# 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?

ES5 (ECMAScript 5) is the fifth edition of the ECMAScript standard, which was released in 2009. It paved the way for several new features to JavaScript, including strict mode, which adds stricter rules for writing JavaScript code, and new methods for manipulating arrays and objects.

ES6 (ECMAScript 6) is the sixth edition of the ECMAScript standard, which was released in June 2015. It brought changes to the language, introducing many new features and syntax improvements. Some additions include arrow functions, template literals, block-scoped variables (let and const), classes, modules, and destructuring assignments.

ES2015 is the same as ES6. ES6 was initially the name for the sixth edition of ECMAScript, but to avoid confusion with future editions, the ECMAScript renamed it to ES2015. After that, new editions of ECMAScript started using the naming pattern based on the release year.

ES5 is the previous edition of the ECMAScript standard, while ES6 and ES2015 refer to the same edition that introduced updates and improvements to the JavaScript language. ES2015 is the official name for ES6, but ES6 is still commonly used to refer to this edition in many contexts.

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

**JScript**: JScript is a scripting language developed by Microsoft. It was initially created as a local language of JavaScript and is compatible with many JavaScript features. JScript was essentially used in Microsoft's Internet Explorer web browser and Windows scripting environments. While JScript and JavaScript share a lot of similarities, there are also some differences in their executions and supported features.

**ActionScript**: ActionScript is a scripting language primarily associated with Adobe Flash and Adobe platforms. It is based on ECMAScript and shares many similarities with JavaScript. ActionScript has its own syntax and features made for creating interactive animations, games, and multimedia applications within the platform.

**ECMAScript**: ECMAScript is the standard definition for scripting languages like JavaScript and JScript. It provides guidelines and rules for how these languages should be implemented. JavaScript is the most widely used implementation of ECMAScript and is often used interchangeably with it. JScript is Microsoft's implementation of ECMAScript, which is closely related to JavaScript but has some variations.

JavaScript is an implementation of the ECMAScript standard and is the most widely used language for client-side web development. JScript is Microsoft's implementation of ECMAScript, firstly used in older versions of Internet Explorer. ActionScript is a scripting language associated with Adobe Flash, which is also based on ECMAScript but tailored for multimedia applications.

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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, which defines the standard for the JavaScript language.

The ECMAScript specification can be found on the official website of the ECMAScript standards organization, Ecma International.

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

- V8 is the JavaScript engine developed by Google for the Chrome web browser.
- SpiderMonkey is the JavaScript engine developed by Mozilla for the Firefox web browser.
- Chakra is the JavaScript engine developed by Microsoft. Initially, it was the engine used in the Internet Explorer web browser and later in Microsoft Edge.
- Tamarin was a JavaScript engine developed by Adobe Systems and the Mozilla Foundation.

They might all have different features and specifications for different search engines but they all adhere to the ECMAScript specification and aim to provide efficient execution of JavaScript code.

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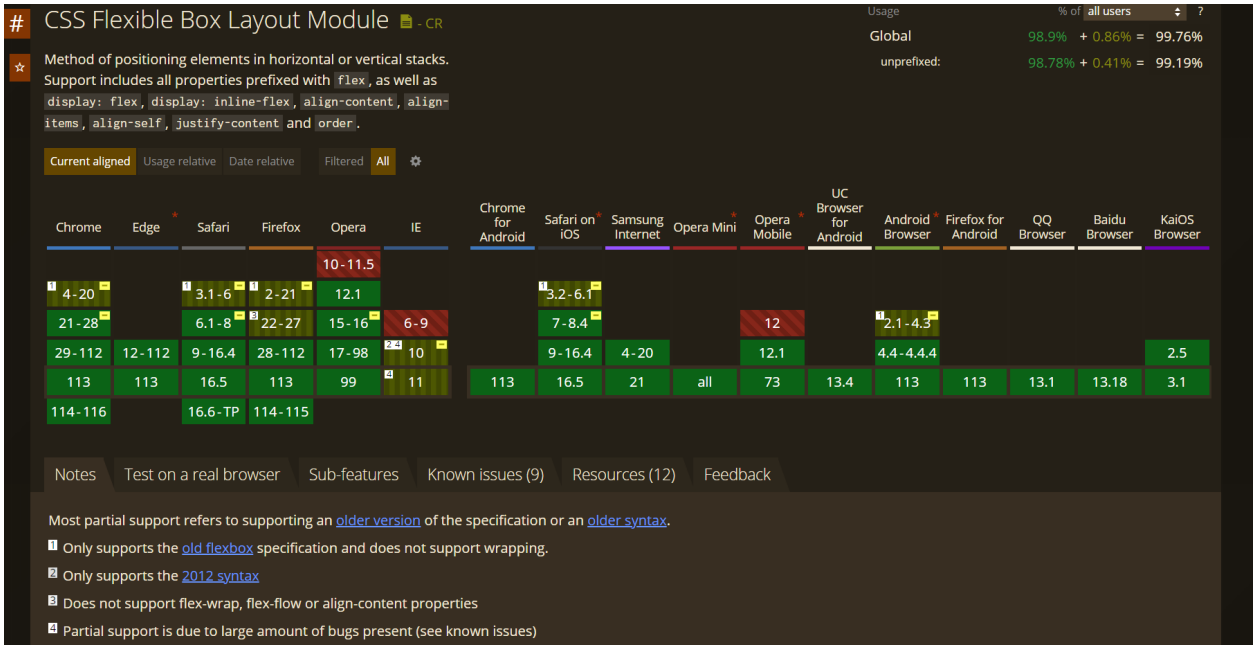
5. Show a practical example using **caniuse.com** and the MDN compatibility table.

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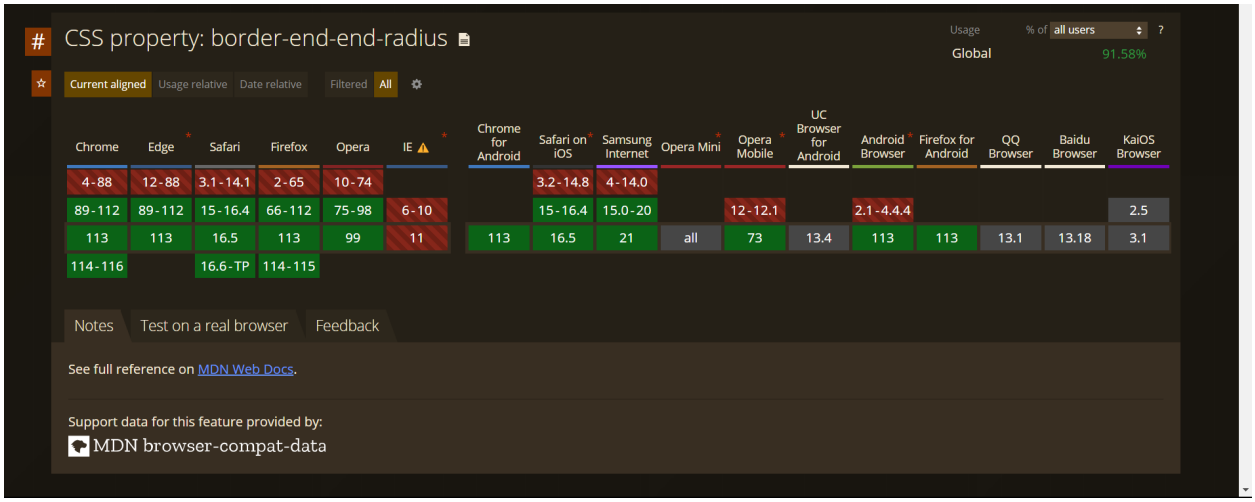


## MDN compatibility table

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