Couple of talking points:  
  
The JavaScript uses modules.

The challenge system is “plugin” based, and loads challenge code dynamically on demand. This means it’s much harder to examine the code, and much easier for us to develop each challenge modularly. The challenge code is loaded automatically, it doesn’t need to be configured. It also means that adding a backend and serving different challenges for different users based on language/skill level etc should be fairly easy, as the engine already loads the code dynamically from the server.

The editor panel is a syntax highlighting IDE from ace: <https://ace.c9.io/>  
  
User code is run by converting it into a string, embedding it in to challenge boilerplate and compiling it into a new function. This function is then executed by the challenge objects (its the “func” function in the runTest methods).