



ES6

ECMA-262

# EcmaScript 6

Üstün Özgür  
@ustunozgur  
[ustunozgur.com](http://ustunozgur.com)

**sellercrowd**

# History

- JavaScript: Implementation
- EcmaScript: Specification
- Netscape JavaScript ve Microsoft JScript, ActionScript
- ECMA standard organization project no. 262
- TC-39: Technical Committee 39

# History

- ES 3: 1999
- ES 4: Abandoned
- ES 5 : 2009 and 5.1: 2011
  - 258 pages
- ES 6: Draft ready
  - 657 pages
  - ETA June 2015
  - Harmony
- ES 7: Already in progress

# kangax's ES6 compatibility table

Compilers/polyfills										Desktop browsers																	
64%	76%	28%	32%	15%	9%	21%	3%	15%	69%	41%	65%	67%	68%	68%	31%	45%	45%	47%	5%	20%	23%	5%	6%	5%			
Traceur	Babel + core-js <sup>[1]</sup>	ES6 Transpiler	Closure	JSX <sup>[2]</sup>	TypeScript	es6-shim	IE 10	IE 11	IE Technical Preview <sup>[3]</sup>	FF 31 ESR	FF 36	FF 37	FF 38	FF 39	CH 40, OP 27 <sup>[4]</sup>	CH 41, OP 28 <sup>[4]</sup>	CH 42, OP 29 <sup>[4]</sup>	CH 43, OP 30 <sup>[4]</sup>	SF 6.1, SF 7	SF 7.1, SF 8	WK	OP 12	KQ 4.14 <sup>[5]</sup>	PJS			
1/2	0	0	0/2	0/2	0/2	0/2	0/2	0/2	0/2	0/2	0/2	0/2	0/2	0/2	0/2	0/2	0/2	0/2	0/2	0/2	0/2	0/2	0/2	0/2			
5/6	5	5	4/6	0/6	3/6	0/6	0/6	0/6	0/6	3/6	3/6	3/6	3/6	3/6	0/6	0/6	0/6	0/6	0/6	0/6	0/6	0/6	0/6	0/6			
3/5	2	2	2/5	3/5	3/5	0/5	0/5	0/5	4/5	3/5	3/5	3/5	4/5	4/5	0/5	0/5	0/5	0/5	0/5	0/5	0/5	0/5	0/5	0/5			
10/10	6	6	2/10	0/10	0/10	0/10	0/10	0/10	4/10	8/10	10/10	10/10	10/10	10/10	0/10	0/10	0/10	0/10	0/10	2/10	2/10	0/10	0/10	0/10			
5/5	5	5	4/5	2/5	2/5	0/5	0/5	0/5	5/5	0/5	5/5	5/5	5/5	5/5	0/5	0/5	0/5	2/5	0/5	1/5	1/5	0/5	0/5	0/5			
5/5	5	5	4/5	0/5	0/5	0/5	0/5	0/5	5/5	4/5	5/5	5/5	5/5	5/5	5/5	5/5	5/5	5/5	0/5	1/5	1/5	0/5	0/5	0/5			
4/4	2	2	2/4	0/4	2/4	0/4	0/4	0/4	2/4	2/4	4/4	4/4	4/4	4/4	0/4	4/4	4/4	4/4	0/4	0/4	0/4	0/4	0/4	0/4			
2/2	2	2	2/2	2/2	1/2	0/2	0/2	0/2	1/2	0/2	2/2	2/2	2/2	2/2	0/2	2/2	2/2	2/2	0/2	0/2	0/2	0/2	0/2	0/2			
1/2	0	0																									
23/26	17	17																									
1/2	1	1																									
6/8	6	6	6/8	1/8	0/8	0/8	0/8	8/8	8/8	3/8	8/8	8/8	8/8	8/8	1/8	5/8	5/8	5/8	1/8	1/8	1/8	1/8	2/8	1/8			
8/10	6	6	8/10	0/10	0/10	0/10	0/10	8/10	8/10	0/10	0/10	0/10	0/10	0/10	0/10	5/10	5/10	5/10	0/10	0/10	0/10	0/10	0/10	0/10			
Yes	1	1	Yes	No	No	No	No	Yes	Yes	No	No	No	No	No	Flag	Yes	Yes	Yes	No	No	No	No	No	No			
9/11	7	7	8/11	7/11	6/11	0/11	0/11	0/11	10/11	7/11	7/11	7/11	7/11	7/11	0/11	0/11	0/11	0/11	0/11	0/11	0/11	0/11	0/11	0/11			
16/19	13	13	7/19	11/19	0/19	0/19	0/19	0/19	16/19	0/19	0/19	0/19	0/19	0/19	0/19	0/19	0/19	0/19	0/19	0/19	0/19	0/19	0/19	0/19			
4/4	4	4	3/4	4/4	0/4	0/4	0/4	0/4	4/4	0/4	0/4	0/4	0/4	0/4	0/4	0/4	0/4	0/4	0/4	0/4	0/4	0/4	0/4	0/4			
13/14	0	0	10/14	0/14	0/14	0/14	0/14	0/14	0/14	10/14	13/14	13/14	14/14	14/14	11/14	11/14	11/14	12/14	0/14	0/14	0/14	0/14	0/14	0/14			
0/40	0	0	0/40	0/40	0/40	0/40	16/40	16/40	40/40	18/40	19/40	33/40	36/40	39/40	21/40	21/40	21/40	21/40	18/40	18/40	18/40	18/40	8/40	18/40			
11/11	0	0	0/11	0/11	0/11	11/11	0/11	5/11	11/11	10/11	11/11	11/11	11/11	11/11	11/11	11/11	11/11	11/11	0/11	9/11	9/11	0/11	0/11	0/11			
11/11	0	0	0/11	0/11	0/11	11/11	0/11	5/11	11/11	10/11	11/11	11/11	11/11	11/11	11/11	11/11	11/11	11/11	0/11	9/11	9/11	0/11	0/11	0/11			
5/5	0	0	0/5	0/5	0/5	0/5	0/5	2/5	5/5	3/5	5/5	5/5	5/5	5/5	5/5	5/5	5/5	5/5	0/5	4/5	4/5	0/5	0/5	0/5			
4/4	0	0	0/4	0/4	0/4	0/4	0/4	0/4	4/4	0/4	4/4	4/4	4/4	4/4	4/4	4/4	4/4	4/4	0/4	0/4	0/4	0/4	0/4	0/4			
0/20	0	0	0/20	0/20	0/20	0/20	0/20	0/20	17/20	12/20	14/20	16/20	17/20	17/20	0/20	0/20	0/20	0/20	0/20	0/20	0/20	0/20	0/20	0/20			
13/15	0	0	0/15	0/15	0/15	13/15	0/15	0/15	12/15	0/15	0/15	0/15	0/15	0/15	0/15	0/15	0/15	0/15	0/15	0/15	0/15	0/15	0/15	0/15			
3/3	0	0	0/3	0/3	0/3	3/3	0/3	0/3	3/3	3/3	3/3	3/3	3/3	3/3	3/3	3/3	3/3	3/3	0/3	3/3	3/3	0/3	0/3	0/3			
0/9	0	0	0/9	0/9	0/9	0/9	0/9	0/9	8/9	0/9	9/9	9/9	9/9	9/9	8/9	8/9	8/9	8/9	0/9	0/9	0/9	0/9	0/9	0/9			

Most features now usable via Babeljs transpiler, even in old browsers

Most features now usable via Babeljs transpiler, even in old browsers

# Overview

- Let vs Const keywords vs Var
- Changes in functions
- Changes in objects and destructuring
- Classes
- Template strings
- Promises

# Let and Const

- JS, looks like C or Java due to curly brace blocks
  - but no block scope
- Vars are function scoped
- Let ve Const block scoped
- Causes confusion for beginners

# Var and Let

Hoisting

```
function foo () {  
  var i;  
  console.log(i); undefined  
  
  for (var i = 0; i < 10; i++) {  
    console.log(i);  
  }  
  
  console.log(i); 10  
}
```

# Var ve Let

```
function foo () {
```

```
    console.log(i); // ERROR
```

```
    for (let i = 0; i < 10; i++) {
```

```
        console.log(i); // i defined only in this block
    }
```

```
    console.log(i); // ERROR
}
```



# Const

```
const PI = 3.14;
```

```
PI = 3; // ERROR
```

Better to have values than variables for less bugs

*DEMO*  
*let\_const.js*

# Changes in Functions

- Default parameters function foo(name="Ustun")
- Rest parameters function foo(name, ...rest)
- Destructured parameters function foo({name, surname})

# Default Params

```
function hello(name="Ustun", greeting="Hello") {  
    console.log(greeting + " " + name);  
}
```

```
hello();
```

```
hello("Ahmet");
```

```
hello("Mehmet", "Hola");
```

Not keyword params like in Python!

~~hello(greeting="Hello", name="Ozgur")~~

*DEMO*

*functions\_default\_params.js*

# Rest params

```
function sum(firstValue, ...rest) {  
  var total = firstValue;  
  for (var i = 0; i < rest.length; i++) {  
    total += rest[i];  
  }  
  return total;  
}
```

sum(15, 1, 2, 3);

rest = [1, 2, 3]

*DEMO*

*functions\_rest\_params.js*

# Spread operator

- `Math.max(1, 2, 3); 3`
- `Math.max([1, 2, 3]); // NaN`
- `var a = [1, 2, 3]; Math.max(a); // NaN`
- `Math.max.apply(Math, a); // 3`
- `Math.max(...a); // 3`



# Parameter Destructuring

```
function hello(name, options) {  
    var greeting;  
    var lang = options.lang;  
    if (lang == "en") greeting = "Hello";  
    if (lang == "es") greeting = "Hola";  
    return greeting + " " + name;  
}
```

```
function hello(name, {lang}) {  
    var greeting;  
    if (lang == "en") greeting = "Hello";  
    if (lang == "es") greeting = "Hola";  
    return greeting + " " + name;  
}
```

*DEMO*

*functions\_param\_destructuring.js*

```
function setCookie(name, value, options) {
```

```
    options = options || {};
```

```
    var secure = options.secure,  
        path = options.path,  
        domain = options.domain,  
        expires = options.expires;
```

```
    // ...
```

```
}
```

```
setCookie("type", "js", {  
    secure: true,  
    expires: 60000  
});
```

```
function setCookie(name, value, { secure, path, domain, expires }) {
```

```
    // ...
```

```
}
```

# Arrow functions

```
var bar = (a, b) => a + b;
```

```
var foo = function (a,b) {
```

```
  return a + b; }
```

```
foo(1,2) ; // 3
```

```
bar(1,2); // 3
```



- `var nums = [1, 2, 3, 4];`
- `nums.filter(x => x % 2 === 1)`
- `nums.reduce((a,b) => a * b)`

*DEMO*  
*arrow\_functions.js*

# Arrow functions and this keyword

```
var x = {  
  name: "Ustun",  
  hello: function () {  
    var that = this;  
    var helper = function () {  
      console.log("Name ", this.name);  
    };  
    helper();  
  }  
};  
x.hello()
```

```
var x = {  
  name: "Ustun",  
  hello: function () {  
  
    var helper = function () {  
      console.log("Name ", this.name);  
    }.bind(this);  
    helper();  
  }  
};  
x.hello()
```

**this refers to the value where function is defined,  
not called  
(lexical scope vs dynamic scope)**

```
var x = {  
  name: "Ustun",  
  hello: function () {  
    var helper = () => {  
      console.log("Name ", this.name);  
    };  
    helper();  
  }  
};  
x.hello()
```

*DEMO*  
*this.js*

# Changes in Objects

# Destructuring

```
var ustun = {name: "Ustun", lastname: "Ozgur"}
```

```
var name = ustun.name;
```

```
var lastname = ustun.lastname;
```

```
var {name, lastname} = {name: "Ustun", lastname: "Ozgur"}
```

```
var {name: nombre} = ustun;
```

# Destructuring

- Array destructuring
- `var [a,b] = [1,2];`
- `var [a,b] = [b,a]; // Swap`
- Deep destructuring possible

# Shorthand for Object Creation

```
age = 30; name = "Ustun"; location = "Turkey";
```

```
ustun = {name: name, age: age, location: location};
```

```
age = 45; name = "Jose"; location = "Barcelona";
```

```
ahmet = {name, age, location};
```

*DEMO*  
*objects.js*



# Shorthand for Object Creation

```
var ustun = {  
  
  name: "Ustun",  
  
  sayName: function () {  
    console.log("I'm " + this.name);  
  }  
}
```

```
var ustun = {  
  
  name: "Ustun",  
  
  sayName() {  
    console.log("I'm " + this.name);  
  }  
}
```

# Template Strings

```
name = "Ustun", age = 30;
```

```
console.log("I'm " + name + ".Yasim " + age);
```

```
console.log(`I'm ${name}. My age ${age}`);
```

```
console.log(`This spans
```

```
multiple lines`);
```

# Tagged Template Strings

- `functionName`Hello ${name}`;`
- `safe`Hello ${name}`;`
- `uppercase`Hello ${name}`;`
- `var safe = function (literals, ...variables) { ...}`
- `var uppercase = function (literals, ...variables) { ...}`

# Class Keyword

- class and extends
- constructor
- transpiled to prototypes

# Classes

```
class Human {  
    constructor(name, age) {  
        this.name = name;  
        this.age = age;  
        this.party = null;  
    }  
}
```

```
class Ogresci extends Human {  
    constructor(name, age, school) {  
        super(name, age);  
        this.school = school;  
    }  
}
```

# Other features

- Modules
- Promises
- Generators

# Babel.js

- Transpiler
- `babel source.js > destination.js`
- `babel --experimental source.js`
- `require('babel/polyfill')`
- `require("babel/register")`
  - in node Modules
  - all require'd modules will be processed by babel automatically

# More Info

- Wiki: <http://wiki.ecmascript.org/>
- Understanding ECMAScript 6
  - <https://leanpub.com/understandings6/>
- Taslaklar: [http://wiki.ecmascript.org/doku.php?id=harmony:specification\\_drafts](http://wiki.ecmascript.org/doku.php?id=harmony:specification_drafts)
- [babeljs.io](http://babeljs.io)
- <https://github.com/lukehoban/es6features>
- <http://kangax.github.io/compat-table/es6/>



# Thank you!

- @ustunozgur
- <https://github.com/ustun/ecmascript6-presentation>
- [ustun@ustunozgur.com](mailto:ustun@ustunozgur.com)
- **NEXT PUBLIC APPEARANCE:**
- **React.js Workshop at AtTheFrontend Conference in Copenhagen, May 26**
- <http://www.atthefrontend.dk/sessions/react-workshop-2/>

Extras

# Modules

- `import myfunc from mylib;`
- `export myfunc;`

# Example

```
var links = document.getElementsByTagName('a')  
  
for (var i = 0, len = links.length; i < len; i++){  
  
    links[i].addEventListener('click', function(e){  
  
        alert('You clicked on link ' + i)  
  
    }, false)  
  
}
```

*DEMO*

*var\_problem.html*

# Solution

Enclose the var in a function

```
var links = document.getElementsByTagName('a')
```

```
for (var i = 0, len = links.length; i < len; i++){
```

```
  (function (j) {
```

```
    links[j].addEventListener('click', function(e){
```

```
      alert('You clicked on link ' + j)
```

```
    }, false)
```

```
  })(i);
```

```
}
```

*DEMO*

*var\_cozum.html*

# Solution: Let

```
var links = document.getElementsByTagName('a')  
for (let i = 0, len = links.length; i < len; i++){  
    links[i].addEventListener('click', function(e){  
        alert('You clicked on link ' + i)  
    }, false)  
}
```

*DEMO*  
*let\_cozum.html*

# Computed Properties

<code>var fieldName = "firstName";</code>	<code>a.fieldName == "ustun"</code>
<code>var a = {</code>	<code>a.firstName ? undefined</code>
<code>  fieldName: "ustun";</code>	<code>a[fieldName] = "ustun";</code>
<code>}</code>	<code>a.firstName == "ustun"</code>
 <code>var a = {</code>	
<code>  [fieldName]: "ustun";</code>	
<code>}</code>	

# List Comprehensions

- `var x = [for (i of [0, 1, 2, 3]) i * i];`
- `[ 0, 1, 4, 9 ]`
- `var y = [for (i of [0, 1, 2, 3]) if (i % 2 === 0) i * i * i];`
- `[ 0, 8 ]`



# Promises

```
student = findStudent(123)
```

```
className = findClass(student)
```

```
school = findSchool(className)
```

# Callbacks & Pyramid of Doom

```
student = findStudent(123, function (student) {  
  findClass(student, function (className) {  
    findSchool(className, function (school) {  
      console.log(school);  
    })  
  })  
})
```

# Pyramid of Doom Sol'n

```
findStudent(123)
```

```
.then(findClass)
```

```
.then(findSchool)
```

```
.then(function (school) {console.log(school);})
```

```
.catch(function () { console.log("error")})
```

# Promise

- `new Promise(resolve, reject)`
- `Promise.all([promise1, promise2]).then`
- `Promise.race([promise1, promise2]).then`

*DEMO*

# Generators

- Functions that **yield** instead of return
- Different run-to-completion that normal functions
- yield keyword
- function \* syntax
- Bidirectional communication with caller
  - can yield
  - can be yielded (i.e. get value from caller via next())

# Generators

```
var foo = function* () {  
  yield 2;  
  yield 3;  
  yield 4;  
}
```

```
var iterator = foo();
```

```
iterator.next(); // {value: 2, done: false}
```

```
iterator.next(); // {value: 3, done: false}
```

```
iterator.next(); // {value: 4, done: false}
```



# Generators are Iterators

```
var foo = function* () {  
    yield 2;  
    yield 3;  
    yield 4;  
}  
  
for (let x of foo()) {  
    console.log(x);  
}  
  
// 2, 3, 4
```

# Sync Example

```
function main() {  
    var result1 = requestSync( "http://some.url.1" );  
    var data = JSON.parse( result1 );  
  
    var result2 = requestSync( "http://some.url.2?id=" +  
data.id );  
    var resp = JSON.parse( result2 );  
    console.log( "The value you asked for: " + resp.value );  
}
```



# ASync Example

```
function *main() {  
    var result1 = yield request( "http://some.url.1" );  
    var data = JSON.parse( result1 );  
  
    var result2 = yield request( "http://some.url.2?id=" + data.id );  
    var resp = JSON.parse( result2 );  
    console.log( "The value you asked for: " + resp.value );  
}  
  
var it = main();  
  
it.next();
```

# ASync Example

```
function request(url) {  
    // this is where we're hiding the asynchronicity,  
    // away from the main code of our generator  
    // `it.next(..)` is the generator's iterator-resume  
    // call  
    makeAjaxCall( url, function(response){  
        it.next( response );  
    } );  
    // Note: nothing returned here!  
}
```

\* from <http://davidwalsh.name/async-generators>:

Very good series on Generators

Generator Version of Student Example:  
Generators + Promises  
Async Code Almost the Same as Sync Code

```
spawn(function *() {  
  
    student = yield findStudent(123)  
  
    className = yield findClass(student)  
  
    school = yield findSchool(className)  
  
});
```

*Using task.js or with ES7 await instead of yield keyword*

<http://taskjs.org/>

```
spawn(function*() {  
    var data = yield $.ajax(url);  
    $('#result').html(data);  
    var status = $('#status').html('Download complete.');
```

  

```
    yield status.fadeIn().promise();  
    yield sleep(2000);  
    status.fadeOut();  
});
```

```
require("babel/polyfill");

var makeAjaxCall = function (url, cb) {
    setTimeout(function () {
        cb("Result for " + url);
    }, 100);};

function request(url) {
    makeAjaxCall( url, function(response){
        it.next( response );
    });}

var main = function *() {
    var result1 = yield request( "http://some.url.1" );
    var data = encodeURIComponent(result1.toUpperCase());
    var result2 = yield request( "http://some.url.2?id=" + data );
    var resp = result2;

    console.log( "The value you asked for: " + resp );
}; var it = main(); it.next();
```

JS

## PROMISE JSON B

```
function readJSON(filename){  
  return readFile(filename, 'utf8').then(function (res){  
    return JSON.parse(res)  
  })  
}
```



15:59 / 31:26



HD



Forbes Lindesay: Promises and Generators: control flow utopia -- JSConf EU 2013

JS

JSConf



Subscribe

26,074

13,236

# See Also:

- <https://www.youtube.com/watch?v=qbKWsbJ76-s>
- <http://davidwalsh.name/async-generators>