

# DWA\_02.8 Knowledge Check\_DWA2

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

Think of these as different versions or updates of JavaScript, like how your phone's software gets updates. They are all improvements to the JavaScript language that make it better and more powerful.

ES5 (ECMAScript 5): This is like the basic version of JavaScript. It came out in 2009 and added some helpful features like a strict mode for better code quality and new ways to work with arrays.

ES6 (ECMAScript 6) or ES2015: This is a big upgrade that arrived in 2015. It introduced many new features like arrow functions (a shorter way to write functions), classes (a way to create objects), and better ways to handle text and data. It's like getting a bunch of cool new tools to make coding easier.

So, ES5 is like the old version, and ES6 (or ES2015) is the new and improved version with lots of handy features.

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

Think of these as variations of a recipe for cookies, and JavaScript is the yummy cookie you make.

JavaScript: The delicious cookie (programming language) used for web interactivity.

ECMAScript: The recipe book guiding JavaScript's rules and features.

JScript: A special version of the recipe used in old Internet Explorer.

ActionScript: A cousin of JavaScript's recipe used in Adobe Flash for animations and games.

JavaScript is the cookie, ECMAScript is the recipe book, and JScript/ActionScript are different versions of that recipe for specific purposes.

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

Imagine you have a rulebook for playing a game, and you want to learn how to play it. That rulebook is like a JavaScript specification.

JavaScript Specification: This is like the rulebook for playing the game of JavaScript. It tells programmers how the language works. An example rule in this rulebook might be how to add two numbers together.

You can find this rulebook (JavaScript specification) on the internet. It's like a website where you can read all the rules for JavaScript. Here's where you can find it:

Website: Go to the website that has all the rules. It's called the "ECMAScript" website. You can find different versions of the rulebook for different years, like 5.1 or 6 (or 2015). So, if you want to know how to do something in JavaScript, you can look it up in this rulebook (specification) to see what the official rules say.

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

Think of these as different car engines that all make cars run, but they work a bit differently.

V8: This engine is like a super-fast sports car engine. It's used in Google Chrome and makes websites run really quickly.

SpiderMonkey: Imagine this engine as the one in Mozilla Firefox. It's like a reliable car engine that has been around for a long time. It's been improved over the years to run websites smoothly.

Chakra: This engine used to be in Microsoft's old web browser, like a unique engine in a special type of car. It did its job but isn't used much now because Microsoft switched to a different engine.

Tamarin: Think of this engine as something that powered special games and animations in Adobe Flash, like an engine in a unique kind of vehicle. But Flash isn't used much anymore, so this engine isn't in the spotlight.

5. Show a practical example using [caniuse.com](https://caniuse.com) and the MDN compatibility table.

