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Department of Artificial Intelligence & Data Science
THE SIGNIFICANCE OF ES5

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 **Vidyavardhini's College of Engineering & Technology**
Department of Artificial Intelligence & Data Science

THE SIGNIFICANCE OF ES5

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ES5: The Fundamentals

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Introduction to ES5

ES5, or ECMAScript 5, is a standardized version of JavaScript that was released in 2009. It introduced many new features and improvements to the language, making it more robust and powerful for developers to use.

Variables and Data Types

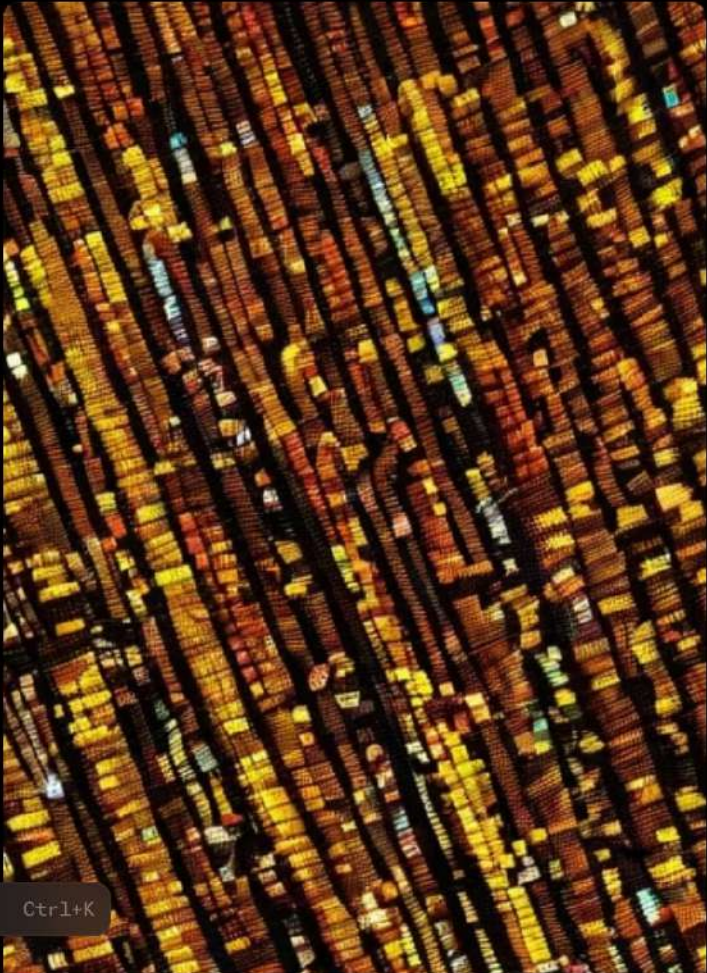
In ES5, variables can be declared using the var keyword. They can hold different data types, such as strings, numbers, booleans, and objects. It's important to understand the different data types and how they can be used in your code.

Functions

Functions are a fundamental concept in ES5. They can be defined using the function keyword and can take parameters and return values. Understanding how to write and use functions is crucial for writing effective and efficient code.

Objects and Prototypes

Objects and prototypes are another important concept in ES5. Objects can be created using object literals or constructors, and they can have properties and methods.



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Variables and Data Types

Variables

In ES5, variables can be declared using the var keyword. Variables can hold values of different data types, including strings, numbers, booleans, and objects.

Data Types

ES5 has six primitive data types: string, number, boolean, null, undefined, and symbol. Objects are the only non-primitive data type in ES5.

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ES5 in Practice

Using Variables and Functions

Declare variables using var keyword and use functions to encapsulate code.

Working with Objects and Prototypes

Create objects using object literals and use prototypes to add functionality.

Control Flow and Error Handling

Use if/else statements, loops, and switch statements to control program flow. Handle errors using try/catch blocks.

ES5 in Real-World Applications

ES5 is widely used in web development. It is the foundation for many popular JavaScript libraries and frameworks, such as jQuery and AngularJS.



Objects and Prototypes

Creating Objects

In JavaScript, objects are created using object literals or constructor functions.

Object Prototypes

In JavaScript, all objects have a prototype. The prototype is a reference to another object which provides default properties and methods that can be inherited by the object.

Prototype Chain

When you access a property or method of an object, JavaScript first looks for it in the object itself. If it is not found, it looks for it in the object's prototype. This process continues until the property or method is found or until the end of the prototype chain is reached.



Control Flow

Conditional Statements

Conditional statements, like if/else and switch, allow us to execute different blocks of code based on certain conditions.

Loops

Loops, like for and while, allow us to execute a block of code repeatedly until a certain condition is met.

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Error Handling

Try-Catch Statement

The try-catch statement is used to handle errors in JavaScript. The code that may throw an error is placed inside the try block, and if an error occurs, it is caught by the catch block.

Throw Statement

The throw statement is used to manually generate an error in JavaScript. When an error is thrown, it stops the execution of the code and passes the error to the nearest catch block.

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Functions

Function Declaration

A function declaration creates a named function that can be called later in the code. It consists of the function keyword, followed by the function name, and a set of parentheses that may contain parameters. The function body is enclosed in curly braces.

Function Expression

A function expression is a function that is assigned to a variable or passed as an argument to another function. It can be named or anonymous and is defined using the function keyword or an arrow function syntax.

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