

DWA_02.8 Knowledge Check_DWA2

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

ES5 (ECMAScript 5)

In 2009, JavaScript got an upgrade called ES5. It made JavaScript more powerful by adding new features. Some things it introduced were strict mode, which helps make code more reliable, and new methods for working with lists of things (like numbers or words). It also made it easier to work with JSON.

ES6 (ECMAScript 2015)

In 2015, another big upgrade called ES6 (or ES2015) came out. It made JavaScript even better with lots of changes and improvements. It added things like arrow functions, which are a shorter way to write functions, and template literals, which make it easier to create fancy strings. ES6 also made it possible to create classes, which are like blueprints for making objects, and it introduced new ways to organize code into modules. It also introduced Promises, which help with doing things at the right time, and the spread operator, which makes it simpler to work with lists of things.

ES2015

ES2015 is just another name for ES6. They changed the name to show that they planned to release a new version of JavaScript every year from then on. Each new version would have smaller updates instead of big changes like ES6. This way, JavaScript keeps getting better and more useful every year.

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

JScript and ActionScript are specific implementations of the ECMAScript specification, while JavaScript is the most well-known and widely used implementation of ECMAScript. They all share a common foundation and are closely related scripting languages.

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

The ECMAScript specification is like a rulebook that defines how JavaScript should work. It outlines the features, syntax, and behavior of the language. It's created by a group of experts called TC39 and is regularly updated to improve JavaScript. The specification can be found on the ECMA International website, and it's a valuable resource for JavaScript developers. It helps them understand how to write code that is compatible across different browsers and platforms. Following the specification ensures that JavaScript behaves consistently and reliably, making it easier to build robust and scalable applications.

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

V8, SpiderMonkey, Chakra, and Tamarin are different JavaScript engines used by various web browsers.

Yes, there can be slight differences in their interpretation and implementation of certain JavaScript features.

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

The screenshot shows the CanIUse website interface. At the top, there's a navigation bar with 'Home', 'News', a date 'May 1, 2023 - New feature: CSS Relative colors', 'Compare browsers', and 'About'. Below this is a large orange header with the text 'Can I use loops ? Settings' and '1 result found'. The main content area is titled '# AudioBufferSourceNode API: loopStart' with a usage percentage of '96.74%'. It features a table with browser compatibility data. The table has columns for various browsers: Chrome, Edge, Safari, Firefox, Opera, IE, Chrome for Android, Safari on iOS, Samsung Internet, Opera Mini, Opera Mobile, UC Browser for Android, Android Browser, Firefox for Android, QQ Browser, Baidu Browser, and KaiOS Browser. Each cell in the table contains a version range or a status indicator (like 'all' or 'TP'). Below the table are tabs for 'Notes', 'Test on a real browser', and 'Feedback'. At the bottom, there's a link to 'See full references on MDN Web Docs'.

Chrome	Edge	Safari	Firefox	Opera	IE	Chrome for Android	Safari on iOS	Samsung Internet	Opera Mini	Opera Mobile	UC Browser for Android	Android Browser	Firefox for Android	QQ Browser	Baidu Browser	KaiOS Browser
4-23		3.1-6.1	2-24	10-12.1			3.2-6.1					2.1-4.3				
24-112	12-112	7-16.4	25-112	15-98	6-10		7-16.4	4-20		12-12.1		4.4-4.4.4				2.5
113	113	16.5	113	99	11	113	16.5	21	all	73	13.4	113	113	13.1	13.18	3.1
114-116		16.6-TP	114-115													

MDN

The screenshot shows the MDN website interface. At the top, there's a navigation bar with 'Discover the latest web development insights on our new MDN Blog', 'mdn web docs', 'References', 'Guides', 'Plus', 'Blog', 'Theme', 'Search', 'Log in', and 'Get MDN Plus'. Below this is a breadcrumb trail: 'References > JavaScript > Guide > Loops and iteration'. The main content area is titled 'Loops and iteration' with a 'Previous' and 'Next' link. The text explains that loops offer a quick and easy way to do something repeatedly and introduces the different iteration statements available to JavaScript. It includes a code snippet for a for loop:

```
for (let step = 0; step < 5; step++) {  
  // Runs 5 times, with values of step 0 through 4.  
  console.log("Walking east one step");  
}
```

 Below the code, it states: 'There are many different kinds of loops, but they all essentially do the same thing: they repeat an'. On the right side, there's a sidebar titled 'In this article' with a list of links: 'for statement', 'do...while statement', 'while statement', 'labeled statement', 'break statement', 'continue statement', 'for...in statement', and 'for...of statement'. At the bottom right, there's a red 'M' logo.