

DWA_02.8 Knowledge Check_DWA2

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

They refer to different versions of JavaScript. Each version introduces new features and enhancements to the language.

2. What are JScript, ActionScript and ECMAScript - and how do they relate to JavaScript?

JScript is a scripting language. It is used for client-side scripting within Microsoft technologies, particularly within Internet Explorer (IE) web browsers and Active Server Pages (ASP) on the server side.

ActionScript is a scripting language developed by Adobe Systems for creating interactive content. ActionScript is used to create animations, games, and interactive web applications.

ECMAScript is a scripting language specification that serves as the foundation for several programming languages.

ECMAScript is like the parent rulebook for JavaScript, defining its core features and syntax. JavaScript is the most common implementation of ECMAScript, used for web development. JScript is a similar language by Microsoft, used in older web browsers and server-side scripting. ActionScript, developed by Adobe, is used for creating interactive content within Adobe Flash and AIR. In simple terms, think of ECMAScript as the rules, JavaScript as the most popular player following those rules, JScript as a similar player from Microsoft, and ActionScript as a player specialized in Flash games and animations.

3. What is an example of a JavaScript specification - and where can you find it?

An example of a JavaScript specification is the "ECMAScript" specification. You can find it on the official website of Ecma International, the organization responsible for maintaining ECMAScript standards.

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

These are JavaScript engines responsible for interpreting and executing JavaScript code.

Yes, these JavaScript engines may run JavaScript code differently in terms of their internal implementation and optimization techniques that make it faster or more efficient

5. Show a practical example using caniuse.com and the MDN compatibility table.
