



Video 3.8

ES6

Chris Murphy

What is ES6?

- **ES6** stands for ECMAScript 6
- ECMAScript is the "proper" name for JavaScript
- ES6 is the newest JavaScript Specification, released in 2015

What can you do with ES6?

- In ES6, you can...
 - Define constants
 - Use simpler notations for function declarations
 - Build classes
 - Refactor code into modules
 - Store data in Sets, Maps, and Typed Arrays
 - Copy objects in one line of code
 - ... and much more!

ES6 – Arrow Functions

- New syntax for defining functions using arrows

- ES5 Syntax:

```
var arr = [1,2,3,4,5];  
var square = function (n) {  
    return n*n;  
};  
arr.forEach( function(v, i) {  
    arr[i] = square(v);  
});
```

ES6 – Arrow Functions

- New syntax for defining functions using arrows

- ES5 Syntax:

```
var arr = [1,2,3,4,5];  
var square = function (n) {  
    return n*n;  
};  
arr.forEach( function(v, i) {  
    arr[i] = square(v);  
});
```

ES6 – Arrow Functions

- New syntax for defining functions using arrows

- ES5 Syntax:

```
var arr = [1,2,3,4,5];  
var square = function (n) {  
    return n*n;  
};  
arr.forEach( function(v, i) {  
    arr[i] = square(v);  
});
```

ES6 – Arrow Functions

- New syntax for defining functions using arrows

- ES5 Syntax:

```
var arr = [1,2,3,4,5];  
var square = function (n) {  
    return n*n;  
};  
arr.forEach( function(v, i) {  
    arr[i] = square(v);  
});
```

- ES6 Syntax:

```
let arr = [1,2,3,4,5];  
let square = n => {  
    return n*n;  
};  
arr.forEach( (v, i) => {  
    arr[i] = square(v);  
});
```

ES6 – Arrow Functions

- New syntax for defining functions using arrows

- ES5 Syntax:

```
var arr = [1,2,3,4,5];
var square = function (n) {
    return n*n;
};
arr.forEach( function(v, i) {
    arr[i] = square(v);
});
```

- ES6 Syntax:

```
let arr = [1,2,3,4,5];
let square = n => {
    return n*n;
};
arr.forEach( (v, i) => {
    arr[i] = square(v);
});
```


ES6 – Arrow Functions

- New syntax for defining functions using arrows

- ES5 Syntax:

```
var arr = [1,2,3,4,5];  
var square = function (n) {  
    return n*n;  
};  
arr.forEach( function(v, i) {  
    arr[i] = square(v);  
});
```

- ES6 Syntax:

```
let arr = [1,2,3,4,5];  
let square = n => {  
    return n*n;  
};  
arr.forEach( (v, i) => {  
    arr[i] = square(v);  
});
```

ES6 – Arrow Functions

- New syntax for defining functions using arrows

- ES5 Syntax:

```
var arr = [1,2,3,4,5];  
var square = function (n) {  
    return n*n;  
};  
arr.forEach( function(v, i) {  
    arr[i] = square(v);  
});
```

- ES6 Syntax:

```
let arr = [1,2,3,4,5];  
let square = n => {  
    return n*n;  
};  
arr.forEach( (v, i) => {  
    arr[i] = square(v);  
});
```

ES6 – Arrow Functions

- New syntax for defining functions using arrows

- ES5 Syntax:

```
var arr = [1,2,3,4,5];  
var square = function (n) {  
    return n*n;  
};  
arr.forEach( function(v, i) {  
    arr[i] = square(v);  
});
```

- ES6 Syntax:

```
let arr = [1,2,3,4,5];  
let square = n => {  
    return n*n;  
};  
arr.forEach( (v, i) => {  
    arr[i] = square(v);  
});
```

ES6 – Default Parameter Values

- The “=” symbol can be used to assign default values to function parameters

```
function pow (base, power = 2) {  
    return Math.pow(base, power);  
};
```

ES6 – Default Parameter Values

- The “=” symbol can be used to assign default values to function parameters

```
function pow (base, power = 2) {  
    return Math.pow(base, power);  
};
```

ES6 – Default Parameter Values

- The “=” symbol can be used to assign default values to function parameters

```
function pow (base, power = 2) {  
    return Math.pow(base, power);  
};
```

ES6 – Default Parameter Values

- The “=” symbol can be used to assign default values to function parameters

```
function pow (base, power = 2) {  
    return Math.pow(base, power);  
};  
  
console.log(pow(3));
```

ES6 – Default Parameter Values

- The “=” symbol can be used to assign default values to function parameters

```
function pow (base, power = 2) {  
    return Math.pow(base, power);  
};  
  
console.log(pow(3));
```


ES6 – Default Parameter Values

- The “=” symbol can be used to assign default values to function parameters

```
function pow (base, power = 2) {  
    return Math.pow(base, power);  
};  
  
console.log(pow(3));
```

ES6 – Default Parameter Values

- The “=” symbol can be used to assign default values to function parameters

```
function pow (base, power = 2) {  
    return Math.pow(base, power);  
};  
  
console.log(pow(3));           // 9
```

ES6 – Default Parameter Values

- The “=” symbol can be used to assign default values to function parameters

```
function pow (base, power = 2) {  
    return Math.pow(base, power);  
};  
  
console.log(pow(3));           // 9  
  
console.log(pow(3, 3));
```

ES6 – Default Parameter Values

- The “=” symbol can be used to assign default values to function parameters

```
function pow (base, power = 2) {  
    return Math.pow(base, power);  
};  
  
console.log(pow(3));           // 9  
  
console.log(pow(3, 3));
```

ES6 – Default Parameter Values

- The “=” symbol can be used to assign default values to function parameters

```
function pow (base, power = 2) {  
    return Math.pow(base, power);  
};  
  
console.log(pow(3));           // 9  
  
console.log(pow(3, 3));       // 27
```

ES6 – Template Literals

- Can define a template for rendering strings
- ES5 Syntax:

```
var person = { name: "Lydia" };  
  
var msg = "Dear " + person.name + ",\n" + "How are you? ";
```

ES6 – Template Literals

- Can define a template for rendering strings
- ES5 Syntax:

```
var person = { name: "Lydia" };
```

```
var msg = "Dear " + person.name + ",\n" + "How are you? ";
```

ES6 – Template Literals

- Can define a template for rendering strings
- ES5 Syntax:

```
var person = { name: "Lydia" };
```

```
var msg = "Dear " + person.name + ",\n" + "How are you? ";
```


ES6 – Template Literals

- Can define a template for rendering strings
- ES5 Syntax:

```
var person = { name: "Lydia" };  
  
var msg = "Dear " + person.name + ",\n" + "How are you? ";
```

ES6 – Template Literals

- Can define a template for rendering strings
- ES5 Syntax:

```
var person = { name: "Lydia" };  
  
var msg = "Dear " + person.name + ",\n" + "How are you? ";
```

ES6 – Template Literals

- Can define a template for rendering strings
- ES5 Syntax:

```
var person = { name: "Lydia" };  
  
var msg = "Dear " + person.name + ",\n" + "How are you? ";
```

- ES6 Syntax:

```
var person = { name: "Lydia" };  
  
var msg = `Dear ${person.name},  
          How are you?`
```

ES6 – Template Literals

- Can define a template for rendering strings
- ES5 Syntax:

```
var person = { name: "Lydia" };  
  
var msg = "Dear " + person.name + ",\n" + "How are you? ";
```

- ES6 Syntax:

```
var person = { name: "Lydia" };  
  
var msg = `Dear ${person.name},  
          How are you?`
```

ES6 – Template Literals

- Can define a template for rendering strings
- ES5 Syntax:

```
var person = { name: "Lydia" };  
  
var msg = "Dear " + person.name + ",\n" + "How are you? ";
```

- ES6 Syntax:

```
var person = { name: "Lydia" };  
  
var msg = `Dear ${person.name},  
How are you?`
```

ES6 – Template Literals

- Can define a template for rendering strings
- ES5 Syntax:

```
var person = { name: "Lydia" };  
  
var msg = "Dear " + person.name + ",\n" + "How are you? ";
```

- ES6 Syntax:

```
var person = { name: "Lydia" };  
  
var msg = `Dear ${person.name},  
           How are you?`
```

ES6 – Template Literals

- Can define a template for rendering strings
- ES5 Syntax:

```
var person = { name: "Lydia" };  
  
var msg = "Dear " + person.name + ",\n" + "How are you? ";
```

- ES6 Syntax:

```
var person = { name: "Lydia" };  
  
var msg = `Dear ${person.name},  
          How are you?`
```

ES6 – Classes

- Instead of building prototypes, ES6 allows classes to be directly defined in more traditional OOP style

- ES5 Syntax:

```
var Rectangle = function (height, width) {  
    this.height = height;  
    this.width = width;  
}  
  
Rectangle.prototype.area = function () {  
    return this.height * this.width;  
}
```


ES6 – Classes

- Instead of building prototypes, ES6 allows classes to be directly defined in more traditional OOP style
- ES5 Syntax:

```
var Rectangle = function (height, width) {  
    this.height = height;  
    this.width = width;  
}  
  
Rectangle.prototype.area = function () {  
    return this.height * this.width;  
}
```

ES6 – Classes

- Instead of building prototypes, ES6 allows classes to be directly defined in more traditional OOP style

- ES5 Syntax:

```
var Rectangle = function (height, width) {  
    this.height = height;  
    this.width = width;  
}
```

```
Rectangle.prototype.area = function () {  
    return this.height * this.width;  
}
```

ES6 – Classes

- Instead of building prototypes, ES6 allows classes to be directly defined in more traditional OOP style

- ES5 Syntax:

```
var Rectangle = function (height, width) {  
    this.height = height;  
    this.width = width;  
}  
  
Rectangle.prototype.area = function () {  
    return this.height * this.width;  
}
```

- ES6 Syntax:

```
class Rectangle {  
    constructor (height, width) {  
        this.height = height;  
        this.width = width;  
    }  
    area () {  
        return this.height * this.width;  
    }  
}
```

ES6 – Classes

- Instead of building prototypes, ES6 allows classes to be directly defined in more traditional OOP style

- ES5 Syntax:

```
var Rectangle = function (height, width) {  
    this.height = height;  
    this.width = width;  
}
```

```
Rectangle.prototype.area = function () {  
    return this.height * this.width;  
}
```

- ES6 Syntax:

```
class Rectangle {  
    constructor (height, width) {  
        this.height = height;  
        this.width = width;  
    }  
    area () {  
        return this.height * this.width;  
    }  
}
```

ES6 – Classes

- Instead of building prototypes, ES6 allows classes to be directly defined in more traditional OOP style

- ES5 Syntax:

```
var Rectangle = function (height, width) {  
    this.height = height;  
    this.width = width;  
}  
  
Rectangle.prototype.area = function () {  
    return this.height * this.width;  
}
```

- ES6 Syntax:

```
class Rectangle {  
    constructor (height, width) {  
        this.height = height;  
        this.width = width;  
    }  
    area () {  
        return this.height * this.width;  
    }  
}
```

ES6 – Classes

- Instead of building prototypes, ES6 allows classes to be directly defined in more traditional OOP style

- ES5 Syntax:

```
var Rectangle = function (height, width) {  
    this.height = height;  
    this.width = width;  
}  
  
Rectangle.prototype.area = function () {  
    return this.height * this.width;  
}
```

- ES6 Syntax:

```
class Rectangle {  
    constructor (height, width) {  
        this.height = height;  
        this.width = width;  
    }  
    area () {  
        return this.height * this.width;  
    }  
}
```

ES6 – Classes

- Instead of building prototypes, ES6 allows classes to be directly defined in more traditional OOP style

- ES5 Syntax:

```
var Rectangle = function (height, width) {  
    this.height = height;  
    this.width = width;  
}
```

```
Rectangle.prototype.area = function () {  
    return this.height * this.width;  
}
```

- ES6 Syntax:

```
class Rectangle {  
    constructor (height, width) {  
        this.height = height;  
        this.width = width;  
    }  
    area () {  
        return this.height * this.width;  
    }  
}
```

ES6 – Classes

- Instead of building prototypes, ES6 allows classes to be directly defined in more traditional OOP style

- ES5 Syntax:

```
var Rectangle = function (height, width) {  
    this.height = height;  
    this.width = width;  
}
```

```
Rectangle.prototype.area = function () {  
    return this.height * this.width;  
}
```

- ES6 Syntax:

```
class Rectangle {  
    constructor (height, width) {  
        this.height = height;  
        this.width = width;  
    }  
    area () {  
        return this.height * this.width;  
    }  
}
```


ES6 Data Structures: Sets

- ES6 introduces a **Set** class
- Elements are distinct and maintain order

```
let s = new Set();

s.add("alligator"); // s = {"alligator"}
s.add("dolphin");   // s = {"alligator", "dolphin"}
s.add("fox");        // s = {"alligator", "dolphin", "fox"}
s.add("alligator"); // s = {"alligator", "dolphin", "fox"}

s.has("alligator"); // true

s.delete("alligator"); // s = {"dolphin", "fox"}

for (let v of s.values())
    console.log(v);    // prints each value in order
```

ES6 Data Structures: Sets

- ES6 introduces a **Set** class
- Elements are distinct and maintain order

```
let s = new Set();

s.add("alligator"); // s = {"alligator"}
s.add("dolphin");   // s = {"alligator", "dolphin"}
s.add("fox");        // s = {"alligator", "dolphin", "fox"}
s.add("alligator"); // s = {"alligator", "dolphin", "fox"}

s.has("alligator"); // true

s.delete("alligator"); // s = {"dolphin", "fox"}

for (let v of s.values())
    console.log(v);    // prints each value in order
```

ES6 Data Structures: Sets

- ES6 introduces a **Set** class
- Elements are distinct and maintain order

```
let s = new Set();

s.add("alligator"); // s = {"alligator"}
s.add("dolphin");   // s = {"alligator", "dolphin"}
s.add("fox");        // s = {"alligator", "dolphin", "fox"}
s.add("alligator"); // s = {"alligator", "dolphin", "fox"}

s.has("alligator"); // true

s.delete("alligator"); // s = {"dolphin", "fox"}

for (let v of s.values())
    console.log(v);    // prints each value in order
```

ES6 Data Structures: Sets

- ES6 introduces a **Set** class
- Elements are distinct and maintain order

```
let s = new Set();

s.add("alligator"); // s = {"alligator"}
s.add("dolphin");   // s = {"alligator", "dolphin"}
s.add("fox");        // s = {"alligator", "dolphin", "fox"}
s.add("alligator"); // s = {"alligator", "dolphin", "fox"}

s.has("alligator"); // true

s.delete("alligator"); // s = {"dolphin", "fox"}

for (let v of s.values())
    console.log(v);    // prints each value in order
```

ES6 Data Structures: Sets

- ES6 introduces a **Set** class
- Elements are distinct and maintain order

```
let s = new Set();

s.add("alligator"); // s = {"alligator"}
s.add("dolphin");   // s = {"alligator", "dolphin"}
s.add("fox");        // s = {"alligator", "dolphin", "fox"}
s.add("alligator"); // s = {"alligator", "dolphin", "fox"}

s.has("alligator"); // true

s.delete("alligator"); // s = {"dolphin", "fox"}

for (let v of s.values())
    console.log(v);    // prints each value in order
```

ES6 Data Structures: Sets

- ES6 introduces a **Set** class
- Elements are distinct and maintain order

```
let s = new Set();

s.add("alligator"); // s = {"alligator"}
s.add("dolphin");   // s = {"alligator", "dolphin"}
s.add("fox");        // s = {"alligator", "dolphin", "fox"}
s.add("alligator"); // s = {"alligator", "dolphin", "fox"}

s.has("alligator"); // true

s.delete("alligator"); // s = {"dolphin", "fox"}

for (let v of s.values())
    console.log(v);    // prints each value in order
```

ES6 Data Structures: Sets

- ES6 introduces a **Set** class
- Elements are distinct and maintain order

```
let s = new Set();

s.add("alligator"); // s = {"alligator"}
s.add("dolphin");   // s = {"alligator", "dolphin"}
s.add("fox");        // s = {"alligator", "dolphin", "fox"}
s.add("alligator"); // s = {"alligator", "dolphin", "fox"}

s.has("alligator"); // true

s.delete("alligator"); // s = {"dolphin", "fox"}

for (let v of s.values())
  console.log(v);      // prints each value in order
```

ES6 Data Structures: Sets

- ES6 introduces a **Set** class
- Elements are distinct and maintain order

```
let s = new Set();

s.add("alligator"); // s = {"alligator"}
s.add("dolphin");   // s = {"alligator", "dolphin"}
s.add("fox");        // s = {"alligator", "dolphin", "fox"}
s.add("alligator"); // s = {"alligator", "dolphin", "fox"}

s.has("alligator"); // true

s.delete("alligator"); // s = {"dolphin", "fox"}

for (let v of s.values())
  console.log(v); // prints each value in order
```


ES6 Data Structures: Sets

- ES6 introduces a **Set** class
- Elements are distinct and maintain order

```
let s = new Set();

s.add("alligator"); // s = {"alligator"}
s.add("dolphin");   // s = {"alligator", "dolphin"}
s.add("fox");        // s = {"alligator", "dolphin", "fox"}
s.add("alligator"); // s = {"alligator", "dolphin", "fox"}

s.has("alligator"); // true

s.delete("alligator"); // s = {"dolphin", "fox"}

for (let v of s.values())
    console.log(v);    // prints each value in order
```

ES6 Data Structures: Sets

- ES6 introduces a **Set** class
- Elements are distinct and maintain order

```
let s = new Set();

s.add("alligator"); // s = {"alligator"}
s.add("dolphin");   // s = {"alligator", "dolphin"}
s.add("fox");        // s = {"alligator", "dolphin", "fox"}
s.add("alligator"); // s = {"alligator", "dolphin", "fox"}

s.has("alligator"); // true

s.delete("alligator"); // s = {"dolphin", "fox"}

for (let v of s.values())
    console.log(v);    // prints each value in order
```

ES6 Data Structures: Maps

- ES6 also introduces a **Map** class
- A **Set** of keys is mapped to corresponding values

```
let m = new Map();

m.set("dog", "rover"); // {"dog" => "rover"}
m.set("cat", "felix"); // {"dog" => "rover", "cat" => "felix"}

m.get("cat"); // "felix"
m.get("mouse"); // undefined

for (let [key, val] of m.entries())
  console.log(key + ": " + val); // prints keys and values
```

ES6 Data Structures: Maps

- ES6 also introduces a **Map** class
- A **Set** of keys is mapped to corresponding values

```
let m = new Map();

m.set("dog", "rover"); // {"dog" => "rover"}
m.set("cat", "felix"); // {"dog" => "rover", "cat" => "felix"}

m.get("cat"); // "felix"
m.get("mouse"); // undefined

for (let [key, val] of m.entries())
  console.log(key + ": " + val); // prints keys and values
```

ES6 Data Structures: Maps

- ES6 also introduces a **Map** class
- A **Set** of keys is mapped to corresponding values

```
let m = new Map();

m.set("dog", "rover"); // {"dog" => "rover"}
m.set("cat", "felix"); // {"dog" => "rover", "cat" => "felix"}

m.get("cat"); // "felix"
m.get("mouse"); // undefined

for (let [key, val] of m.entries())
  console.log(key + ": " + val); // prints keys and values
```

ES6 Data Structures: Maps

- ES6 also introduces a **Map** class
- A **Set** of keys is mapped to corresponding values

```
let m = new Map();

m.set("dog", "rover"); // {"dog" => "rover"}
m.set("cat", "felix"); // {"dog" => "rover", "cat" => "felix"}

m.get("cat"); // "felix"
m.get("mouse"); // undefined

for (let [key, val] of m.entries())
  console.log(key + ": " + val); // prints keys and values
```

ES6 Data Structures: Maps

- ES6 also introduces a **Map** class
- A **Set** of keys is mapped to corresponding values

```
let m = new Map();

m.set("dog", "rover"); // {"dog" => "rover"}
m.set("cat", "felix"); // {"dog" => "rover", "cat" => "felix"}

m.get("cat"); // "felix"
m.get("mouse"); // undefined

for (let [key, val] of m.entries())
  console.log(key + ": " + val); // prints keys and values
```

ES6 Data Structures: Maps

- ES6 also introduces a **Map** class
- A **Set** of keys is mapped to corresponding values

```
let m = new Map();

m.set("dog", "rover"); // {"dog" => "rover"}
m.set("cat", "felix"); // {"dog" => "rover", "cat" => "felix"}

m.get("cat"); // "felix"
m.get("mouse"); // undefined

for (let [key, val] of m.entries())
  console.log(key + ": " + val); // prints keys and values
```


ES6 Data Structures: Maps

- ES6 also introduces a **Map** class
- A **Set** of keys is mapped to corresponding values

```
let m = new Map();

m.set("dog", "rover"); // {"dog" => "rover"}
m.set("cat", "felix"); // {"dog" => "rover", "cat" => "felix"}

m.get("cat"); // "felix"
m.get("mouse"); // undefined

for (let [key, val] of m.entries())
  console.log(key + ": " + val); // prints keys and values
```

ES6 Data Structures: Maps

- ES6 also introduces a **Map** class
- A **Set** of keys is mapped to corresponding values

```
let m = new Map();

m.set("dog", "rover"); // {"dog" => "rover"}
m.set("cat", "felix"); // {"dog" => "rover", "cat" => "felix"}

m.get("cat"); // "felix"
m.get("mouse"); // undefined

for (let [key, val] of m.entries())
  console.log(key + ": " + val); // prints keys and values
```

Summary

- ES6 provides simplified syntax and new libraries and functionality
- We will use ES6 notation in the remaining lessons in the course