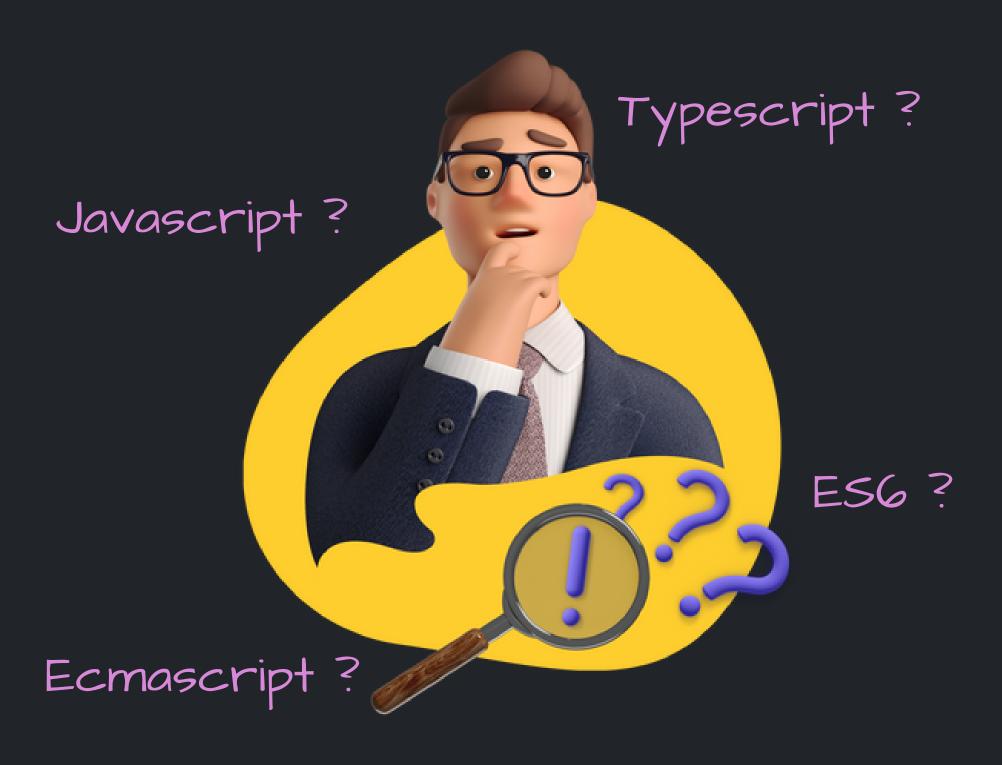




Javascript Version Basics



Javascript

- Javascript is a synchronous single threaded scripting language
- Browsers use JavaScript as a scripting language for doing dynamic things on the web.lt can calculate, manipulate and validate data.
- It can be used on both client side & server side

Uses

- Adding interactivity to websites
- Developing mobile applications
- Creating web browser based games
- Back end web development

Ecmascript

- ECMAScript or ES is a JavaScript standard meant to ensure the interoperability of web pages across different web browsers
- It is commonly used for client-side scripting on the World Wide Web, and it is increasingly being used for writing server applications and services using Node.js.
- ECMAScript releases its new version probably every year.
- ES5, was the first major revision to JavaScript and ES6 was the most popular version

Ecmascript Versions

- ES1: ECMAScript 1 First edition
- ES2: ECMAScript 2 Editorial changes in First edition
- ES3: ECMAScript 3
 - Added regular expressions
 - Added try/catch
 - Added switch
 - Added do-while
- ES4: ECMAScript 4 Never Released
- ES5: ECMAScript 5

Added "strict mode", JSON support String.trim(), Array.isArray(), Array iteration methods, Allows trailing commas for object literals

ES6

The 6th edition, ECMAScript 6 (ES6) and later renamed to ECMAScript 2015

Features:

- let and const
- default parameter values
- Array.find()
- Array.findIndex()
- exponential operator (**)
- Array.includes()
- string padding
- Object.entries()
- Object.values()
- async functions
- shared memory

- rest / spread properties
- asynchronous iteration
- Promise.finally()
- Additions to RegExp

Javascript Vs Ecmascript

ECMAScript is a standarized specification. JavaScript is an implementation of the ECMAScript standard

caniuse.com website

A website that allows us to check the compatibility of ECMAScript features across browsers.

Typescript

Typescript

ES6 version of Javascript

ES5
version of
Javascript

Super Set of JavaScript = Typescript

Typescript

- TypeScript is an Open Source Object
 Oriented programming language and strongly typed language.
- Every existing JavaScript Code is a valid
 TypeScript Code
- It can prevent a lot of type-related errors.
 Along with the Clever IntelliSense.

Features:

- lightweight easy-to-learn language
- adds enhanced features to JavaScript
 ES6 version
- support for Classes and Objects

Typescript VS ES6

ES6: sixth edition of ECMAScript trademarked scripting language

Typescript: free and open-source pure object-oriented programming language

ES6: does not support all data types

Typescript: supports all primitive data types.

ES6: modules can be used by importing and exporting.

Typescript: Modules are of 2 types: Internal and external modules

ES6: has 2 scopes Global Scope, Local Scope.

Typescript: has 3 scopes, Global Scope, Class Scope, Local Scope.

Follow me for more

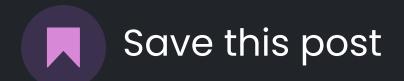
in @aishwarya-dhuri

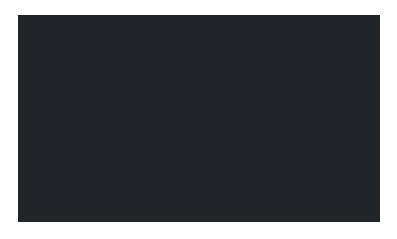
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