

# Introduction to Javascript

**Have you seen it?**

# Our Goals

- Identify Javascript and the things that it can do
- Talk about the history of Javascript
- Talk about what ECMAScript
- Talk about the current state of affairs

# Well, what is it?

- The largest programming language [in the world](#)
- A very flexible language
  - In browsers
  - On the back end - Node.js
  - Lots of other places
- A "weird, poorly designed" language...
- ...That is everywhere

# What do I do with it?

- Validating information
- Live updating pages
- Adding interactivity
- Adding animations
- "Can use hardware"
- Visualise data
- Communicate between other devices
- Can be used for [art](#)
- Lots of other things...

# Examples

- [Cube Slam](#)
- [Hello Run](#)
- [Data Arts](#)
- [Christmas Experiments](#)
- [Bad City](#)
- [Hello, I'm V](#)
- [Robby Leonardi's Portfolio](#)

Literally anything that is popular

# Early History

- Built in 10 days by Brendan Eich in May 1995
  - [Twitter](#)
  - [Github](#)
- Originally named Mocha, then LiveScript, then Javascript
- This was a marketing move!

# What do I do with it?

- In 1996 - 1997, JS was taken to the [ECMA Board](#) to create a standard
- [ECMAScript](#) is now the thing that guides JS, and is run by the [TC39](#) committee
- Javascript is a superset of ECMAScript! It adds lots of things (HTML interaction etc.)



# What versions?

- **1997** - ES1
- **1998** - ES2
- **1999** - ES3
- **2007** - ES3.1
- **2009** - ES3.1 renamed to ES5
- **2015** - ES2015 or ES6 or ES Harmony released
- **2016...** Work started on ES2016

**You probably don't need to think of this**

But we will be using it a lot