

Web Apps 1:

1. A web app is a client–server computer program in which the client (including the user interface and client-side logic) runs in a web browser. Common web applications include webmail, online retail sales, online auctions, wikis, instant messaging services and many other functions.
2. Web Layout, Javascript, and Browser APIs
3. HTML, CSS, and Javascript
4. They are generally just things that web developers want to be able to use. Then it goes through a process of going through a committee, then becoming a standard, and finally allowing it to work with the browser.
5. WHATWG is in charge of the standards, and the browsers have the option of implementing them, or not. So ultimately it's a compromise between WHATWG and the browser.
6. <https://developer.mozilla.org/en-US/docs/Web/Guide>, <https://html.spec.whatwg.org/multipage/>, and <http://caniuse.com>

Web Apps 2:

1. ES5
2. Var, let
3. Const
4. You get the Error: "TypeError: Assignment to constant variable."
5. Number, String, Boolean, undefined, and Null
6. Any Real Number (up to 15 digits)