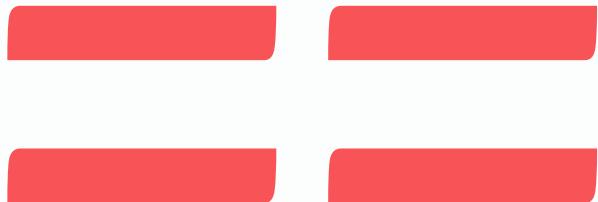


Living in the ES6 Future

TODAY

What is
ES6?

ECMAScript



The word "ECMAScript" is written in a large, bold, dark gray sans-serif font. It is positioned above a decorative graphic made of four horizontal red bars. The top pair of bars is centered under the letter "E", and the bottom pair is centered under the letter "S". All bars have rounded ends.

JavaScript

ES5

Array.forEach

Function.bind

Object.create

Object.defineProperty

ES6 and more!

unicode support
arrow functions
WeakMaps
Object classes
proxies
rest parameters
spread operator
for ... of
block-scoped variables

What does all that
MEAN?

14.2 Arrow Function Definitions

Syntax

ArrowFunction :

ArrowParameters \Rightarrow *ConciseBody*

ArrowFunctionNoIn :

ArrowParameters \Rightarrow *ConciseBodyNoIn*

ArrowParameters :

BindingIdentifier

CoverParenthesisedExpressionAndArrowParameterList

ConciseBody :

[lookahead $\notin \{\}\}$] *AssignmentExpression*

{ *FunctionBody* }

ES6 is Nigh

ES6 The Awesome Parts

ES6 The Refined Parts

The Subtleties of ES6

The Future of JavaScript

rest parameters

```
function log(level) {  
  var args =  
    [].slice.call(arguments, 1);  
}  
}
```

rest parameters

```
function log(level, ...args) {  
}
```

default parameters

```
function log(message, prefix) {  
  prefix = prefix || "> ";  
  console.log(prefix + message);  
}
```

default parameters

```
function log(message, prefix) {  
  if (prefix === undefined) {  
    prefix = "> ";  
  }  
  console.log(prefix + message);  
}
```

default parameters

```
function log(message, prefix = "> ") {  
  console.log(prefix + message);  
}
```

block-scoped vars

```
console.log(i);
if (false) {
  var i = 10;
}
```

block-scoped vars

```
var i;  
console.log(i);  
if (false) {  
  i = 10;  
}
```

block-scoped vars

```
console.log(i); // ReferenceError:  
if (false) {    // i is not defined  
  let i = 10;  
}
```

block-scoped vars

```
if (false) {  
  let i = 10;  
}  
console.log(i); // ReferenceError:  
                // i is not defined
```

block-scoped vars

```
for (let i = 0; i < 10; i++) {  
    // do something  
}  
console.log(i); // ReferenceError:  
                // i is not defined
```

arrow functions

```
[1, 2, 3].map(function(i) {  
  return i * i;  
});
```

arrow functions

```
[1, 2, 3].map(i => i * i);
```

arrow functions

```
{  
  i: 1,  
  printWithDelay: function() {  
    setTimeout(function() {  
      console.log(this.i);  
    }, 100);  
  }  
}
```

arrow functions

```
{  
  i: 1,  
  printWithDelay: function() {  
    var self = this;  
    setTimeout(function() {  
      console.log(self.i);  
    }, 100);  
  }  
}
```

arrow functions

```
{  
  i: 1,  
  printWithDelay: function() {  
    setTimeout(function() {  
      console.log(this.i);  
    }.bind(this), 100);  
  }  
}
```

arrow functions

```
{  
  i: 1,  
  printWithDelay: function() {  
    setTimeout(_.bind(function() {  
      console.log(this.i);  
    }, this), 100);  
  }  
}
```

arrow functions

```
{  
  i: 1,  
  printWithDelay: function() {  
    setTimeout( () => {  
      console.log(this.i);  
    }, 100);  
  }  
}
```

improved literals

```
return {  
    name: name,  
    age: age,  
    height: height  
};
```

improved literals

```
return { name, age, height };
```

improved literals

```
{  
  doAThing: function() {  
    // ...  
  },  
  
  doAnotherThing: function() {  
    // ...  
  }  
}
```

improved literals

```
{  
    doAThing() {  
        // ...  
    },  
  
    doAnotherThing() {  
        // ...  
    }  
}
```

classes

```
class Demo {  
    constructor() {  
        this.i = 1;  
    }  
  
    print() {  
        console.log(this.i);  
    }  
}
```

classes

```
class Parent {  
    //  
}
```

```
class Child extends Parent {  
    constructor(name) {  
        super();  
        this.name = name;  
    }  
}
```

Much, much more

```
let { top, left } = e.getBoundingClientRect();

function* gen() { yield 1; yield 2; }

for (i of gen()) { log(i); }

[ for (let i of [1, 2, 3]) i * i ];

var sq = ( for (let i of [1, 2, 3]) i * i );

for (let i of sq) { log(i); }
```

I have software

to ship to

REAL USERS

Coming Soon(er)

node.js

browser plugins

Firefox OS

Windows 8

What are my
options?

What can we
use today?

kangax.github.io/es5-compat-table/es6/

If we have

CoffeeScript → JavaScript

IcedCoffeeScript → JavaScript

TypedScript → JavaScript

ClojureScript → JavaScript

Why not?
JavaScript --> JavaScript

Why not?

JavaScript.next

-->

JavaScript.now

Traceur

JavaScript --> JavaScript
...written in JavaScript

Demo
Time

WAIT!

what about modules?

square/es6-module-transpiler

```
import { foo, bar } from "foobar";

function fooTheBar() {
    return foo + bar;
}

export default = fooTheBar;
```

ES6 all the
things?

Thanks!

@JeremyMorrell

<http://rathercurio.us>

<http://github.com/jmorrell>