**Section 11 – Quiz**

**Polyfills**

**Astounding work!**

You’ve complete the polyfill section which is not easy.

**Please don’t feel overwhelmed.**I know I’ve introduced you to a lot of difficult advanced concepts that you may not fully understand now. But by the end of the course this will become a breeze for you.

Take a step back.

The JavaScript language is not static. It constantly evolves. New proposals to the language appear regularly, and if these proposals are accepted, they eventually get added to the specification.

Teams behind JavaScript engines have their own ideas about what to implement first. They may decide to implement proposals that are in draft and postpone things that are already in the spec, because they are less interesting or just harder to do.

And this is where polyfills come into the picture.

Before you move on, have fun at these few questions. See you in the next section.

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Question 1:

What is a **polyfill**?

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**A “Polyfill” is a way for us to optimize our CSS and HTML code by 'minifying' it so that it can be rendered by the browser faster.**

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**A “Polyfill” is a forEach() method that allows us to loop through an array.**

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**A “Polyfill” is an hand-made (i.e. custom) version of a functionality that is not yet implemented in all browsers.**

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Answer: C - Well done. As an interesting side note, before the real Fetch API was released to the public, developers eager to try it installed a Fetch polyfill which enabled the feature. This was done before the “real” Fetch was implemented by browser’s vendors.

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Question 2:

Is the act of "polyfilling" limited to only JavaScript?

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**No.**

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**Yes.**

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Answer: A - Although Javascript is one of the main technologies that can be used in Polyfilling, it is not limited to just JavaScript. Remember, a Polyfill is using any technology to “fill in the gaps” that older browsers have in order to add support for some functionality. As an interesting side note, the term “poly” in polyfilling is means “many” and the word "many" implies that many different technologies can be used, not just JavaScript.