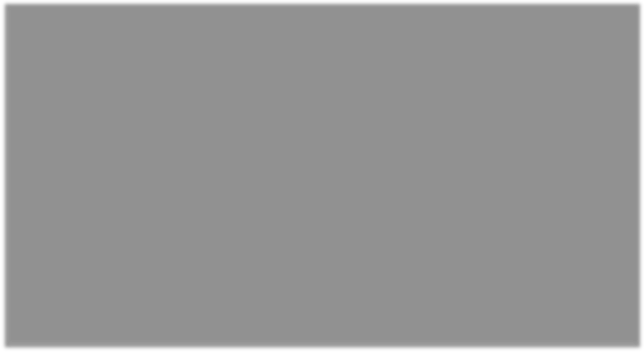
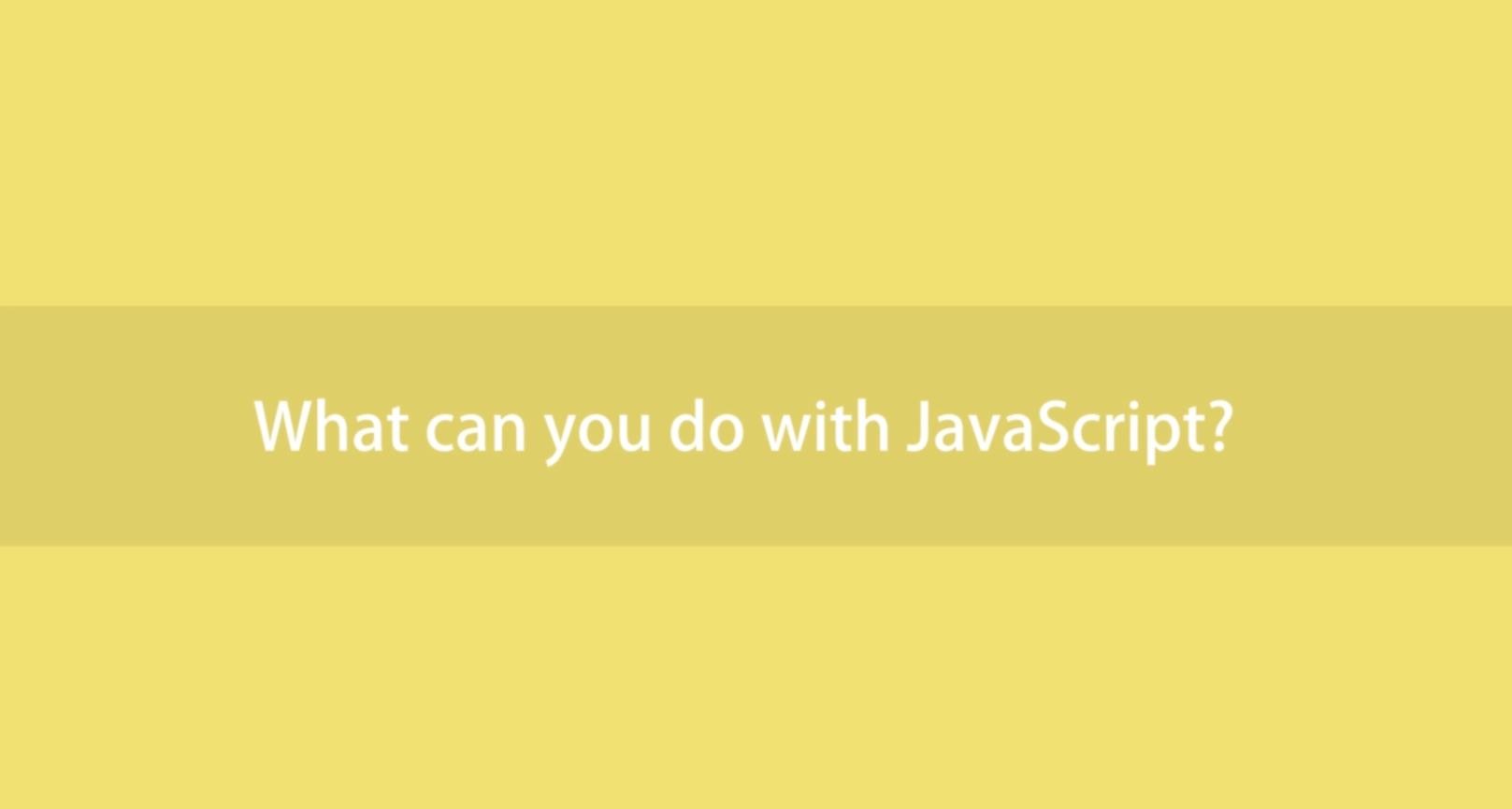
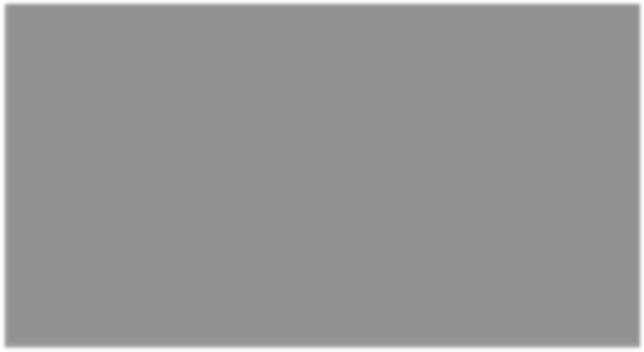
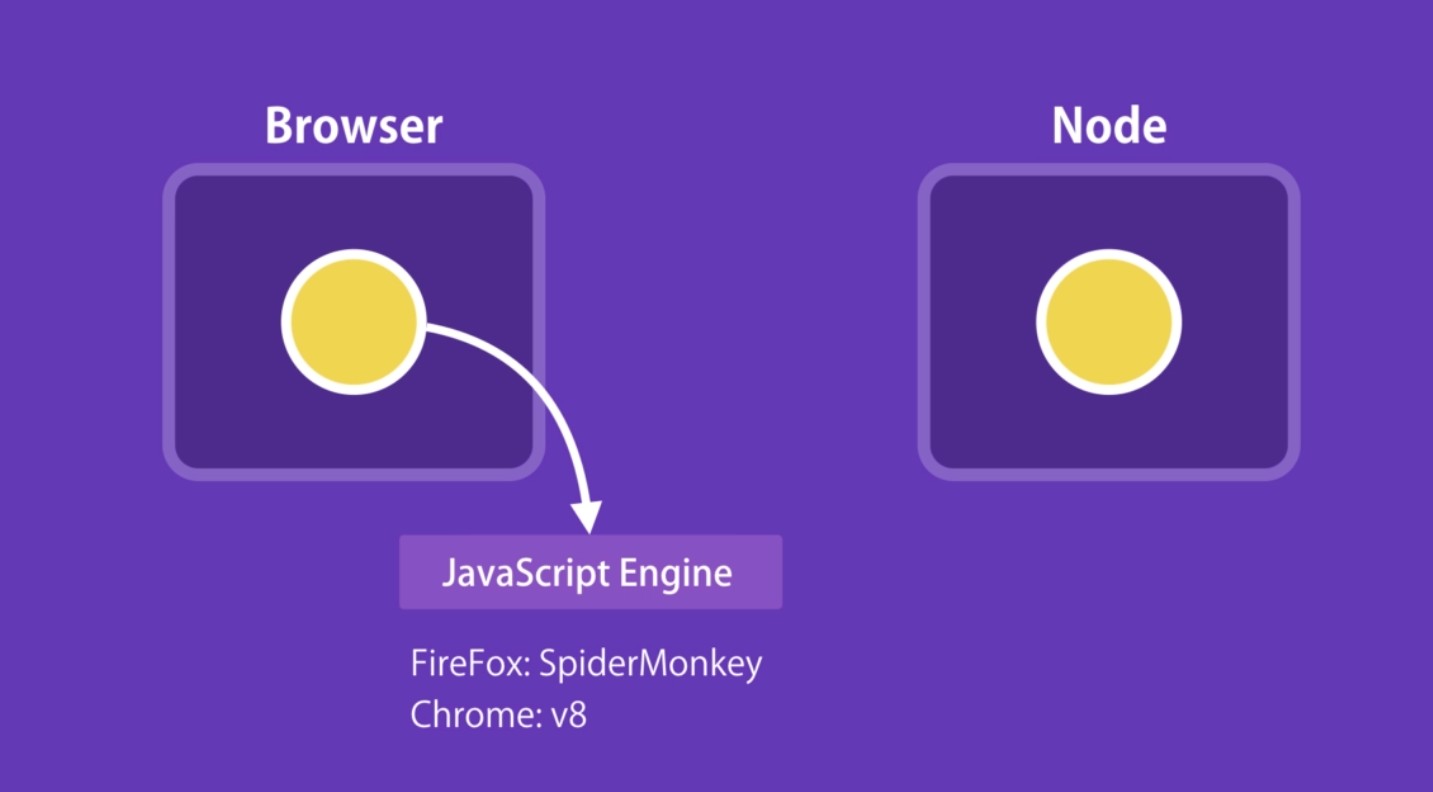
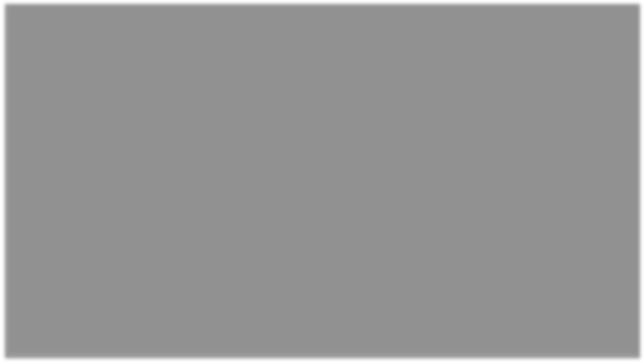
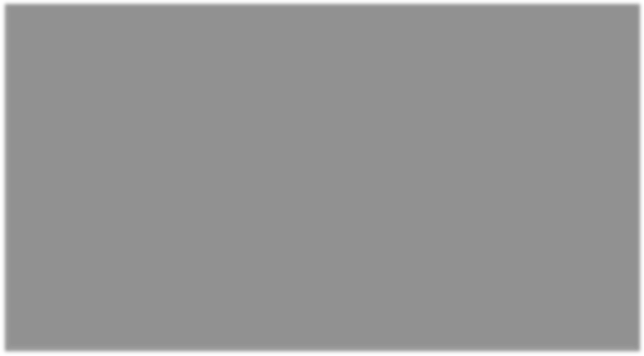


Javascript is one of the most popular and widely used programming language in the world right now. It is growing faster than any other programming language. Big companies like Netflix, Wallmart, Paypal build their applications in Javascript. The average salary of Javascript developer in Unites States is 1,00,000 USD per annum.



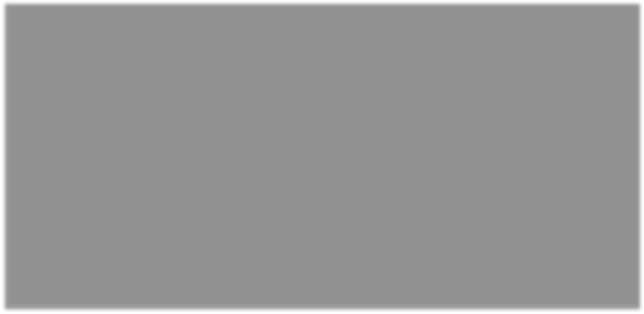
For a long time Javascript was used in browsers for only building interactive web pages. So, developers refer to Javascript as a toy language but those days are gone because of huge community support and investments by large companies like Facebook and Google.



Javascript was originally designed to run only in browsers. So every browser has a Javascript Engine. that executes the Javascript code. The Javascript Engine in chrome and firefox are v8 and SpiderMonkey.

In 2009, a very clever engineer called Rayn Dahl took the open source Javascript Engine in chrome and embedded inside the C++ program. That program is called Node. Node is a C++ program that includes Google v8 Javascript Engine.

So, in a nutshell we can say that Javascript code can be run in browser and in Node. Browsers and Node both provide the runtime environment for Javascript Code.



ECMAScript is just a specification. Javascript is a programming language that confirms to this specification. We have an organisation called ECMA which is responsible for defining standards. Javascript takes care of ECMAScript specification.

The first version ECMAScript was released in 1997. Starting from 2015 ECMA has been working on annual releases of newer specifications.

In 2015, ECMA released the ES2015 which is also called ECMAScript version 6 or ES6 in short. This specification defines the manual features for Javascript.