1.History of JavaScript?

- JavaScript introduced in 1995 by **Brendan Eich** in 10days
- ECMA-European Computer Manufacture Association
- ECMA Standards are introduced in 1997 that is also called as ECMA Script.
- ECMA Versions: es-1, es-2, es-3, es-4, es-5, es-6
- ECMA Scripts was created to standardize JavaScript, ES6 is a 6th version and it was published in 2015.

2.How JavaScript named as JavaScript?

The name Live Script was chosen because it was intended to be a more "live" and interactive version of Java. However, when Netscape released the first version of its browser with support for Live Script, they decided to change the name of the language to JavaScript.

3.What is Relation with Java?

- Java is an OOP programming language.
- Java Script is an OOP scripting language.
- Java creates applications that run in a virtual machine or browser.
- JavaScript code is run on a browser only.
- Java code needs to be compiled.
- JavaScript code are all in text.

4.Is JavaScript only used for Frontend?

JavaScript is a vital language for web development, as it's used on both the frontend and backend. Frontend JavaScript can create dynamic, interactive user interfaces that enhance user experience, while Node. js allows developers to write server-side code using JavaScript on the backend.

5.Why and What JavaScript?

  ➢ It is a high level programming language that is primarily used to enhance the interactivity and dynamic behaviours of websites.

➢ It is lightweight, cross-platform, single-threaded & high level interpreted compiled programming language. It is also known as the scripting language for webpages.
➢ We need for Dynamic Websites and Add Functionalities.

6.Advantages and Dis-Advantages of JS?

Advantages:

1. Inherently Fast
2. Less Overhead
3. Reduced Server Load
4. Versatility
5. Client-side Security

Dis-Advantages:

1. Security Risks
2. Server Load
3. Browser Inconsistencies
4. Debugging Tools aren't Advanced
5. JavaScript Lacks a Multiple Inheritance Feature

7.Synchronous vs Asynchronous?

Synchronous:

Synchronous is a blocking architecture, so the execution of each operation depends on completing the one before it. Each task requires an answer before moving on to the next iteration.

Asynchronous:

Asynchronous is a non-blocking architecture, so the execution of one task isn't dependent on another. Tasks can run simultaneously.

8. Difference b/w Scripting and Programming Language?

- Scripting languages are generally interpreted.
- scripting languages are executed directly by the interpreter.

Programming Lang:

- Programming languages are typically compiled
- programming languages are first translated into machine code by the compiler before being executed.

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