

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

Classes

Property Method Assignment

Object Initializer Shorthand

class definition and name

class prototype

instance property and class

property

Shadow DOM

shadow root and shadow host

Module syntax

Named exports and Default

exports

Importing modules

ECMAScript language types

Undefined, Null, Boolean, String,

Symbol, Number, and Object

Testing

Overview of current JavaScript

Testing

NodeJS (optional content)

Configuring Node for non-browser

JavaScript

Node packages

Running scripts

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