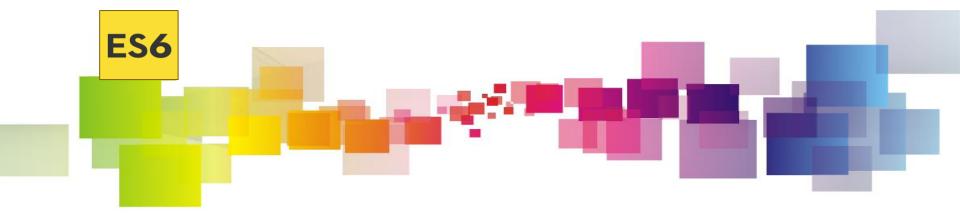


# Advanced JavaScript (ES6)

#### Narasimha

Sr. Corporate Trainer, Mentor



# What is ES6?

**JavaScript** 

## What is ES6?

- ES6 ECMAScript6
- ECMA means European Computer Manufacturer's Association.
- Scripting language specification.
- It is used by scripting Languages like JavaScript.
- Influenced by prog. languages like Perl, Python, Java, C# etc.

# **ECMAScript Versions**

Year	Name	Description
1997	ECMAScript 1	First Edition.
1998	ECMAScript 2	Editorial changes only.
1999	ECMAScript 3	Added Regular Expressions. Added try/catch.
	ECMAScript 4	Was never released.
2009	ECMAScript 5	Added "strict mode". Added JSON support.
2011	ECMAScript 5.1	Editorial changes.
2015	ECMAScript 6	Many new features. Read more in <u>JS Version 6</u> .

# **New Features ES6**

**JavaScript** 

## **New Features ES6**

- a. Template Literals
- b. Spread/Rest, Default parameters
- c. Destructuring
- d. Arrow functions
- e. Class, Inheritance

# **Template Literals**

#### **Before ES6**

```
var str = "Employee Id : " + eid + ", Employee
Name : " + ename + ", Designation : " + job;
```

#### **After ES6**

```
var str = `Employee Id : ${eid} , Employee
Name : ${ename} , Designation : ${job}`;
```

#### **Default Parameters**

```
function getTotal(price, qty = 1)
{
    var total = price * qty;
    console.log(total);
}

getTotal(2500);
getTotal(1500, 2);
```

# **Spread Attribute**

In ES6

```
sum(10,20);
sum(10,20,30);
sum(10,20,30,40,50);

------
function sum(...arrayName)
{
    // code to perform sum of all numbers in array
}
```

# **Destructuring**

**JavaScript** 

# **Object Destructuring**

#### **Before ES7**

```
var obj = {sid:1025, sname : "Scott"};
var sid = obj.sid;
var sname = obj.sname;
```

#### **After ES7**

```
var obj = {sid:1025, sname : "Scott"};
var {sid, sname} = obj;
var {x, y} = obj;
```

# **Array Destructuring**

```
Before ES7
```

```
var arr = [10,20,30]
var x = arr[0];
var y = arr[1];
var z = arr[2];
                                        After ES7
var arr = [10,20,30]
var [x,y,z] = arr;
var [x,y] = arr;
```

#### **Arrow Functions**

In ES6

- 1. var sum = (x,y) => x + y;
- 2. ar.map(x => x \* x);
- 3. ar.findIndex(x => x.empno == 4566);
- 4. ar.find(x => x.empno == 4566);
- 5. ar.filter(x => x.job == "Manager");

# Few more...

ES6

# **Block Scope**

In ES6

```
if( .....)
    var x = 123;
    let y = 456;
console.log(x);
console.log(y); // Error
```

## **Constants**

const MAX = 100;

In ES6

```
MAX = 120; // Error. It is Read only
```

**JavaScript** 

# **Object Oriented Programming in ES6**

**JavaScript** 

# Class

In ES6

```
class Demo
      add(x,y)
         console.log(x+y);
var obj = new Demo();
obj.add(10,20);
```

# **Class - Constructor** (without parameters)

```
class Student
{
     constructor()
     {
         this .sid = 1025;
         this .sname = "Scott";
     }
}
```

# **Class** - **Constructor** (with parameters)

```
In ES6
```

```
class Student
       constructor(id, name)
              this .sid = id;
              this .sname = name;
var obj = new Student(2566, "Smith");
```

## **Class Inheritance**

```
In ES6
class Person
      // members of super class
class Student extends Person
      // members of sub class
```





# Thank you...!

