

DWA_02.8 Knowledge Check_DWA2

1. What do ES5, ES6 and ES2015 mean - and what are the differences between them?

They indicate different versions/specifications of ECMAScript. ES5 is also known as ES2009 and ES6 is known as ES2015.

Differences between ES5 and ES6:

- Let and Const added for variable declaration
 - Arrow function introduced
 - For of loop introduced
 - Overall performance improved.
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2. What are JScript, ActionScript and ECMAScript - and how do they relate to JavaScript?

- JavaScript: originally named LiveScript, was created by NetScape. No relation to Java made by Oracle.
 - JScript: reverse engineered by Microsoft to be the same as JavaScript which was safeguarded by the Netscape team when Microsoft was developing Internet Explorer.
 - ActionScript: Most well-known JavaScript knock-off language, made by Macromedia
 - ECMAScript: What was previously known as JavaScript and JScript were to be unified into a single standardised language, it was adopted by both Netscape and Microsoft in 1997. What we use today but prefer the name JavaScript
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3. What is an example of a JavaScript specification - and where can you find it?

An Example would be ECMA 262 specification and it can be found on TC39's website.

4. What are v8, SpiderMonkey, Chakra and Tamarin? Do they run JavaScript differently?

These are all JavaScript engines, responsible for interpreting and executing JavaScript code. While they all interpret Javascript, they do have some differences in how they interpret the code and in their performance/speed of interpreting different javascript functions.

What they are:

- v8: Developed by Google
 - SpiderMonkey: Created by Mozilla
 - Chakra: Microsoft's engine used in older Edge browser versions
 - Tamarin: Developed by Adobe
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5. Show a practical example using caniuse.com and the MDN compatibility table.

When using arrow functions:

Arrow functions will be read and understood by modern browser however you will get an error on older browsers so to ensure that your code works on all browsers you can use a program like Babel to convert your code to code that older browsers will understand.

Without using caniuse and MDN documentation one would not know that arrow functions will not work. Having this as a resource helps create code that will work for all users.
