

UNIVERSITY OF NORTH ALABAMA

PROGRAMMING LANGUAGES

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# JavaScript

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*Author:*

Jeffrey ALLEN

*Professor:*

Dr. Patricia RODEN

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# Contents

<b>1</b>	<b>History</b>	<b>4</b>
1.1	Brendan Eich . . . . .	4
1.2	Developer Communities . . . . .	4
<b>2</b>	<b>Design Goals</b>	<b>5</b>
2.1	Comparison of other Language Goals . . . . .	5
2.2	Web Development . . . . .	5
<b>3</b>	<b>Syntax</b>	<b>6</b>
3.1	C Language . . . . .	6
<b>4</b>	<b>Data Types</b>	<b>7</b>
<b>5</b>	<b>Data Structures</b>	<b>8</b>
<b>6</b>	<b>Conditionals</b>	<b>9</b>
<b>7</b>	<b>Subprograms</b>	<b>10</b>
<b>8</b>	<b>Data Abstractions</b>	<b>11</b>
<b>9</b>	<b>Parameter Passing</b>	<b>12</b>
<b>10</b>	<b>Concurrency</b>	<b>13</b>
<b>11</b>	<b>Recursion</b>	<b>14</b>
<b>12</b>	<b>Exception Handling</b>	<b>15</b>
<b>13</b>	<b>Expressions and Assignment Statements</b>	<b>16</b>
<b>14</b>	<b>Input/Output</b>	<b>17</b>
<b>15</b>	<b>Unusual Features</b>	<b>18</b>
<b>16</b>	<b>Contributions to the Programming Language Landscape</b>	<b>19</b>
<b>17</b>	<b>References</b>	<b>20</b>



# **1 History**

## **1.1 Brendan Eich**

## **1.2 Developer Communities**

## **2 Design Goals**

### **2.1 Comparision of other Language Goals**

Other programming languages have design goals. I'll probably use other languages as spring boards for my relatively new language in terms of everything else.

### **2.2 Web Development**

# 3 Syntax

## 3.1 C Language

Sprung from the Perl programming language. Oddly enough, with C++ as my first language I knew, it was easy for me to learn.

## 4 Data Types

## 5 Data Structures



# 6 Conditionals

if if else elseif for loop while loop - pre checking do while - post checking

# 7 Subprograms

Supports functions

## **8 Data Abstractions**

## 9 Parameter Passing

# 10 Concurrency

# 11 Recursion

## 12 Exception Handling

# **13 Expressions and Assignment Statements**



## 14 Input/Output

## **15 Unusual Features**

## **16 Contributions to the Programming Language Landscape**

## 17 References

## 18 Personal Reflection

Consider the environment this programming language is being exposed to. Idiocy building on idiocy isnt something you want, and is very hard to decipher between intelligence when surrounded by bad. I hesitate to fall head over heels in love with this language.

People in the previous years had to wait a whole day for their code to compile. Waiting a whole day to find out there is a semi-colon missing provided incentive to pay attention to detail. JavaScript however is an interpreted language. This languages interpreter is being supported by a majority of browsers being used by people today.