

# Functions

- code in functions
- function declaration
- function expressions
- arrow functions
- passing function as a value
- object functions
- higher order functions
- function returning a value

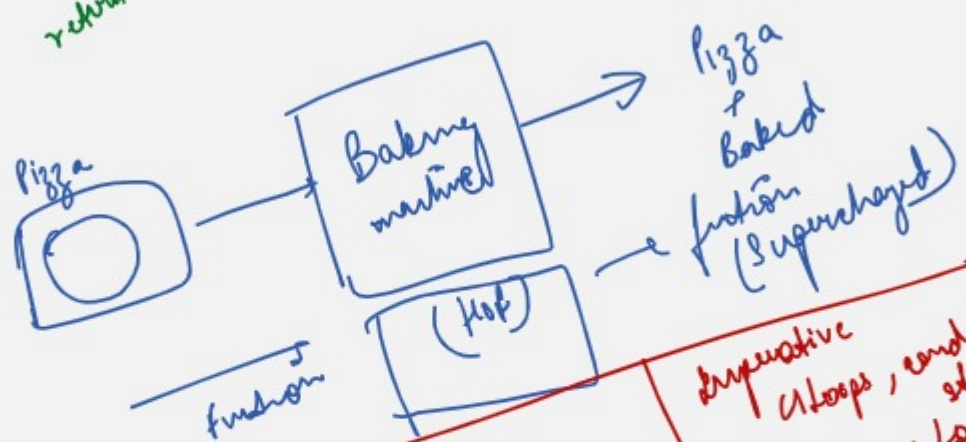
- 4 types
- Pure function
- first class objects

- immutable (not changing)
- mutable (can be changed)

pure function  
function always  
return a+b

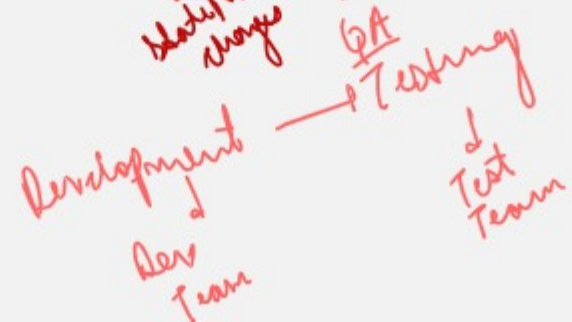
- Primitive
  - string, number, boolean, undefined, null
  - search (index, value, key, value, key, value)
- Non-primitive
  - arrays, objects, functions

- CRUD
  - create
  - read
  - update
  - delete



Declarative  
↳ implicit method  
↳ not creating logic from scratch  
↳ inside function  
↳ state/variable change

Imperative  
↳ loops, conditional, statement  
↳ proper logic  
↳ state/variable is changing  
↳ inside a function



Vanilla JS version  
(plain) (2015)

ES6 (ECMAScript 6)

second major version of JS  
major change in JS

- var
- function call
- objects with prototype
- loops for array

ES6  
let, const  
() => {}

- works with class
- New Array Helper function (map, filter, reduce, some, every, forEach)
- spread operator
- template string ( ` ` )

- promises
- function argument
- object destructuring (destructing, destructing of objects & arrays)
- symbol (data type)