Spread Operator

Instead of this :

```javascript
let arr1 = [1, 2];
let arr2 = [3, 4];
let combined = arr1.concat(arr2);
```

Do this :

```javascript
let combined = [...arr1, ...arr2];
```

Array Mapping

Instead of this :

```javascript
let numbers = [1, 2, 3];
let doubled = numbers.map(function (n) {
  return n * 2;
});
```

Do this :

```javascript
let doubled = numbers.map(n => n * 2);
```

Nullish Coalescing Operator

Instead of this :

```
let value = someValue !== null && someValue !== undefined ?
someValue : 'default';
```

Do this :

```
let value = someValue ?? 'default';
```

Incrementing/Decrementing

Instead of this :

```
count = count + 1;
count = count - 1;
```

Do this :

```
count++;
count--;
```

Shorthand for Filtering

Instead of this :

```javascript
let numbers = [1, 2, 3, 4];
let evens = numbers.filter(function(n) {
  return n % 2 === 0;
});
```

Do this :

```javascript
let evens = numbers.filter(n => n % 2 === 0);
```

Array Destructuring

Instead of this :

```javascript
let numbers = [1, 2, 3];
let first = numbers[0];
let second = numbers[1];
```

Do this :

```javascript
let [first, second] = numbers;
```

Swapping Variables

Instead of this :

```
let temp = a;
a = b;
b = temp;
```

Do this :

```
[a, b] = [b, a];
```

Converting to Boolean

Instead of this :

```
let isValid = value ? true : false;
```

Do this :

```
let isValid = !!value;
```

Rounding Numbers

Instead of this :

```
let rounded = Math.round(number);
```

Do this :

```
let rounded = ~~(number + 0.5);
```