## DWA\_02.8 Knowledge Check\_DWA2

- 1. What do ES5, ES6 and ES2015 mean and what are the differences between them?
  - ES5,ES6 and ES2015 are versions of ECMAScript standards
    - 1. ES5- is an abbreviation of ECMAScript 5, also known as ECMAScript 2009 as it was released in 2009 and also Known as JavaScript 5.

It refers to the fifth editions of the ECMAScript standard It is widely supported by modern web browsers.

 ES6 - is an abbreviation of ECMAScript 6 also known ECMAScript 2015 / ES2015

The sixth edition of the ECMAScript standard ES6 introduced several syntactic improvements and made JavaScript more powerful and expressive

It was a major update to the language and introduced significant new features and syntax enhancements

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

The are all programming languages

They all use ECMAScript as their core

- 1. JScript used to build dynamic interactive web applications
  - It's a programming language developed by Microsoft as a competitor to JavaScript
  - It is primarily used for scripting tasks within Microsoft's internet explorer web browser and Active Server Pages (ASP) technology.

How do they relate:

- It shares many similarities with javaScript, as they are both based on ECMAScript.

2. ActionScript- it lets you add more complex interactivity, playback control and data display to your application

How do they relate:

- ActionScript shares many similarities with JavaScript and follows
  ECMAScript standards, although it has some additional features specific to Flash
- 3. ECMAScript(ES)- is a scripting language specification that serves as the basis for implementing JavaScript
  - It defines the syntax, types, and features of the language
  - It is used for client-side scripting in web development.

How do they relate:

- JavaScript follows the ECMAScript standard

-also known as JavaScript, is a programming language adopted as a standard for performing computations in Web applications.

-it was initially named Mocha, then LiveScript, and finally JavaScript.

\_\_\_\_\_

- 3. What is an example of a JavaScript specification and where can you find it?
  - The compiler should not execute single-line comments.
  - **ECMA 262: 1st Edition** (1997)

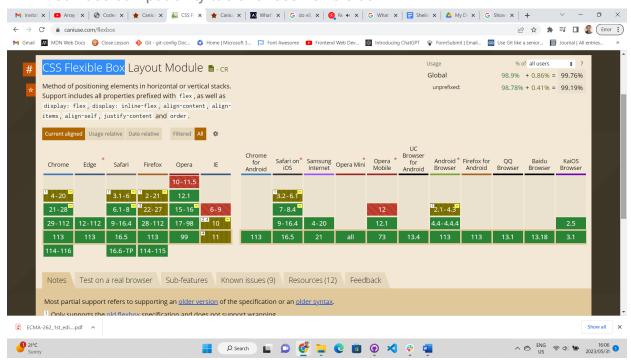
4. What are v8, SpiderMonkey, Chakra and Tamarin? Do they run JavaScript differently?

They are all javascript engines.

Their purpose is to execute JavaScript code and provide the necessary runtime environment for web applications.

- 1. V8-
  - It is developed by Google for their Chrome web browser. It is also used by other projects such as Node.js.

- is a free and open-source JavaScript and WebAssembly engine developed by the Chromium Project for Chromium and Google Chrome web browsers.
- 2. SpiderMonkey is open-source JavaScript and WebAssembly engine by the Mozilla Foundation for their Firefox web browser
  - It was the one of the first JavaScript engines ever created
- 3. Chakra is a proprietary JScript engine developed by Microsoft.
  - It is used in the Internet Explorer web browser
- 4. Tamarin is a discontinued free software virtual machine with just-in-time compilation (JIT) support intended to implement the 4th edition of the ECMAScript (ES4) language standard
  - Its was developed by Adobe Systems
  - It was specifically designed for the Adobe Flash Player and was used to execute ActionScript, a language similar to JavaScript.
- 5. Show a practical example using **caniuse.com** and the MDN compatibility table.
  - Caniuse compatibility table for css flexible box



MDN compatibility table for a Clip-path

