# Question 1

# "V8 Engine" vs "Chakra" vs "Spider Monkey"

## 1) V8 Engine :-

Created by Google in 2008, written in C++, it is basically a JavaScript and WebAssembly engine that executes JavaScript codes, popularly known for powering Google Chrome.

#### Advantages:-

- 1- Efficient memory management, which is done by optimized Garbage collector.
- 2- High performance, uses JIT(Just-In-Time) compilation
- 3- Compatible with all platforms like Windows, Linux, macOS.

#### Disadvantages:-

- 1- High memory usage due to speed, uses more RAM.
- 2- Not ideal for low devices because it needs more memory
- 3- It is very complex internally and hard to debug.

#### 2) Chakra:-

Created by Microsoft, was initially used for Internet Explorer as JScript, later on named as Chakra for Microsoft Edge. Currently, The ChakraCore support is inactive and community-driven.

### Advantages:-

- 1- use JIT(Just-In-Time) compilation for faster execution speeds.
- 2- support parallel parsing and hence improves startup performance and responsiveness.

- 3- has good integration with vs code tools for debugging. Disadvantages:-
- 1- Slower than V8 in many cases like performance tests
- 2- optimized only for windows, not for macOS and Linux
- 3- limited community and ecosystem, because development is discontinued.

#### 3) SpiderMonkey:-

Developed by Brendan Eich in 1995, written in C++, SpiderMonkey was the first-ever JS engine, currently maintained by Mozilla and Now it powers the Firefox browser.

#### Advantages:-

- 1- It has advanced JIT compilation, because of its multiple Tiers JIT compilers.
- 2- Great debugging and developer tools.
- 3- It has a smart GC system, hence increases performance.

#### Disadvantages:-

- 1- not as fast as V8 in general use.
- 2- best optimized only for firefox
- 3- has less ecosystem support outside firefox

#### Summary:-

V8 is the winner here, because it has best performance and widespread adoption and it is available for all the platforms like Windows, MacOs, Linux. Also, most industries prefer it nowadays.

# **Question 2**

## HOF with 3 functions:-

```
function addAll() {
    let sum = 0;
    for (let i = 0; i < this.length; i++) [{]
        sum += this[i];
        return sum; //function returns the sum of all elements
}

> function subtractAll() {...
}

function multiplyAll() {...
}

function hof3(func1, func2, func3, numbers) { //first three functions are passed as arguments
        return {
        [func1.name]: func1.call(numbers),
        [func2.name]: func2.call(numbers),
        [func3.name]: func3.call(numbers),
        };// hof3 takes three functions and an array of numbers
}

const result = hof3(addAll, subtractAll, multiplyAll, [1, 2, 3]);
console.log(result); // result will be displayed as an object with the results of each operation
```

## HOF with 5 functions :-

```
function totalMarks() {// function to calculate total marks
  let sum = 0;
  for (let i = 0; i < this.length; i++) {</pre>
    sum += this[i];
 return sum;
function averageMarks() { // function to calculate average marks
 let sum = 0;
 for (let i = 0; i < this.length; i++) {</pre>
    sum += this[i];
 return (sum / this.length).toFixed(2);
function highestMarks() {// function to find the highest marks
 let highest = this[0];
 for (let i = 1; i < this.length; i++) {</pre>
   if (this[i] > highest) {
      highest = this[i];
  return highest;
function lowestMarks() { // function to find the lowest marks
  let lowest = this[0];
  for (let i = 1; i < this.length; i++) {</pre>
```

```
lowest = this[i];
}
}
return lowest;
}

/ function passPercentage() { // function to know Pass or Fail...
}
// Higher-order function to analyze marks
function marksAnalyzerHOF(func1, func2, func3, func4, func5, marksArray) {
    return {
        [func1.name]: func1.call(marksArray),
        [func2.name]: func2.call(marksArray),
        [func3.name]: func3.call(marksArray),
        [func4.name]: func4.call(marksArray),
        [func5.name]: func5.call(marksArray),
        [func5.name]: func5.call(marksArray),
        [sunc5.name]: func5.name]: func4.name]: func4.name]: func4.name]: func4.name]: func4.name]: func4.name]: func5.name]: func4.name]: func5.name]: func5.name]: func4.name]: func4.name]: func4.name]: func5.name]: func5.name]: func6.name]: func6.
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