



MODULE 01

OVERVIEW OF JAVASCRIPT AND TYPESCRIPT DEVELOPMENT

MODULE TOPICS

ECMAScript vs JavaScript

JavaScript Compared to Other Programming Languages

JavaScript Engines

Web based JavaScript Development

Other types of JavaScript Development

TypeScript Development

TypeScript is a Superset of JavaScript functionality

Transpiling TypeScript

ECMAScript VS JAVASCRIPT

ECMAScript is a standard for scripting languages, while JavaScript is a specific implementation of that standard.

JavaScript is a scripting language that runs in web browsers, while ECMAScript is the standard that defines the language.

JavaScript is a superset of ECMAScript, meaning it includes all the features of ECMAScript and adds additional features.

JavaScript is a client-side scripting language, while ECMAScript is a standard that can be implemented in various environments.

JS

**TC
39**

ES

ECMAScript VS JavaScript

- ECMA stands for the European Computer Manufacturers Association
- ECMA is a standards board among other things
- ECMAScript is the standard for the JavaScript language
- JavaScript is the implementation of this standard
- TC39 is Technical Committee 39, in charge of developing ECMA-262 (ECMAScript)

ECMAScript Versions

| ES Version | Year | ES Version | Year |
|------------|-----------|-------------|------|
| 1 | 1997 | 6 / ES2015 | 2015 |
| 2 | 1998 | 7 / ES2016 | 2016 |
| 3 | 1999 | 8 / ES2017 | 2017 |
| 4 | Abandoned | 9 / ES2018 | 2018 |
| 5 | 2009 | 10 / ES2019 | 2019 |
| 5.1 | 2011 | | |

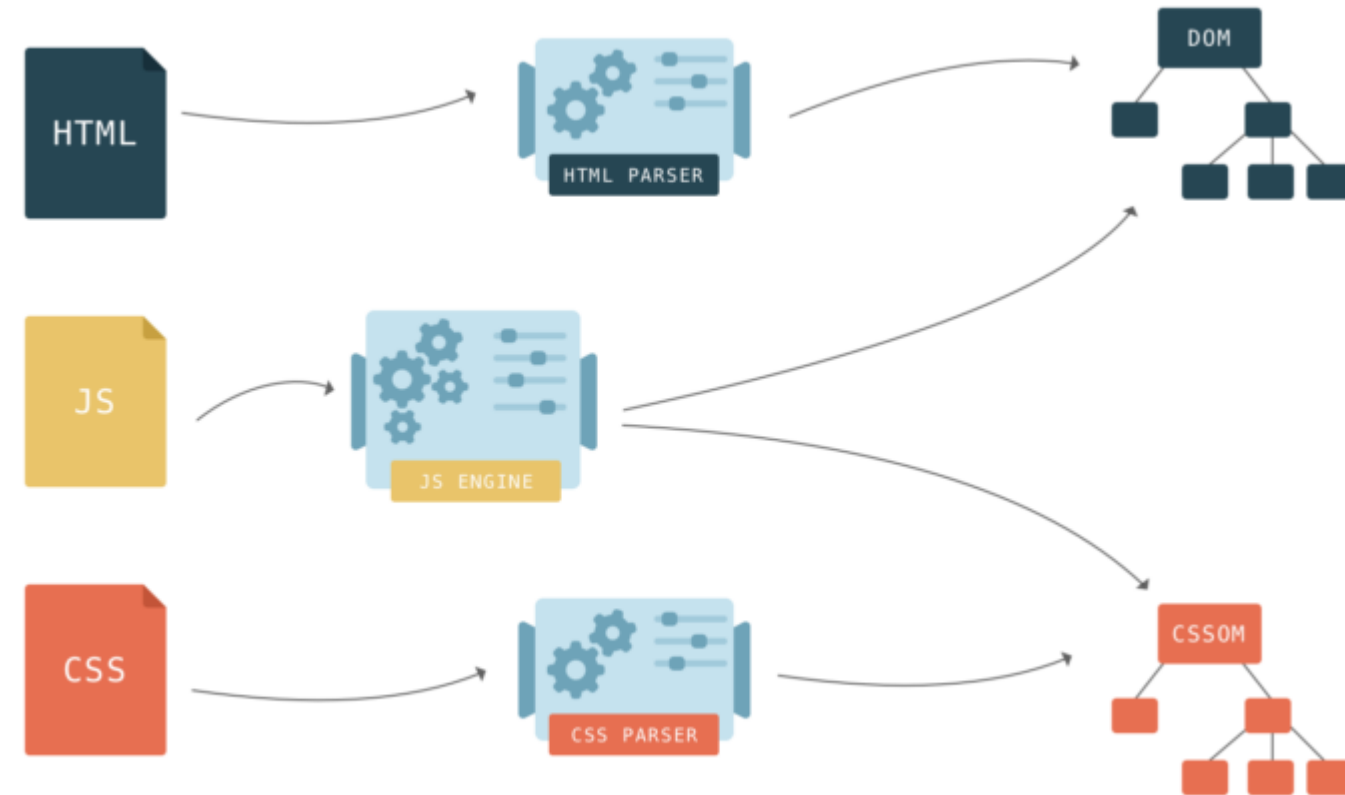
JAVASCRIPT COMPARED TO OTHER PROGRAMMING LANGUAGES

- Dynamically Typed
- Prototypical Inheritance
- Dynamically compiled by JavaScript Engine
- Functions are first class citizens

JAVASCRIPT ENGINES

| Engine | Used By |
|----------------|---------------------|
| V8 | Chrome and Node.js |
| Chakra | Microsoft IE & Edge |
| JavaScriptCore | Safari / WebKit |
| SpiderMonkey | Firefox |
| TraceMonkey | Firefox 3.5+ |
| Rhino | Mozilla Server Side |

WEB BASED JAVASCRIPT DEVELOPMENT



OTHER TYPES OF JAVASCRIPT DEVELOPMENT

- Node.js
 - Asynchronous, non-blocking, JavaScript server implementation
 - Based on Chrome's V8 engine
- Server Side JavaScript
 - Engines like Rhino and SpiderMonkey can also be used on the back end
 - Allows for one language to be used for Full Stack Development
 - Angular, React and other JavaScript frameworks also support server side rendering

TYPESCRIPT DEVELOPMENT

- Used to add static typing to JavaScript
- Allow new features to be used earlier, before wide spread adoption by JavaScript engines
- TypeScript code gets transpiled into JavaScript for use in production applications
- What version of ECMAScript to transpile into is configurable on the TypeScript compiler

TYPESCRIPT IS A SUPERSET OF JAVASCRIPT FUNCTIONALITY

- Renaming a .js file to .ts should work fine if the JavaScript is well written
- Static type checking happens when TypeScript is transpiled into JavaScript
- Errors and warnings provide feedback of potential issues
- TSLint can also be used to provide syntax style and language evolution feedback

TRANSPILING TYPESCRIPT



**KEEP
CALM**

**AND
TRANSPILE**

TRANSPILING TYPESCRIPT

- TypeScript compiler (tsc) transpiles to JavaScript
 - Compiling converts from one language to a lower level language
 - Transpiling converts from one language to an equally abstracted language

TRANSPILING TYPESCRIPT



ANY QUESTIONS?

WALKTHRU

Playgrounds

<https://www.typescriptlang.org/play/>

TypeScript

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Fork me on GitHub

TypeScript 3.3 is now available. [Download](#) our latest version today!

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Using Classes ▾

TypeScript

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Options

Run

JavaScript

```
1 class Greeter {
2   greeting: string;
3   constructor(message: string) {
4     this.greeting = message;
5   }
6   greet() {
```

```
1 var Greeter = /** @class */ (function () {
2   function Greeter(message) {
3     this.greeting = message;
4   }
5   Greeter.prototype.greet = function () {
6     return "Hello, " + this.greeting;
```