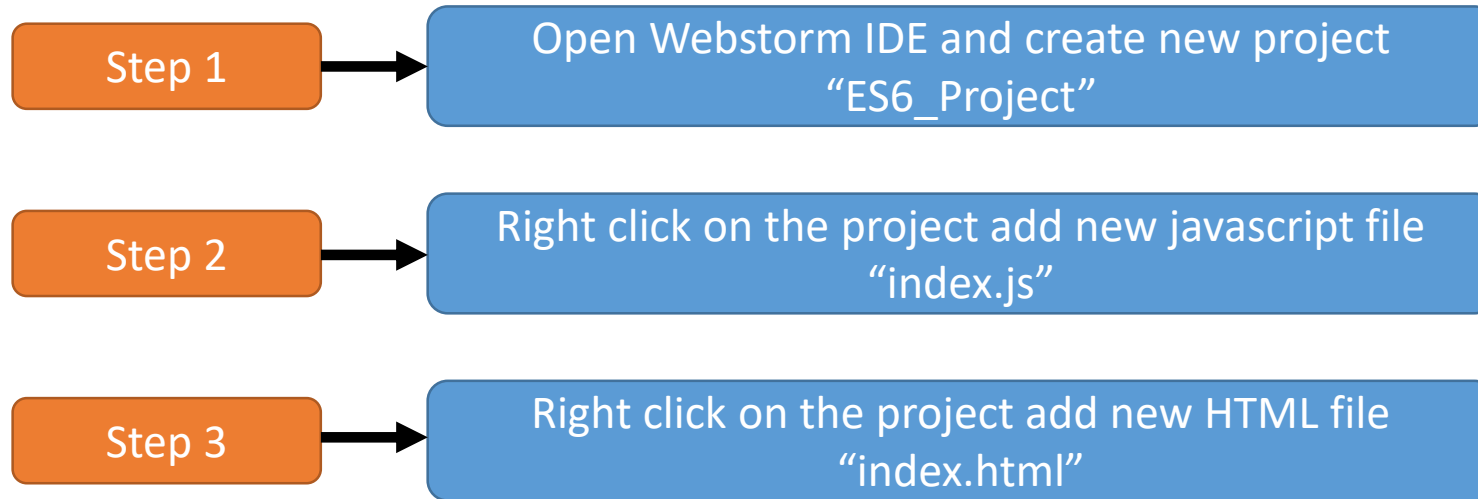
Default value for function

Destructuring

Spread operator

... And many more

Activity - Setup Project



Activity - Setup Project

Step 4

Open index.js file and write below code

```
document.write("Hello world from javascript file");
```

Step 5

Open index.html file and write below code which also link index.js file

```
<!DOCTYPE html>
<html lang="en">
<head>
  <meta charset="UTF-8">
  <title>Title</title>
  <script src="index.js"></script>
</head>
<body>
<h2>Hello World from HTML Page</h2>
</body>
</html>
```

Activity - Setup Project

Step 6

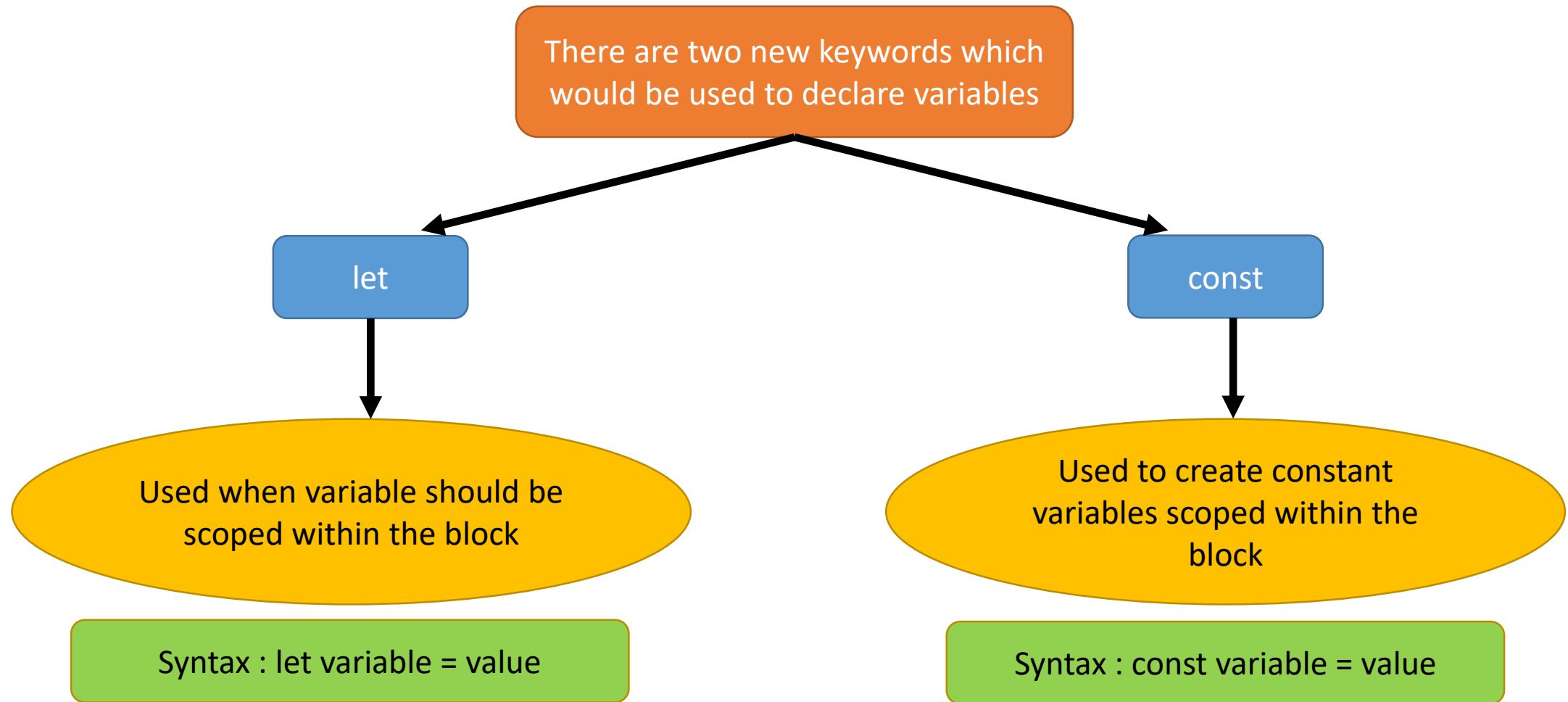


Run index.html in browser to see the output

Hello world from javascript file

Hello World from HTML Page

ES6 New Feature - Variable



Demo - let

index.js

```
function display() {  
    let oldValue=10;  
    if(oldValue<=5) {  
        let newValue=10;  
        newValue=newValue+oldValue;  
        document.write('Old value of a variable='+oldValue);  
        document.write('New value of a variable='+newValue);  
    }  
    else{  
        document.write('Old value of a variable='+oldValue);  
        document.write('New value of a variable='+newValue);  
    }  
}  
  
display();
```

Demo - let

index.js

```
function display(){  
  let oldValue=10;  
  if(oldValue<=5) {  
    let newValue=10;  
    newValue=newValue+oldValue;  
    document.write('Old value of a variable='+oldValue);  
    document.write('New value of a variable='+newValue);  
  }  
  else{  
    document.write('Old value of a variable='+oldValue);  
    document.write('New value of a variable='+newValue);  
  }  
}  
display();
```

oldValue is declared inside the function, it is accessible inside if block and also inside else block

The scope of a variable oldValue is within the function

Demo - let

index.js

```
function display(){
  let oldValue=10;
  if(oldValue<=5) {
    let newValue=10;
    newValue=newValue+oldValue;
    document.write('Old value of a variable='+oldValue);
    document.write('New value of a variable='+newValue);
  }
  else{
    document.write('Old value of a variable='+oldValue);
    document.write('New value of a variable='+newValue);
  }
}
display();
```

newValue is declared inside the if block, it is accessible inside if block but it cannot be accessed inside else block

The scope of a variable newValue is within the if block only

Demo - let

index.js

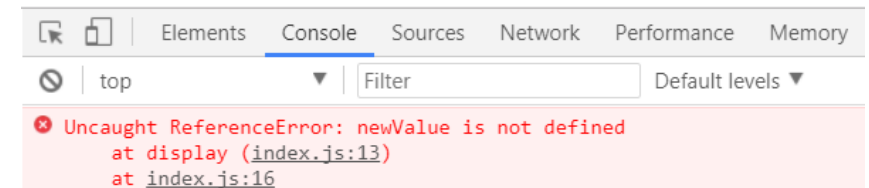
```
function display(){
    let oldValue=10;
    if(oldValue<=5) {
        let newValue=10;
        newValue=newValue+oldValue;
        document.write('Old value of a variable='+oldValue);
        document.write('New value of a variable='+newValue);
    }
    else{
        document.write('Old value of a variable='+oldValue);
        document.write('New value of a variable='+newValue);
    }
}
display();
```

Output

Old value of a variable=10

Hello World from HTML Page

Error on browser
console



Demo - const

index.js

```
function display(){
    let radius=30;
    const PI=3.14;
    if(radius<=5) {
        const value=2;
        document.write('Perimeter of circle='+ (value*PI*radius));
        document.write('Constant PI =' +PI);
        document.write('Constant value=' +value);
    }
    else{
        document.write('Constant PI =' +PI);
        document.write('Constant value=' +value);
    }
}
display();
```

Demo - const

index.js

```
function display(){
  let radius=30;
  const PI=3.14;
  if(radius<=5) {
    const value=2;
    document.write('Perimeter of circle='+ (value*PI*radius));
    document.write('Constant PI = '+PI);
    document.write('Constant value='+value);
  }
  else{
    document.write('Constant PI = '+PI);
    document.write('Constant value='+value);
  }
}
display();
```

Const PI is defined inside the function, it is accessible inside if block and also inside else block

Demo - const

index.js

```
function display(){
  let radius=30;
  const PI=3.14;
  if(radius<=5) {
    const value=2;
    document.write('Perimeter of circle='+ (value*PI*radius));
    document.write('Constant PI =' +PI);
    document.write('Constant value=' +value);
  }
  else{
    document.write('Constant PI =' +PI);
    document.write('Constant value=' +value);
  }
}
display();
```

Const value is defined inside the if block, it is accessible inside if block but cannot be accessed inside else block

Demo - const

index.js

```
function display(){
    let radius=30;
    const PI=3.14;
    if(radius<=5) {
        const value=2;
        document.write('Perimeter of circle='+ (value*PI*radius));
        document.write('Constant PI =' +PI);
        document.write('Constant value=' +value);
    }
    else{
        document.write('Constant PI =' +PI);
        document.write('Constant value=' +value);
    }
}
display();
```

Output

Constant PI =3.14

Hello World from HTML Page

Error on browser
console

```
✖ Uncaught ReferenceError: value is not defined
    at display (index.js:14)
    at index.js:17
```


ES6 New Feature – Class and Inheritance

Class in ES6 can be created using “class” keyword

Class definition can include constructor and methods

Class definition in ES6 cannot have data properties directly in the class body, however these can be inside constructor

Syntax

```
class Classname
{
    constructor() {
        data properties;
    }
    method() {
    }
}
```

Instantiation

```
let obj=new Classname();
```

Demo - class

index.js

```
class Employee{
  constructor(name, age) {
    this.name=name;
    this.age=age;
  }

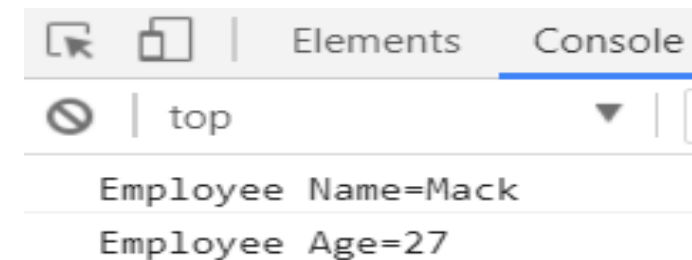
  displayEmployee() {
    console.log('Employee Name='+this.name);
    console.log('Employee Age='+this.age);
  }
}

let obj=new Employee('Mack', 27);
obj.displayEmployee();
```

Output

Hello World from HTML Page

Output on browser
console



ES6 New Feature – Class and Inheritance

Inheritance in ES6 can be achieved using “extends” keyword

Inheritance is a concept of creating new class using existing class definition

The main class is referred as “parent or super” class and the newly created class is referred as “child or sub” class

The sub class can inherit data and methods from the super class

The sub class cannot inherit constructor from the super class

Whenever there is need to invoke parent class members, this could be achieved using “super” keyword

Syntax

```
class Parentclassname
{
    constructor() {
        data properties;
    }
    method() {
    }
}

class Childclassname extends Parentclassname{
    constructor() {
        data properties;
    }
    method() {
    }
}
```

Instantiation

```
let obj=new Childclassname();
```

Demo – class inheritance

index.js

```
class Employee{
  constructor(name, age) {
    this.name=name;
    this.age=age;
  }

  displayEmployee() {
    console.log('Employee Name='+this.name);
    console.log('Employee Age='+this.age);
  }
}

class AccentureEmployee extends Employee{
  constructor(name, age, sapNum) {
    super(name, age);
    this.sapNum=sapNum;
  }
  displayAccEmployee() {
    console.log('Employee Name='+this.name);
    console.log('Employee Age='+this.age);
    console.log('Employee sapNum='+this.sapNum);
  }
}
```

```
let obj=new AccentureEmployee('Mack',27,102423423);
obj.displayAccEmployee();
```

Demo – class inheritance

index.js

```
class Employee{
  constructor(name,age) {
    this.name=name;
    this.age=age;
  }

  displayEmployee() {
    console.log('Employee Name='+this.name);
    console.log('Employee Age='+this.age);
  }
}

class AccentureEmployee extends Employee{
  constructor(name,age,sapNum) {
    super(name,age);
    this.sapNum=sapNum;
  }
  displayAccEmployee() {
    console.log('Employee Name='+this.name);
    console.log('Employee Age='+this.age);
    console.log('Employee sapNum='+this.sapNum);
  }
}
```

```
let obj=new AccentureEmployee('Mack',27,102423423);
obj.displayAccEmployee();
```

extends keyword used to perform inheritance, here AccentureEmployee class is inherited by Employee class

child class constructor

Demo – class inheritance

index.js

```
class Employee{
  constructor(name,age) {
    this.name=name;
    this.age=age;
  }

  displayEmployee() {
    console.log('Employee Name='+this.name);
    console.log('Employee Age='+this.age);
  }
}

class AccentureEmployee extends Employee{
  constructor(name,age,sapNum) {
    super(name,age);
    this.sapNum=sapNum;
  }
  displayAccEmployee() {
    console.log('Employee Name='+this.name);
    console.log('Employee Age='+this.age);
    console.log('Employee sapNum='+this.sapNum);
  }
}
```

```
let obj=new AccentureEmployee('Mack',27,102423423);
obj.displayAccEmployee();
```

super keyword is used here
to invoke base class
constructor

Demo – class inheritance

index.js

```
class Employee{
  constructor(name, age) {
    this.name=name;
    this.age=age;
  }

  displayEmployee() {
    console.log('Employee Name='+this.name);
    console.log('Employee Age='+this.age);
  }
}

class AccentureEmployee extends Employee{
  constructor(name, age, sapNum) {
    super(name, age);
    this.sapNum=sapNum;
  }

  displayAccEmployee() {
    console.log('Employee Name='+this.name);
    console.log('Employee Age='+this.age);
    console.log('Employee sapNum='+this.sapNum);
  }
}
```

```
let obj=new AccentureEmployee('Mack',27,102423423);
obj.displayAccEmployee();
```

Output

Hello World from HTML Page

Output on browser
console

	Elements	Console
top		
		Employee Name=Mack
		Employee Age=27
		Employee sapNum=102423423

ES6 New Feature – Arrow Function

ES6 provide this type of arrow “=>” which is also known as “Fat” Arrow

Benefit of using fat arrow is, it will shorten the code with respect to function body

Syntax

Variable or function name	=	()	=>	Calculate and return value
------------------------------	---	----	----	-------------------------------



let result	=	()	=>	2+3
------------	---	----	----	-----

Right side of fat arrow is used to either calculate or return some value and left side of fat arrow will capture the returned or calculated value

Demo – Arrow Function or Fat Arrow

index.js

```
let helloFunction=function () {  
    console.log('Hello from function');  
}  
  
helloFunction();
```

Demo – Arrow Function or Fat Arrow

index.js

Variable Name or it can also be considered as function name

```
let helloFunction-function () {  
  console.log('Hello from function');  
}  
  
helloFunction();
```

Function body which may have printing statement or it may return some value

Invoking function

Demo – Arrow Function or Fat Arrow

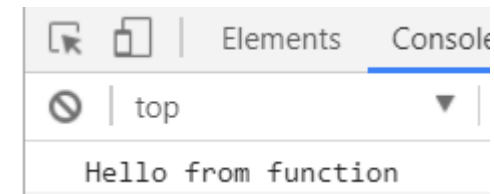
index.js

```
let helloFunction=function () {  
    console.log('Hello from function');  
}  
  
helloFunction();
```

Output

Hello World from HTML Page

Output on browser
console



Demo – Arrow Function or Fat Arrow

```
let helloFunction=function () {  
  console.log('Hello from function');  
}  
  
helloFunction();
```

Same function when
created using Arrow
function

```
let helloFunction = () => {  
  console.log('Hello from function');  
}  
  
helloFunction();
```

Function keyword is not used

Demo – Arrow Function With Arguments

```
let Total=function (a,b,c) {  
    return a+b+c;  
}  
  
console.log(Total(4,5,6));
```

Same function when
created using Arrow
function

```
let Total=(a,b,c)=> a+b+c;  
  
console.log(Total(2,3,4));
```

Function keyword is not used

return keyword is not used

{ } are not used

=> Is used which will shorten the
code

ES6 New Feature – Default value in Function

Function can have parameters, but some parameters may have default value assigned

While invoking the function, if a user do not pass value to that parameter then default will be considered

Syntax

```
function function_name(arg1,arg2=defaultValue)
```

Demo – Default value in function

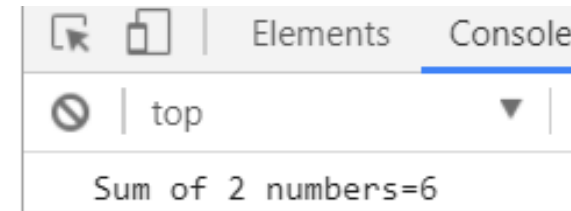
index.js

```
function sum(a, b=20) {  
    return a+b;  
}  
  
console.log('Sum of 2 numbers=' + sum(2, 4));
```

Output

Hello World from HTML Page

Output on browser
console



Demo – Default value in function

index.js

```
function sum(a, b=20) {  
    return a+b;  
}  
  
console.log('Sum of 2 numbers='+sum(10));
```


Demo – Default value in function

index.js

```
function sum(a, b=20) {  
    return a+b;  
}
```

```
console.log('Sum of 2 numbers=' + sum(10));
```

Default value 20 is assigned to the parameter b

Function is invoked and passed value for parameter a but not for parameter b

Demo – Default value in function

index.js

```
function sum(a, b=20) {  
    return a+b;  
}  
  
console.log('Sum of 2 numbers=' + sum(10));
```

Here a value is 10 and b value is 20. hence the output will be displayed as 30

Demo – Default value in function

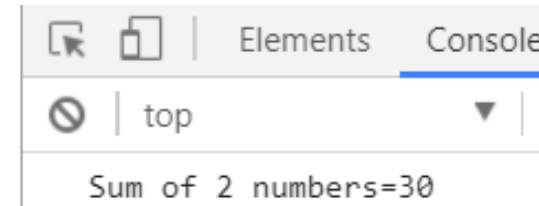
index.js

```
function sum(a, b=20) {  
    return a+b;  
}  
  
console.log('Sum of 2 numbers=' + sum(10));
```

Output

Hello World from HTML Page

Output on browser
console



ES6 New Feature – Destructuring

Destructuring is a way of unpacking the values. It could be from array or returned value from a function etc.

Unpacked elements could be assigned to other variables

Syntax

```
var Variable_name= array[elements];
```

Demo – Destructuring

index.js

```
let days = ['Monday', 'Tuesday', 'Wednesday'];  
let [firstDay, secondDay] = days;  
console.log(firstDay);  
console.log(secondDay);
```

Demo – Destructuring

index.js

```
let days = ['Monday', 'Tuesday', 'Wednesday'];  
let [firstDay, secondDay] = days;  
console.log(firstDay);  
console.log(secondDay);
```

Array variable

Elements of an
array

Demo – Destructuring

index.js

```
let days = ['Monday', 'Tuesday', 'Wednesday'];  
let [firstDay, secondDay] = days;  
console.log(firstDay);  
console.log(secondDay);
```

Elements from array(days) are unpacked and assigned to individual variables(firstDay and secondDay). This is known as Destructuring.

Demo – Destructuring

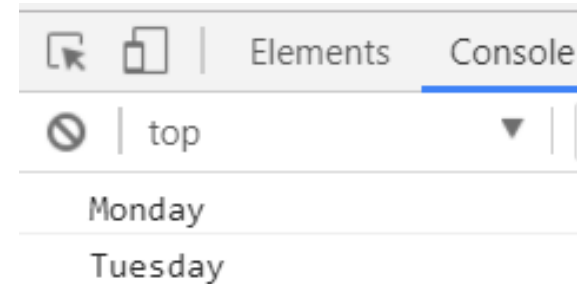
index.js

```
let days = ['Monday', 'Tuesday', 'Wednesday'];  
let [firstDay, secondDay] = days;  
console.log(firstDay);  
console.log(secondDay);
```

Output

Hello World from HTML Page

Output on browser
console



Demo 2 – Destructuring with returned value from function

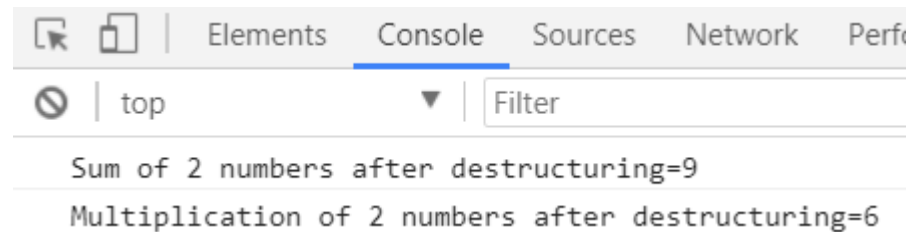
index.js

```
let result=function () {  
    return([ (2+7), (2*3) ])  
}  
  
let [sumOfNumber,multOfNumber]=result();  
console.log('Sum of 2 numbers after destructuring='+sumOfNumber);  
console.log('Multiplication of 2 numbers after destructuring='+multOfNumber);
```

Output

Output on browser
console

Hello World from HTML Page



ES6 New Feature – Spread Operator

This operator is used expand or spread the values into different arguments

It can represent zero or more arguments based on the program logic

Demo – Spread Operator

index.js

```
let listOfAnimals=['Lion','Tiger','Elephant'];  
let zoo=['Birds',...listOfAnimals];  
  
console.log('Zoo will have='+zoo);
```

Demo – Spread Operator

index.js

```
let listOfAnimals=['Lion','Tiger','Elephant'];  
let zoo=['Birds',...listOfAnimals];  
console.log('Zoo will have='+zoo);
```

Array variable

Elements of an array

Demo – Spread Operator

index.js

```
let listOfAnimals=['Lion','Tiger','Elephant'];  
let zoo=['Birds',...listOfAnimals];  
console.log('Zoo will have='+zoo);
```

Array variable

Spread operator is used here which will expand or spread elements of listOfAnimals array.
['Lion', 'Tiger', 'Elephant']

Demo – Spread Operator

index.js

```
let listOfAnimals=['Lion','Tiger','Elephant'];  
let zoo=['Birds',...listOfAnimals];  
  
console.log('Zoo will have='+zoo);
```

Birds element is combined with
elements of listOfAnimals array.

Demo – Spread Operator

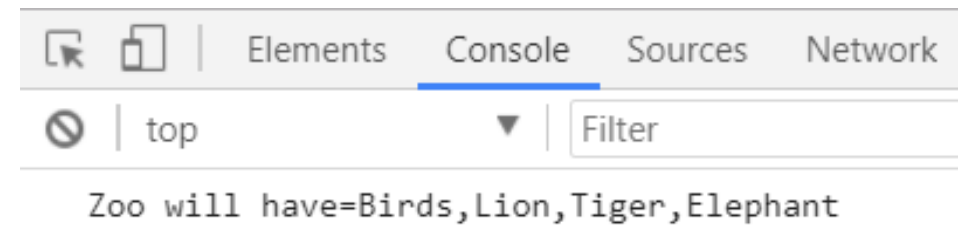
index.js

```
let listOfAnimals=['Lion','Tiger','Elephant'];  
let zoo=['Birds',...listOfAnimals];  
  
console.log('Zoo will have='+zoo);
```

Output

Hello World from HTML Page

Output on browser
console



Demo 2 – Spread Operator

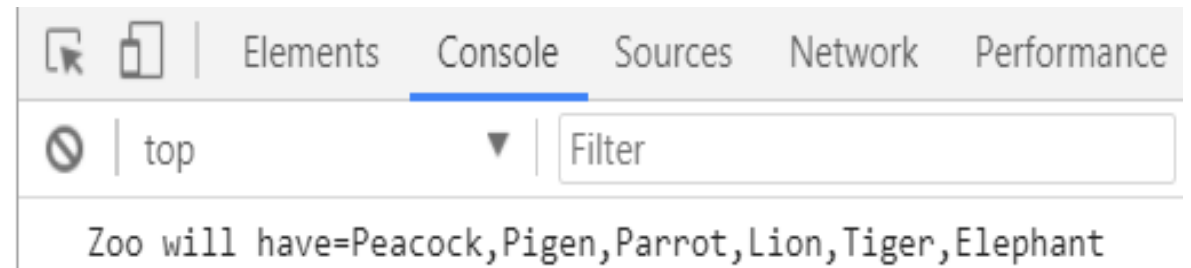
index.js

```
let listOfAnimals=['Lion','Tiger','Elephant'];  
let birds=['Peacock','Pigen','Parrot'];  
let zoo=[...birds,...listOfAnimals];  
  
console.log('Zoo will have='+zoo);
```

Output

Hello World from HTML Page

Output on browser
console



Demo 3 – Spread Operator In Function Argument

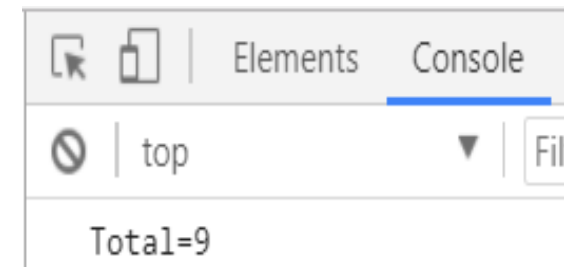
index.js

```
let params=[2,3,4];  
function calculateTotal(num1,num2,num3) {  
    return num1+num2+num3;  
}  
  
console.log('Total='+calculateTotal(...params));
```

Output

Hello World from HTML Page

Output on browser
console



MODULE SUMMARY

- Introduction to ES6
- New features of ES6
- Let and const keywords
- Class and inheritance
- Arrow function
- Destructuring
- Spread operator



THANK YOU

