

# Usage of ES6 features throughout the Project

## 1. Arrow Functions

Arrow functions are a shorter way to write functions in JavaScript. They allow you to define functions more concisely, especially when used in places like event listeners.

## 2. Let and Const

`let` and `const` are used to create variables in JavaScript. `let` allows you to change the variable later, while `const` is for variables that shouldn't change after being set.

## 3. Template Literals

Template literals make it easy to create strings that include variables or span multiple lines. You use backticks (``` ```) to define them, allowing for clearer and more flexible string formatting.

## 4. Default Parameters

Default parameters let you specify a value for a function parameter that will be used if no value is provided when the function is called. For example, if you set a default of `5`, the function will use `5` unless another number is given.

## 5. Destructuring Assignment

Destructuring assignment allows you to take values from an array or properties from an object and assign them to individual variables in a simple way. This makes your code cleaner and easier to read.

## 6. Spread Operator

The spread operator (`...`) lets you take all elements from an array and use them wherever you need multiple values, like in function calls or creating new arrays. It's a handy way to combine or expand arrays.

## 7. Async and Await

`Async` and `Await` are keywords that make handling asynchronous code (like fetching data) easier. They allow you to write code that looks synchronous, making it more straightforward and easier to understand, without the complexity of callbacks or chaining promises.