

Netscape approached ECMA International for JavaScript standardization for several reasons:

1. Encourage wider adoption: By submitting JavaScript to a standards organization, Netscape hoped to encourage other browser vendors to adopt the language and make it an industry standard. By doing so, they could increase the popularity and usage of their Netscape Navigator web browser.
2. Ensure interoperability: Standardizing JavaScript would ensure that the language was interoperable across different browsers and platforms, which would benefit web developers and users. If JavaScript was not standardized, web developers would have to write different code for different browsers, leading to a less efficient development process and a less consistent user experience.
3. Establish credibility: By submitting JavaScript to a recognized standards organization like ECMA International, Netscape could establish credibility for the language and demonstrate that it was a legitimate programming language suitable for professional web development.
4. Protect intellectual property: Standardizing JavaScript would also help Netscape protect their intellectual property by establishing a clear set of rules and guidelines for how the language could be used and implemented.

Overall, by approaching ECMA International for JavaScript standardization, Netscape was seeking to establish JavaScript as a widely adopted, interoperable, credible, and protected programming language for web development.

JavaScript and Java are not same.

Definition

JavaScript (js) is a light-weight object-oriented programming language which is used by several websites for scripting the webpages. It is an interpreted, full-fledged programming language that enables dynamic interactivity on websites when applied to an HTML document.

Why JavaScript was Born?

To create interactive websites.

- Client side Validation
- Popup
- Event on click
- And many more....

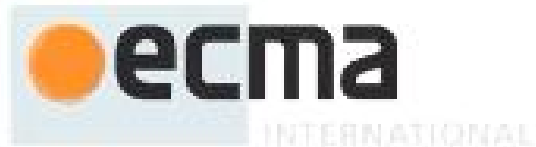
Where is JavaScript now?

- Website Client side (Js, Jquery, React js.....)
- Website Server side (Node JS, Express js)
- Mobile Development (React Native, Phone Gap, ionic....)
- Software Development (electronjs EX- VScode)

1. What is ES6, ES7, ES8... and so on..?

I

2. What is ECMAScript ?



- **Ecma International**
- An organization that creates standards for technologies.
- <http://www.ecma-international.org/default.htm>

 **Directions**

We are also here:  

W3C workshop about
Machine Learning APIs in
ECMAScript/JavaScript

ECMA-262

- **This is a standard published by Ecma International. It contains the specification for a general purpose scripting language.**
- `https://www.ecma-international.org/publications/standards/Ecma-262.htm`

Standard ECMA-262

ecma-international.org/publications/standards/Ecma-262.htm

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Standard ECMA-262

ECMAScript[®] 2020 Language Specification

11th edition (June 2020)

This Standard defines the ECMAScript 2020 general-purpose programming language.

The following files can be freely downloaded:

File name	Size (Bytes)	Content
ECMA-262 edition 11		Browsable HTML
ECMA-262.pdf	7 864 746	Acrobat (r) PDF file

Kindly note that **the normative copy is the HTML version**; the PDF version has been produced to generate a printable document.

This 11th edition has been prepared under the Ecma RF patent policy.

Standard ECMA-262

ecma-international.org/publications/standards/Ecma-262.htm

Standards

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ECMAScript

- **The specification defined in ECMA-262 for creating a general purpose scripting language.**
- ECMAScript provides the rules, details, and guidelines that a scripting language must observe to be considered ECMAScript compliant.

JavaScript

- A general purpose scripting language that conforms to the ECMAScript specification.
- By reading the [ECMAScript specification](#), you learn how to **create** a scripting language.
- By reading the [JavaScript documentation](#), you learn how to **use** a scripting language.

JavaScript implements the **ECMAScript** specification as described in **ECMA-262**

What is ES6, ES7, ES8... and so on..?

- **ECMAScript 6**
- **It is the sixth edition of the ECMA-262 standard, and features major changes and improvements to the ECMAScript specification.**
- **Synonyms:** ES6, ES2015, and ECMAScript 2015
- ES6 and ES2015 are two different names for the same thing.

- ES1 1997
- ES2 1998
- ES3 1999
- ES4 Abandoned
- ES5 2009
- ES6 2015 or ECMAScript 2015 (ES2015) – 6th edition (**Major change**)
- ES7 2016 or ECMAScript 2016 (ES2016) – 7th edition
- ES8 2017 or ECMAScript 2017 (ES2017) – 8th edition
- ES9 2018 or ECMAScript 2018 (ES2018) – 9th edition
- ES9 2019 or ECMAScript 2019 (ES2019) – 10th edition
- ES9 2020 or ECMAScript 2020 (ES2020) – 11th edition


Manual or Reference

- MDN
- <https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference>



JavaScript reference - JavaScript

developer.mozilla.org/en-US/docs/Web/JavaScript/Reference



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This part of the JavaScript section on MDN serves as a repository of facts about the JavaScript language. [Read more about this reference.](#)

JavaScript reference - JavaScript

developer.mozilla.org/en-US/docs/Web/JavaScript/Reference

Related Topics

JavaScript

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Built-in objects

Expressions & operators

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- globalThis

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- parseInt()
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- encodeURIComponent()
- encodeURIComponent()

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- TypeError
- URIError

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- RegExp

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- Int8Array
- Uint8Array

Keyed collections

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- Set
- WeakMap

developer.mozilla.org/en-US/docs/Web/JavaScript/.../isNaN