ECMAScript

JavaScript was called Mocha during development

ECMAScript was the standardization of JavaScript, and JavaScript is the implementation of the ECMA Standard.

JavaScript has two major types of errors:

1. Syntax errors
   1. This is when there is invalid JavaScript
   2. If you see this error, start with the line that it states and move backwards; the error may have occurred before then
2. Runtime errors
   1. This is what happens when the error occurs while the program is running
   2. These are just called bugs
   3. This could be faulty logic or improperly written code

Destructing is when you take something from an array or object, and you want information from it to be its own variable

// BEFORE ES6

var email = person.email;

var firstAnimal = animals[0];

// AFTER ES6

const { email } = person;

const [firstAnimal] = animals;

console.log(email);

// => bob@marley.com

console.log(firstAnimal);

// => horse