Learning ECMAScript 6: Moving to the New JavaScript

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Video 1.4

Browser Support



In this Video, we are going to take a look at...

- Types of browser support
- Feature check tool
- ES6/7 table
- Browser testing tool



Evergreen Browsers

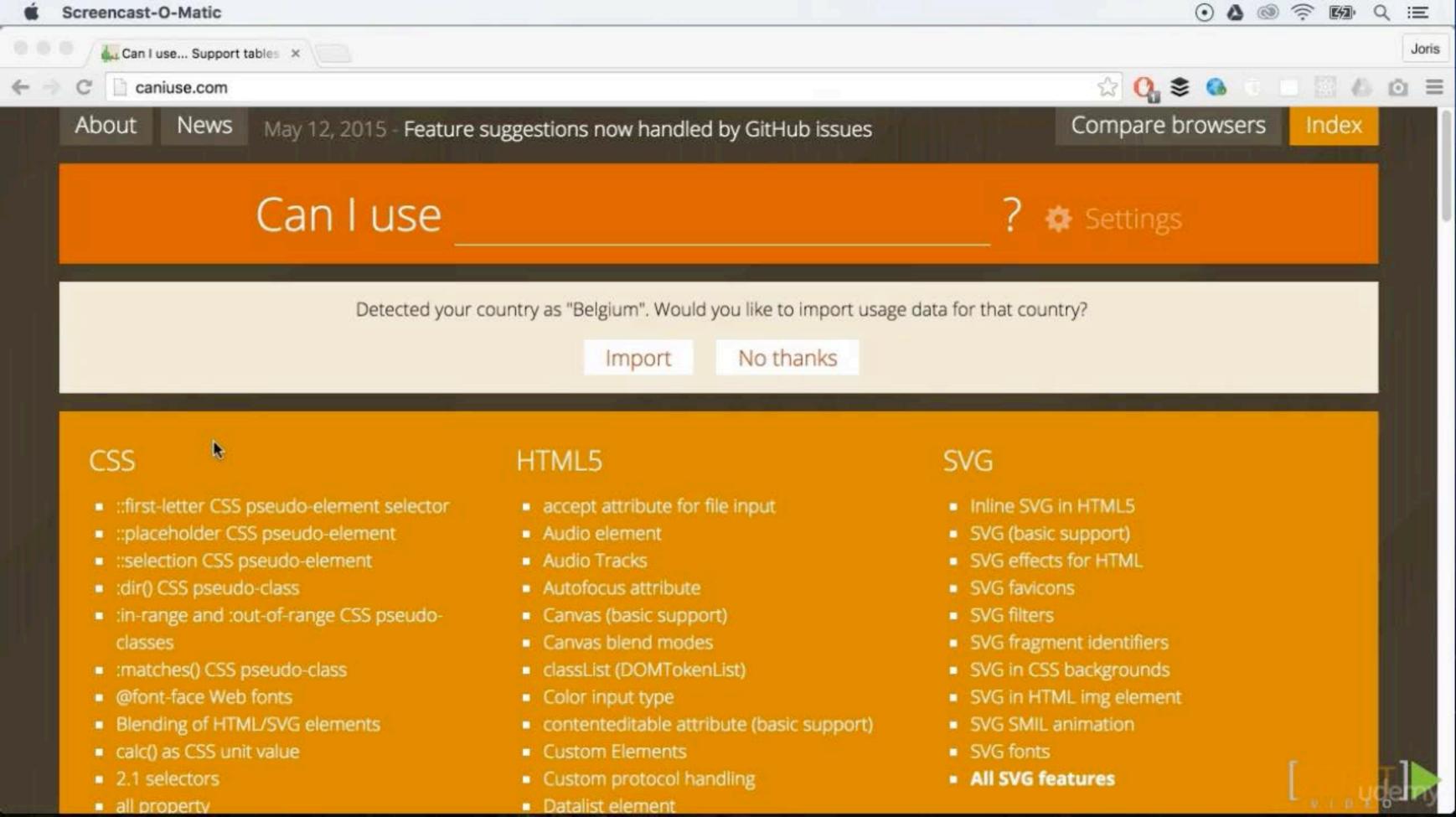




Support Types

- Native support
- Transpiling
- Polyfilling









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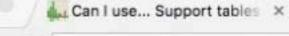


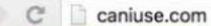












- Blending of HTML/SVG elements
- calc() as CSS unit value
- 2.1 selectors
- all property
- Animation
- Appearance
- background-attachment
- background-blend-mode
- background-position edge offsets
- box-decoration-break
- clip-path property
- Counter Styles
- Counters
- currentColor value
- Device Adaptation
- element() function
- Exclusions Level 1
- Feature Queries
- Filter Effects
- filter() function
- font-feature-settings
- font-size-adjust
- font-stretch
- font-variant-alternates
- Generated content for pseudo-elements
- Gradients

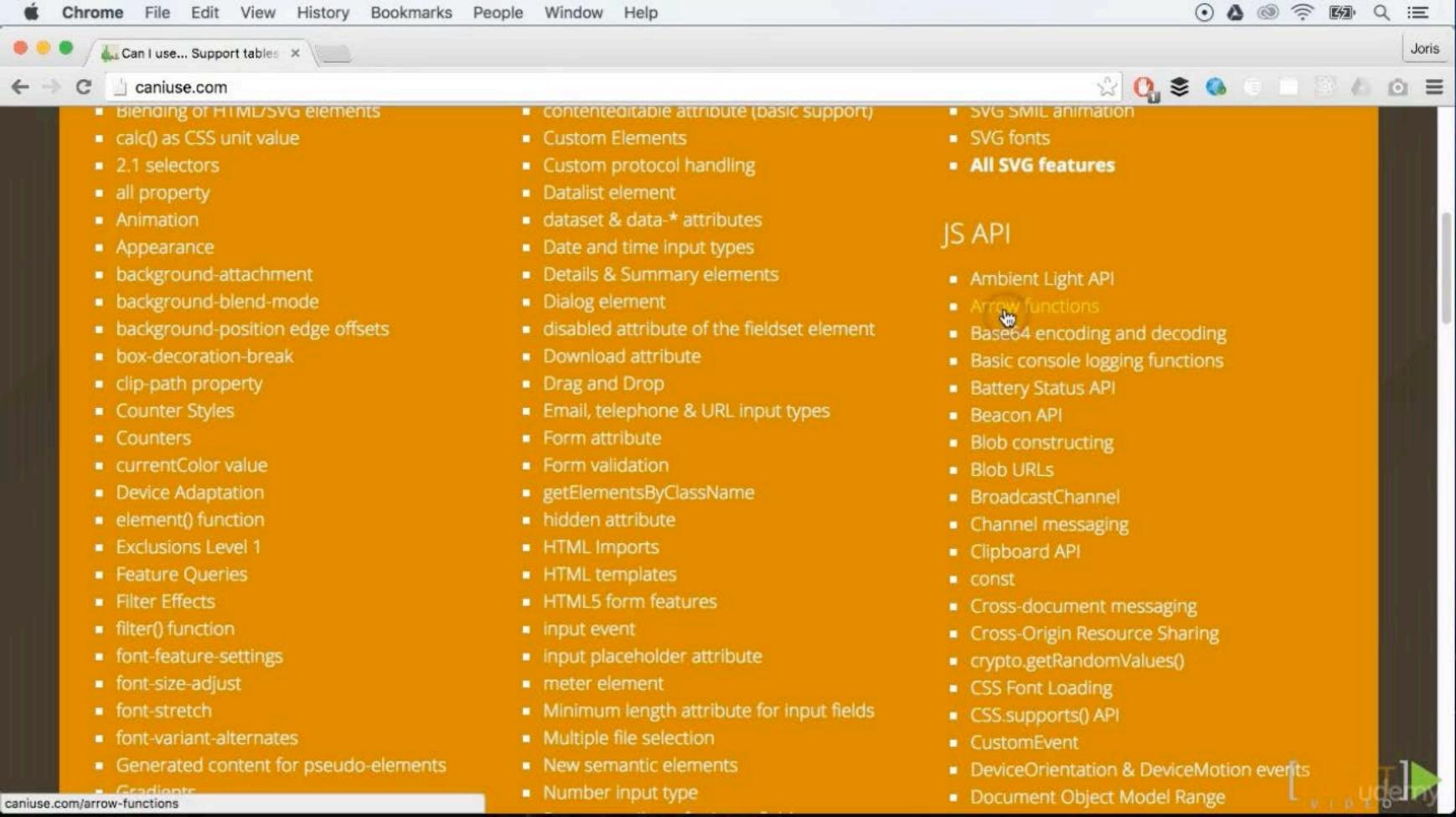
- contenteoltable attribute (basic support)
- Custom Elements
- Custom protocol handling
- Datalist element
- dataset & data-* attributes
- Date and time input types
- Details & Summary elements
- Dialog element
- disabled attribute of the fieldset element
- Download attribute
- Drag and Drop
- Email, telephone & URL input types
- Form attribute
- Form validation
- getElementsByClassName
- hidden attribute
- HTML Imports
- HTML templates
- HTML5 form features
- input event
- input placeholder attribute
- meter element
- Minimum length attribute for input fields
- Multiple file selection
- New semantic elements
- Number input type

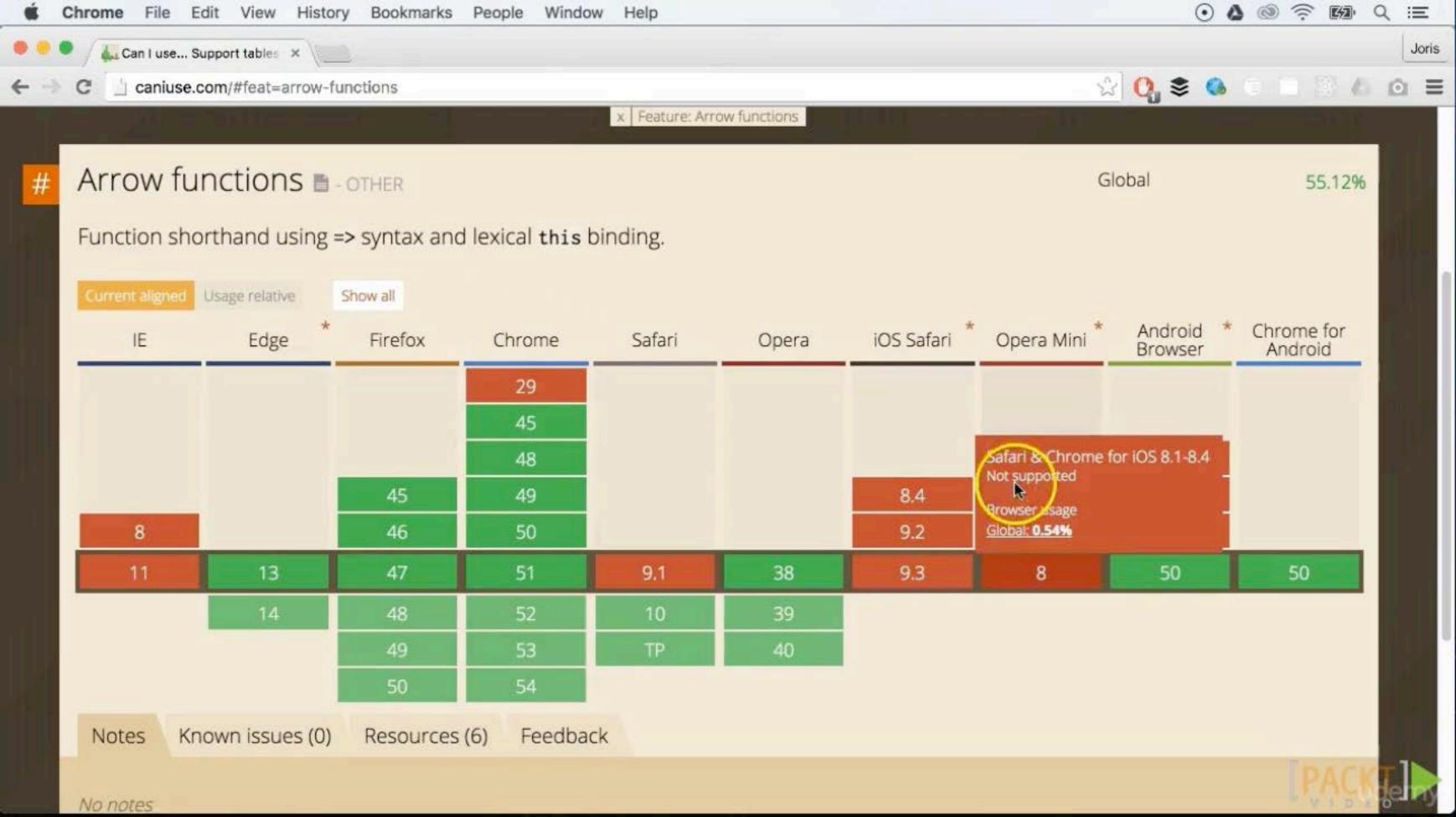
- SVG SMIL animation
- SVG fonts
- All SVG features

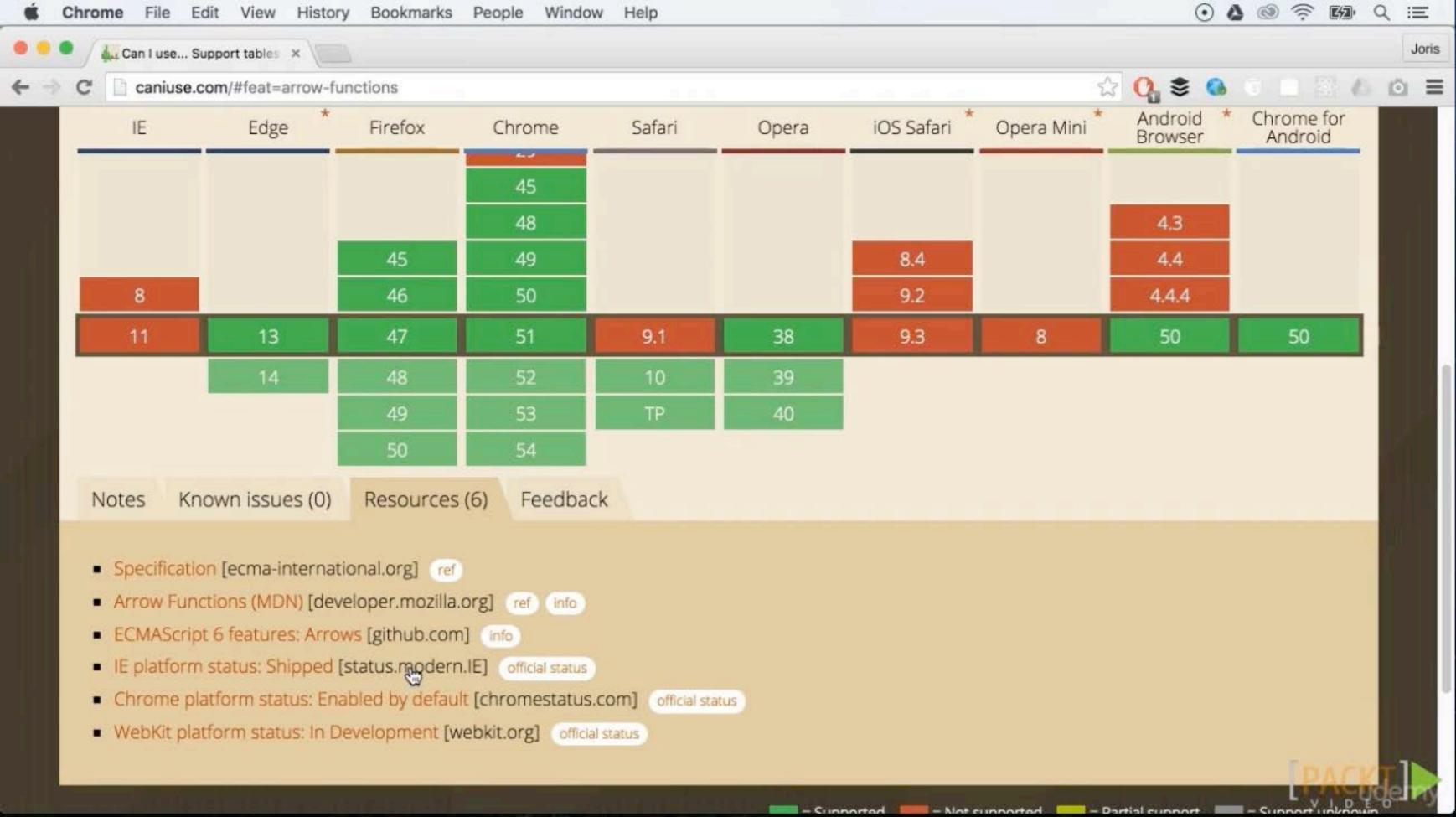
JS API

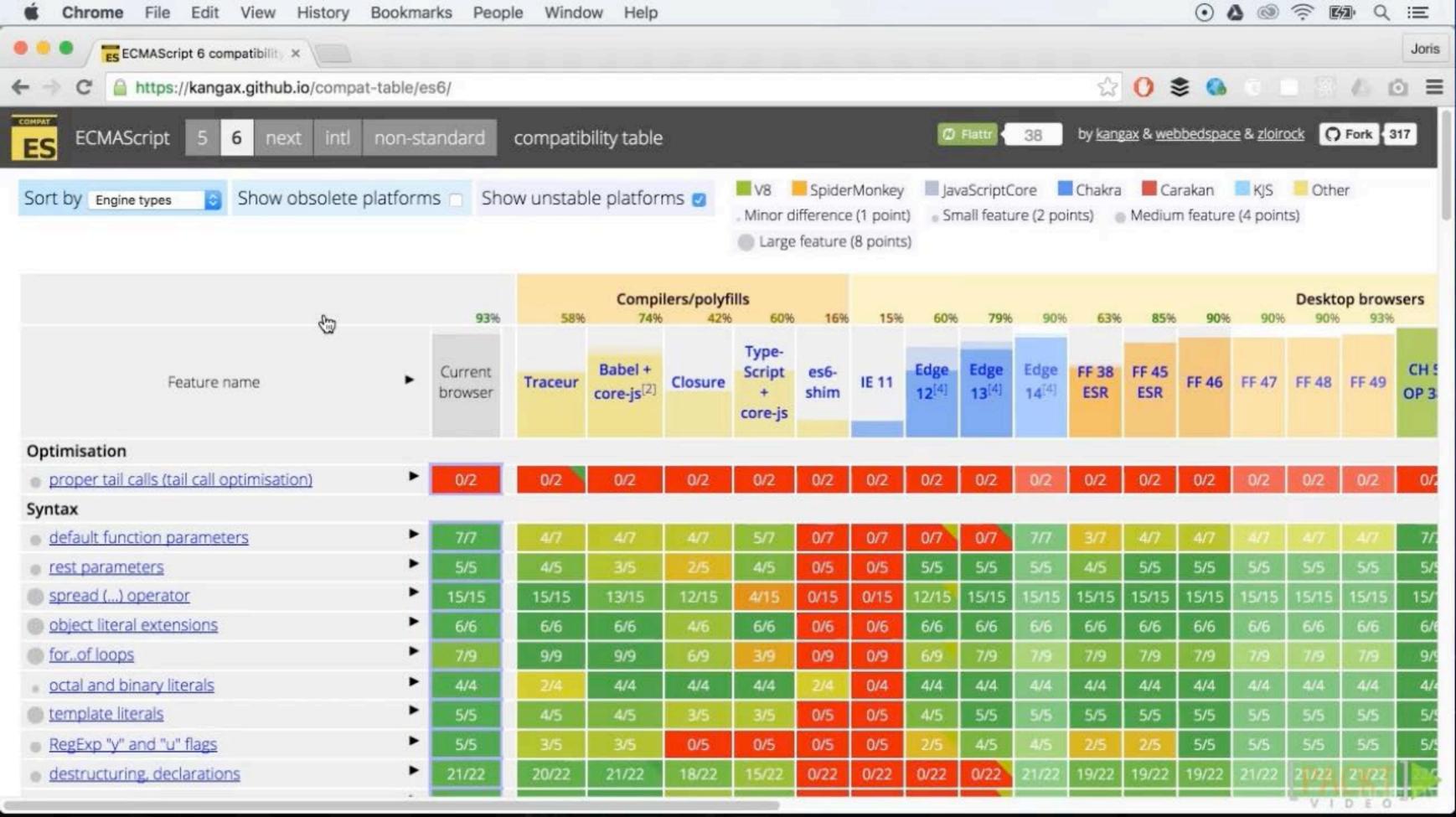
- Ambient Light API
- Arrow functions
- Base64 encoding and decoding
- Basic console logging functions
- Battery Status API
- Beacon API
- Blob constructing
- Blob URLs
- BroadcastChannel
- Channel messaging
- Clipboard API
- const
- Cross-document messaging
- Cross-Origin Resource Sharing
- crypto.getRandomValues()
- CSS Foot Loading
- CSS.supports() API
- CustomEvent
- DeviceOrientation & DeviceMotion events
- Document Object Model Range

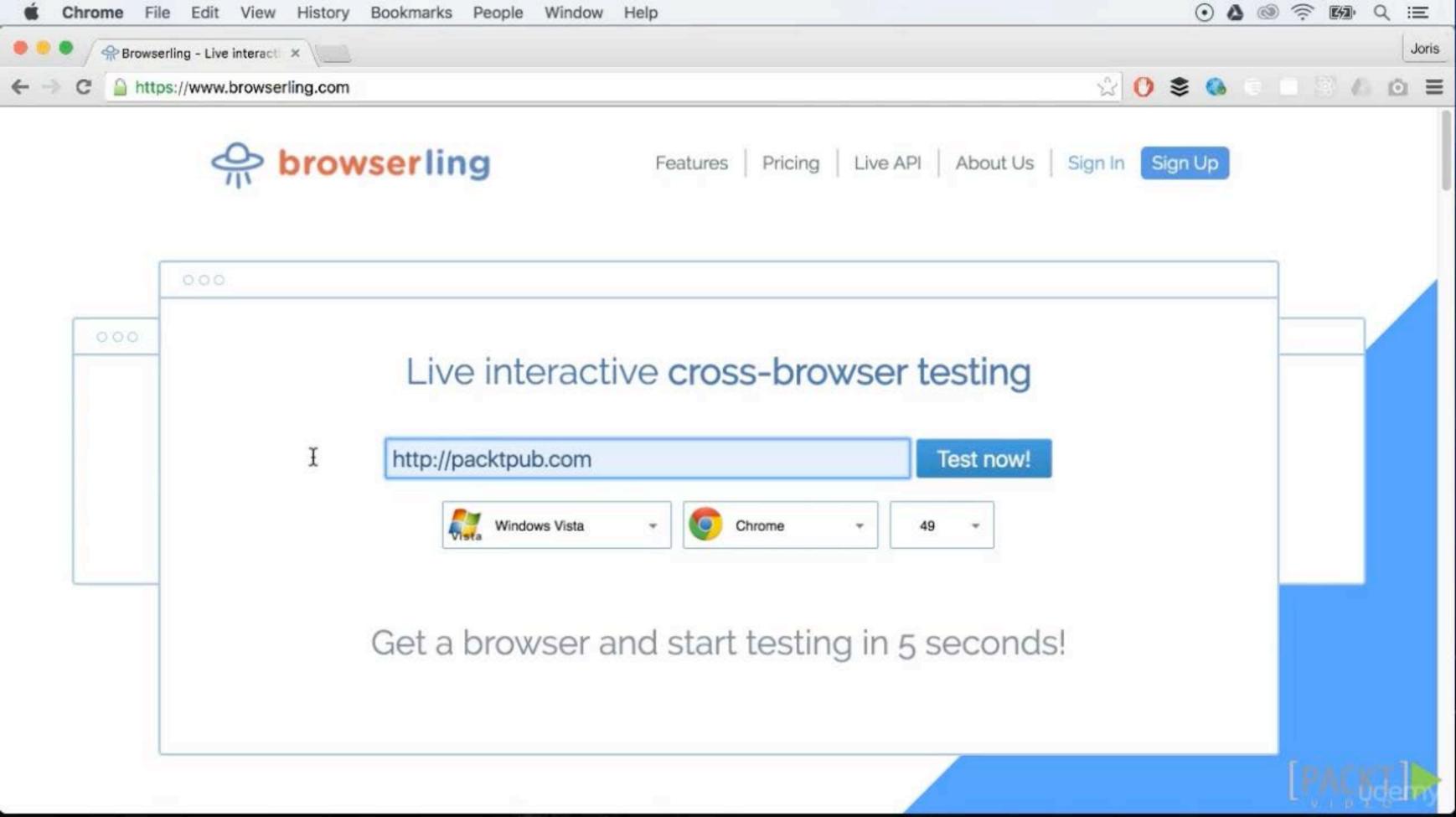


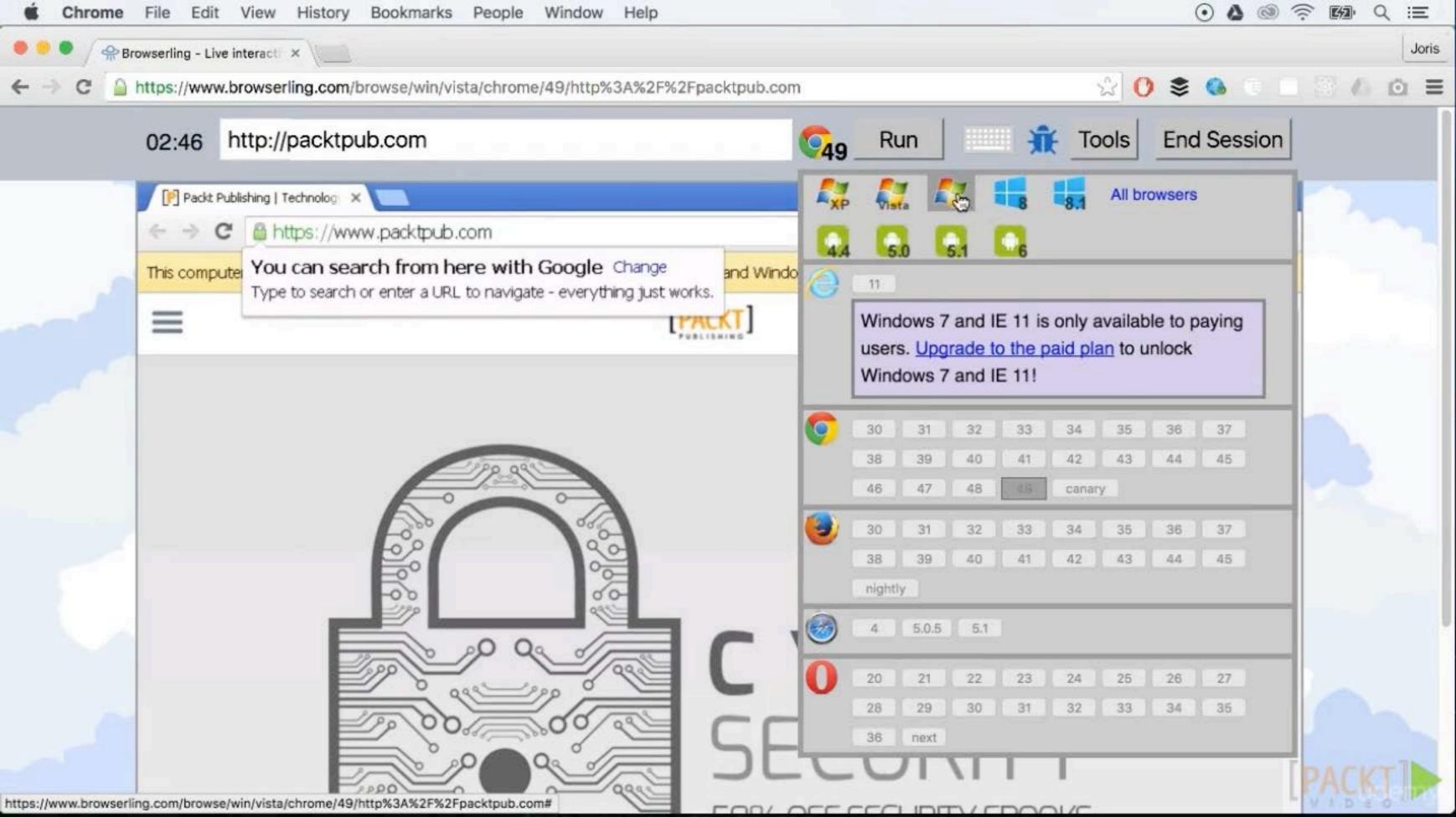


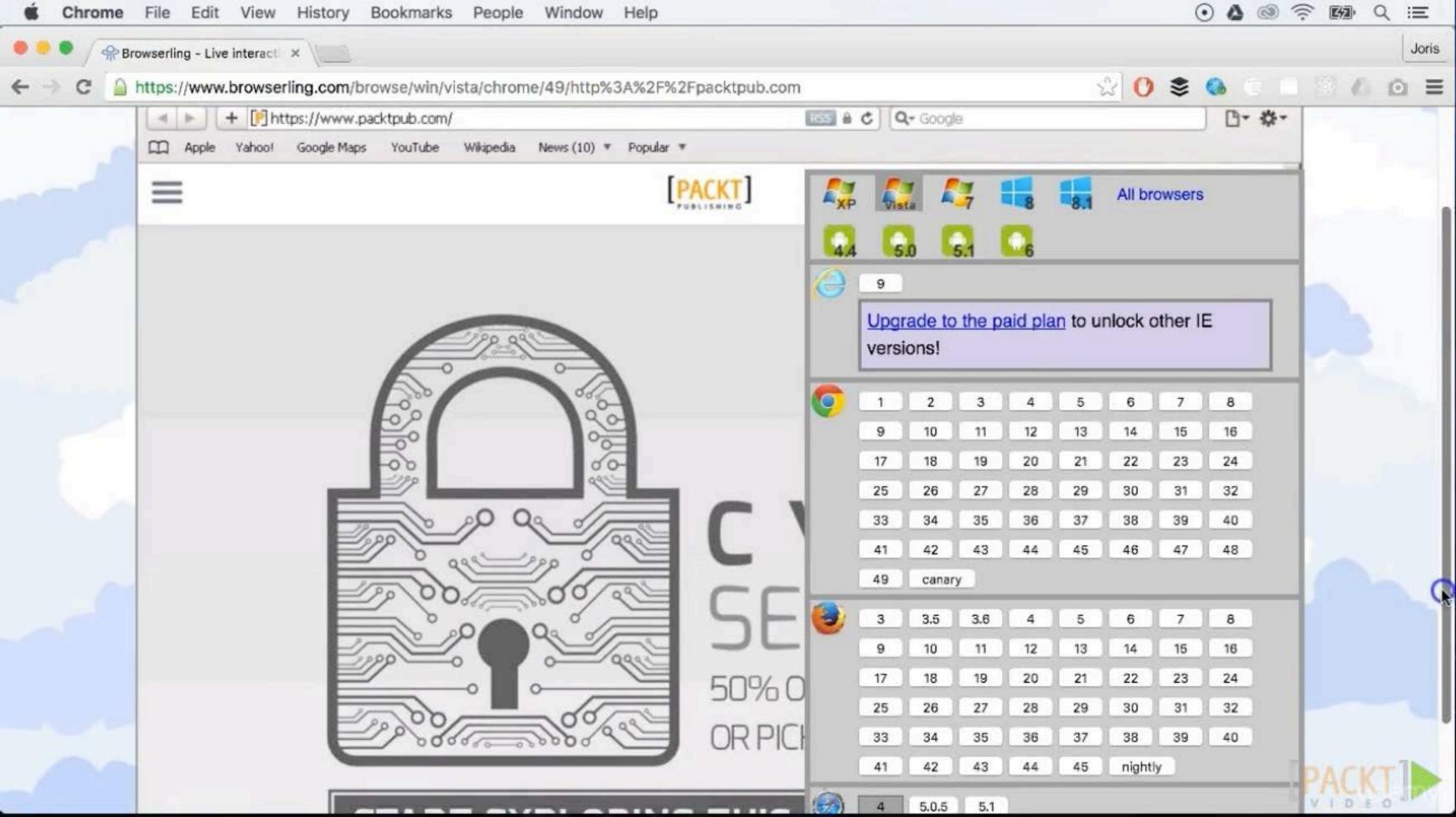












Summary

- Set up our environment
- Basic transpiling
- Browser support



Next Section

ES6 Basics

