

# Introducing ECMAScript 6 (the next JavaScript)



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## Course Description

JavaScript is evolving and the latest version brings many differences in how to write and structure your code. This course explores why the changes are happening and what is currently or soon to be supported. We explore Traceur as a means to use un-supported features now, even on browsers and devices which don't yet understand ECMAScript 6.

This training course is bespoke, giving you the opportunity to tailor the content to your exact requirements. If you need a starting point, use the course outline below as a guide. The important thing to remember is that it's your course - tell us your goals and we'll help you achieve them.

## Who should attend?

Developers/Web Designers, anyone that needs to understand why ECMAScript 6 is such a core part of any website development these days.

The course runs from 9.30 am to approximately 4.30 pm.

### Introducing Modern JavaScript

Controlling access, type and mutability  
Functions, scope, namespaces and closure  
Object serialization  
Overview of AJAX principles  
JavaScript security  
Client Side Event handling  
Client Side data persistence

### Current and Imminent Support

Features which are already supported in some browsers and devices  
Forthcoming built-in support  
Polyfills  
Legacy: where support will never happen

### ECMAScript 6 objects, properties and methods

Classes, subclasses and constructors: Object-Oriented techniques in JavaScript

### JavaScript Design Patterns

(focussing on ECMAScript 6)  
Modular JavaScript principles  
MVC, MVVM, Service, Factory etc.

### Building the User Experience:

overview of modern JavaScript frameworks  
The jQuery family  
Angular, Bootstrap and Dart  
AtScript and TypeScript  
Other JavaScript frameworks and libraries

### ECME-262 6th Edition

The 2015 ECMAScript Language Specification  
Already some support in some browsers/devices  
Enable Harmony in Chrome

### Need for software development capabilities

Components and Modules  
Single-threaded 'blocking' problem

Reduce use of 'function' keyword

### Traceur

JavaScript.next-to-JavaScript-of-today converter  
Converting offline  
Online Read-Eval-Print-Loop for exploring ES6  
Impact on performance

### Sugar Syntax

Make a language easier to understand and more readable  
Some features of ES6 are not really new  
All methods are still added to the prototype

### ES6 Language Features

Number and Math Improvements  
Maps, Sets and Weak Maps  
Iterators and for-of loops  
Object Literal Enhancements  
Arrow Functions  
Let and Const for Block Scoped Binding

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# Introducing ECMAScript 6

Our bespoke onsite courses run from 9:30am to 4:30pm with an hour for lunch. The trainer will arrive in time to check and help with your set up. If you need to amend these timings just let us know in advance and we will work around what suits you.

Default and Rest Parameters

Template Literals

Promises

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## **Classes**

Property Method Assignment

Object Initializer Shorthand

class definition and name

class prototype

instance property and class

property

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## **Shadow DOM**

shadow root and shadow host

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## **Module syntax**

Named exports and Default

exports

Importing modules

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## **ECMAScript language types**

Undefined, Null, Boolean, String,

Symbol, Number, and Object

Testing

Overview of current JavaScript

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## **Testing**

### **NodeJS (optional content)**

Configuring Node for non-browser

JavaScript

Node packages

Running scripts

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