## DWA\_02.8 Knowledge Check\_DWA2

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

- 1. ES5, ES6, and ES2015 are all versions of the ECMAScript (ES) specification, which is the standard that JavaScript is based on. The differences between them are as follows:
- ES5: ECMAScript 5 was released in 2009 and introduced several important features to JavaScript, including strict mode, JSON support, and array methods like `forEach`, `map`, and `filter`. ES5 is widely supported by modern web browsers.
- ES6: ECMAScript 6, also known as ES2015, was released in 2015. It brought significant enhancements to JavaScript, introducing new syntax and features such as arrow functions, classes, modules, template literals, and destructuring assignments. ES6 introduced major improvements to the language and set the foundation for modern JavaScript development.
- ES2015: ES2015 is simply an alternative name for ECMAScript 6, reflecting the year it was released. It is often used interchangeably with ES6.

- 2. What are JScript, ActionScript and ECMAScript and how do they relate to JavaScript?
- JavaScript: JavaScript is a scripting language primarily used for web development. It was initially developed by Brendan Eich at Netscape and is now widely supported in web browsers and server-side environments. JavaScript is based on the ECMAScript specification and follows its syntax and rules.
- ECMAScript: ECMAScript is the official name of the scripting language standardized by Ecma International. JavaScript is the most popular implementation of the ECMAScript standard, but other languages like JScript and ActionScript also implement ECMAScript. ECMAScript defines

the syntax, types, and behavior of the language, while JavaScript is the implementation of those specifications in web browsers.

- JScript: JScript is a scripting language developed by Microsoft, which implements the ECMAScript specification. It was originally created for use in Internet Explorer. JScript and JavaScript share many similarities, but there are some differences in their implementations and supported features.
- ActionScript: ActionScript is a scripting language used primarily in Adobe Flash. It is also based on the ECMAScript specification and shares similarities with JavaScript, but it includes additional features and functionality specific to the Flash platform.

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

An example of a JavaScript specification is the ECMAScript specification itself.
 The current version is ECMAScript 2021, but there are older versions as well. The ECMAScript specification defines the syntax, semantics, and behavior of the JavaScript language. You can find the ECMAScript specification at the official Ecma International website:
 https://www.ecma-international.org/publications-and-standards/standards/ecma-262/

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

V8, SpiderMonkey, Chakra, and Tamarin are all JavaScript engines. They are responsible for interpreting and executing JavaScript code. Each engine is developed by different organizations

and may have different performance characteristics and features.

- V8: V8 is the JavaScript engine developed by Google and primarily used in the Google Chrome web browser. It is written in C++ and is known for its high-performance execution and just-in-time (JIT) compilation techniques.
- SpiderMonkey: SpiderMonkey is the JavaScript engine developed by Mozilla and used in the Firefox web browser. It was the first JavaScript engine ever created and has undergone several optimizations and improvements over the years.
- Chakra: Chakra is the JavaScript engine developed by Microsoft. It was initially used in the Internet Explorer browser and later in Microsoft Edge. Chakra has been replaced by the ChakraCore engine in Microsoft Edge versions based on the Chromium project.
- Tamarin: Tamarin is a JavaScript engine developed by Adobe. It was primarily used in the Adobe Flash Player and ActionScript environments. Tamarin includes a just-in-time (JIT) compiler and other optimizations specifically designed for the Flash platform.

While all of these engines run JavaScript, they may have different performance characteristics, optimization strategies, and additional features. They are developed by different organizations and have their own specific implementations and design choices.

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



- a)AS you can see for chrome on version 4-22 is on Partial support and only started started to be supported from version 22 until 116
- b)AS you can see for Safari on version 3.1-5.1 is on Partial support and only started to be supported from version 6 until 16.4