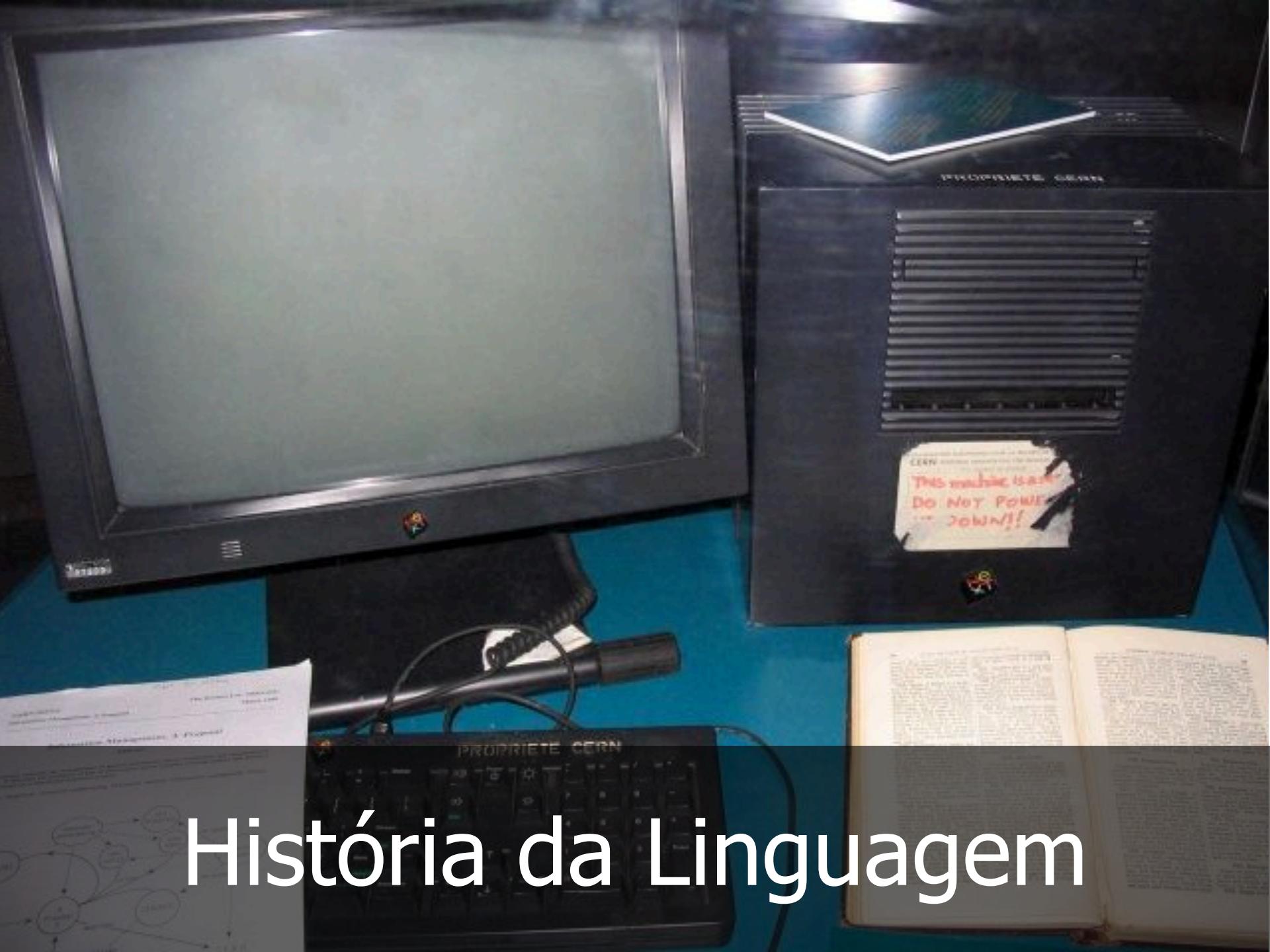
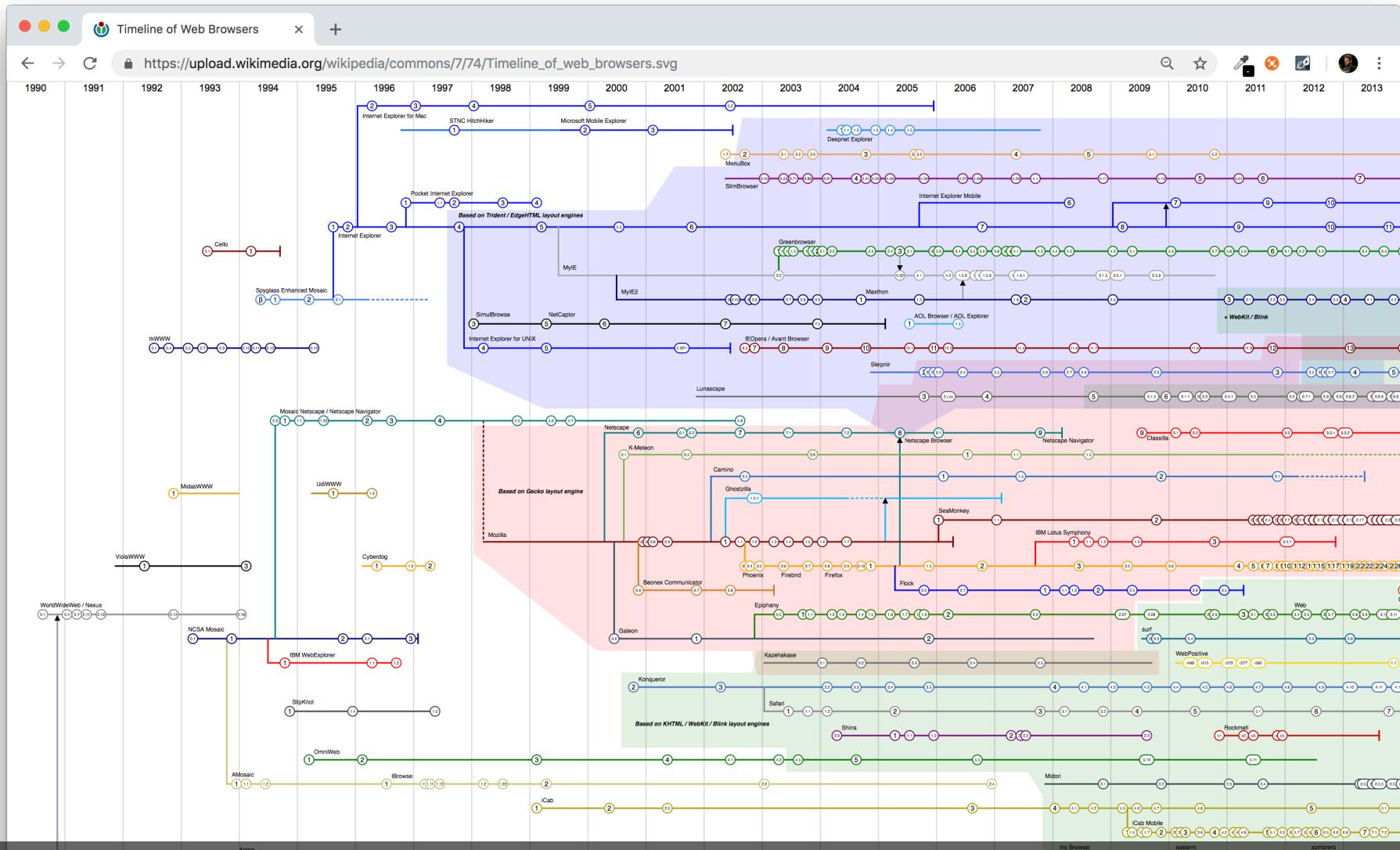


História da Linguagem





Em 1989, Tim Berners Lee criou a
World Wide Web



Vários navegadores começaram a ser criados e evoluíram rápido



Marc Andressen, criador do NCSA
Mosaic, lançou o **Netscape** em 1994

Introducing HyperCard:

Freedom to Associate

"Oh, that reminds me of..."

"Well yes, that's just like..."

You compare one idea to the next. You dream up analogies and metaphors. You make connections.

You do it all the time—associate one idea with another. And sometimes you come to wonderful moments of understanding. Moments when you see things as you've never seen them before.

We're here to introduce you to a wonderful new technology that sparks such moments. And gives you a convenient way to communicate them to other people.

Before we go any further, we have a confession to make. We weren't the first to fantasize about making computers mimic the mind. In fact, it all

started in 1945, when President Roosevelt's science advisor, Vannevar Bush, became desperately concerned about what he perceived to be a desperate problem.

The human mind, he proposed, was getting too full.

People couldn't possibly absorb even a fraction of the information around them—not in 1945 and certainly not today. But the problem, as Steve Jobs' slide deck so eloquently put it, is that "the whole system is designed to store and retrieve huge amounts of information in a hole sorted into specific categories—which is a problem,



HyperCard



since most subjects fit into quite a few categories.

For example, does the supermarket put the chocolate syrup with the baking supplies or with the ice cream?

The human mind would put the chocolate syrup in both places—depending on the context of the moment.

Because the human mind operates by association.

What Bush envisioned to solve this little discrepancy was a wondrous machine he called a memex.

He described it as "an intimate supplement to man's memory," a sort of mechanized private library—a desk with a keyboard, buttons, levers, and tilting translucent screens.

This machine would store—via microfilm—every scrap of information you would ever use: books, notes, pictures, newspapers, articles, and more. You could search through it all with incredible speed; you could pinpoint a thought in a book, leap to a related point in a newspaper story, and go on linking ideas until you built, in essence, a personal library of your own thoughts.

As Bush described it, the human mind snaps instantly from one related thought to another, following an intricate web of associative trails: "...the speed of the action, the intricacy of the trails, the detail of mental pictures is awe inspiring..."

"Man cannot hope to fully duplicate this mental process artificially," he added, "but he certainly ought to be able to learn from it."

Bravo, Mr. Bush. Bravo.

Finally, somebody has.

But it doesn't come in a desk. It comes on a disk. The technology isn't microfilm. It's Macintosh. And its name isn't memex. It's HyperCard. We call it a personal toolkit for managing information.

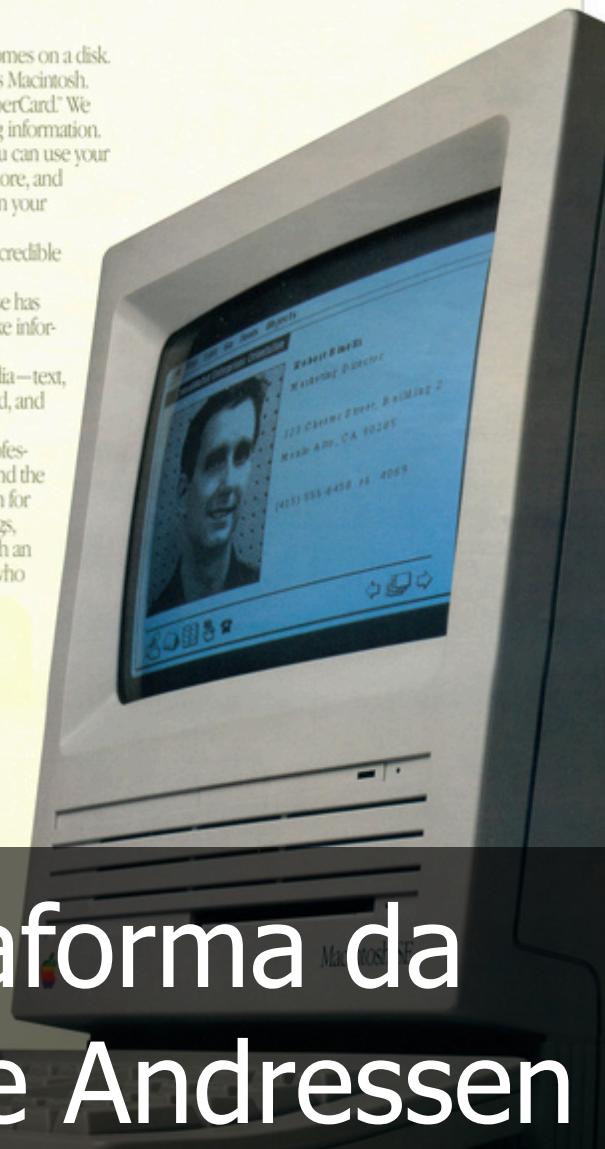
Because now, with HyperCard, you can use your Macintosh™ computer to collect, explore, and organize information just as you do in your mind—by association.

You can quickly search through incredible amounts of information.

You can modify what someone else has created, add your own thoughts, make information uniquely useful to you.

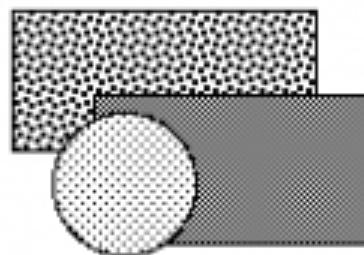
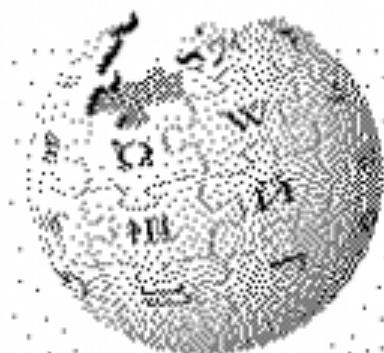
You can even merge different media—text, pictures, graphics, video, voice, sound, and animation.

And a lot of people—teachers, professors, industry specialists, the eager, and the innovative—will now have a medium for sharing their knowledge, their findings, their particular thread of thought with an even broader audience—everyone who uses a Macintosh.



O HyperCard, uma plataforma da Apple, chamou atenção de Andressen

Wikipedia



Wikipedia



HyperCard



Next

Welcome to HyperCard

Script du

Langage de script : HyperTalk

```
on mouseUp
    answer "Hello Wikipedians!" with "Cool"
    ask "What is your name?"
    answer "You claim to be"&it&."
end mouseUp
```



Brendan Eich foi recrutado em 1995 para escrever uma linguagem de programação para o navegador

A screenshot of a macOS desktop environment showing a terminal window. The window title is "introduction_1.scm — javascriptmasterclass". The main pane contains Scheme code:

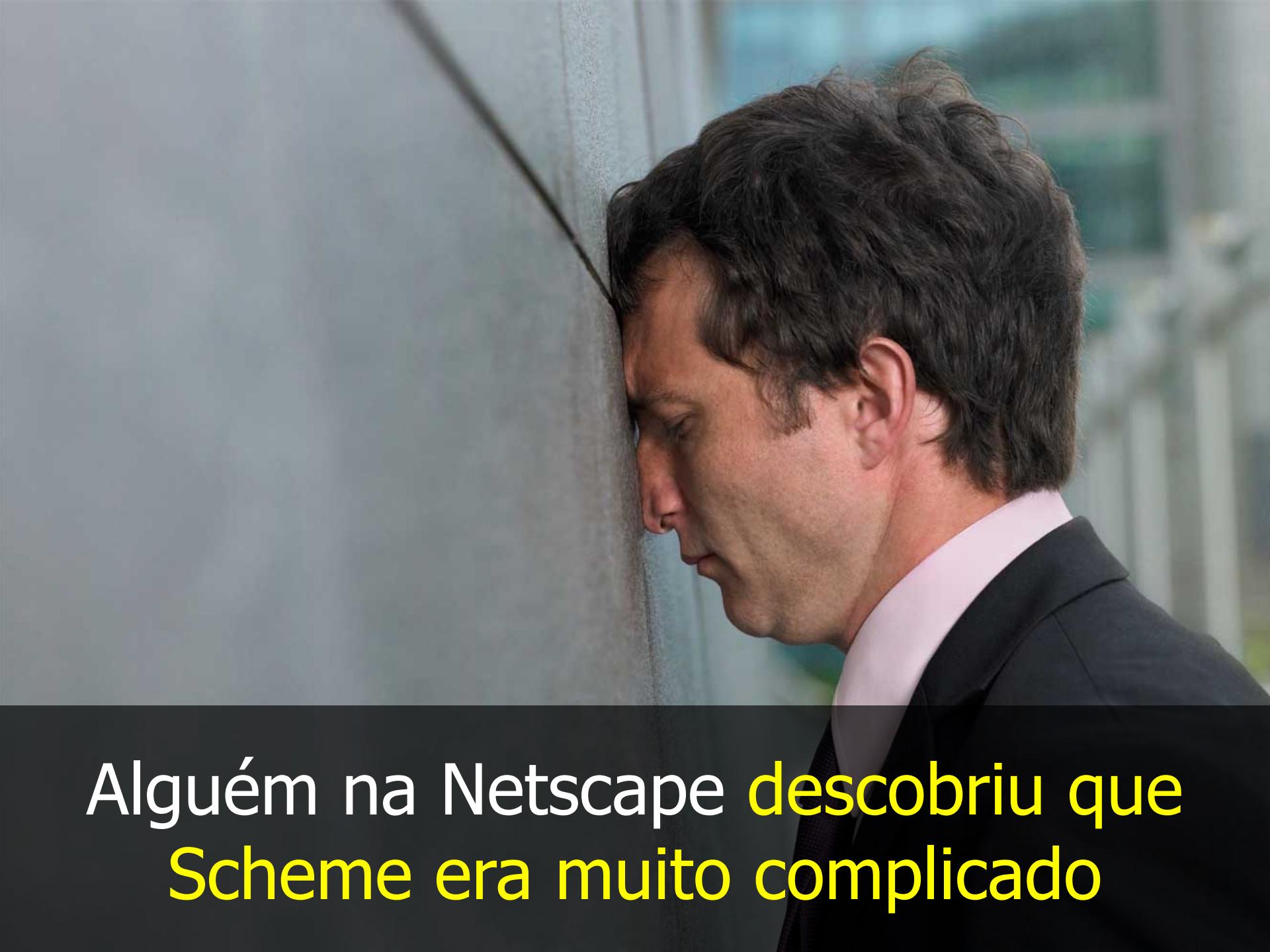
```
1 (define (list-of-squares n)
2   (let loop ((i n) (res '()))
3     (if (< i 0)
4         (display res)
5         (loop (- i 1) (cons (* i i) res)))))

6
7 (list-of-squares 9)
8
```

The right pane shows the output of the Scheme interpreter:

```
rodrigobranas:javascriptmasterclass $ scheme --quiet <introduction/introduction_1.scm
(0 1 4 9 16 25 36 49 64 81)
rodrigobranas:javascriptmasterclass $
```

Na ocasião, ele tentou se basear na linguagem **Scheme**, um dialeto de Lisp

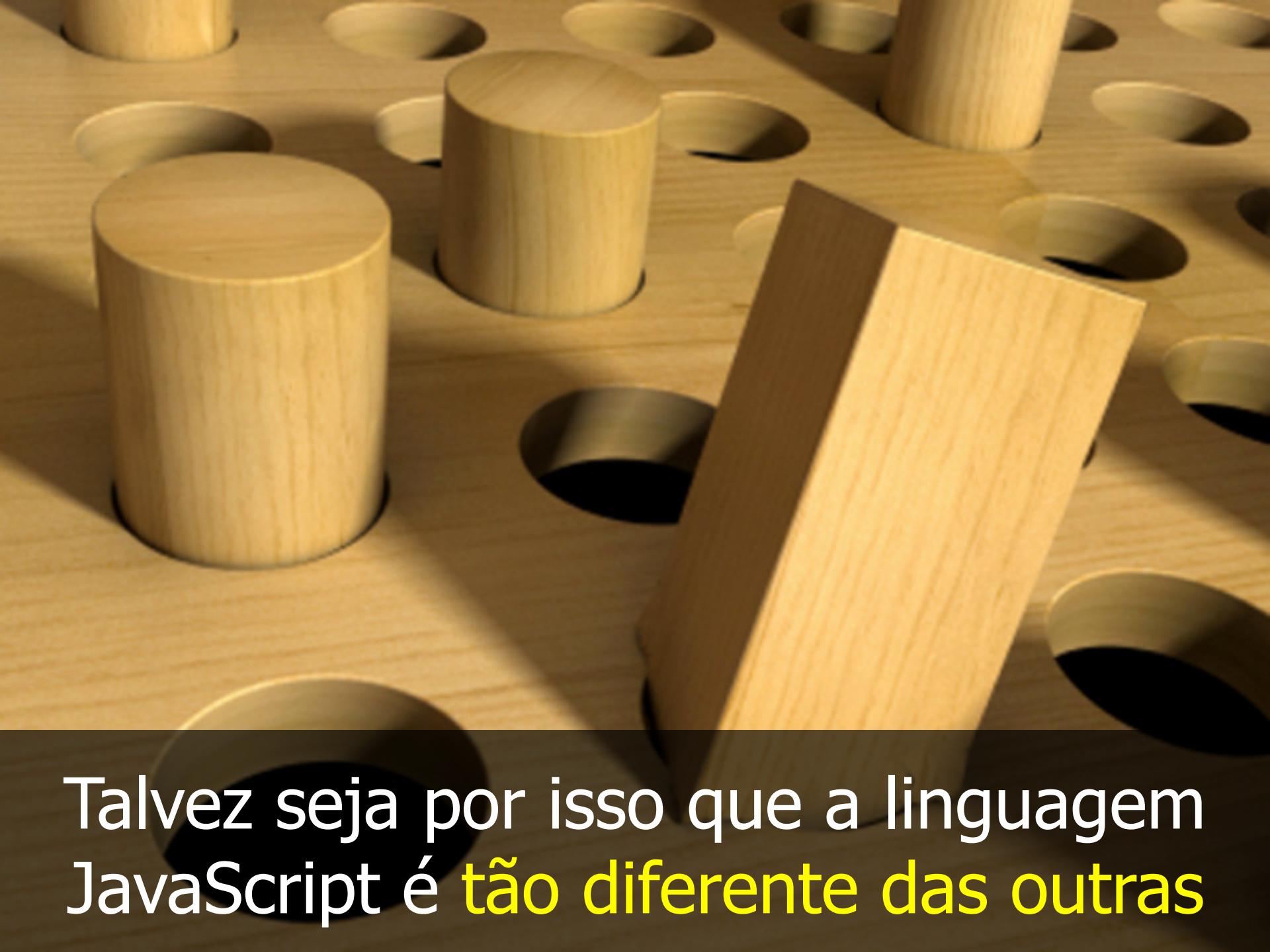
A close-up profile photograph of a man with dark hair, wearing a dark suit jacket, white shirt, and dark tie. He is leaning his head against a light-colored wall, looking down and slightly to his left with a somber expression.

Alguém na Netscape descobriu que
Scheme era muito complicado



Mas a linguagem precisava ser mais
popular e fácil de usar

Ele implementou a linguagem JavaScript em 10 dias, em maio de 1995, utilizando como base as linguagens **Java**, **Scheme**, **Self** e com algumas influências de **Perl**

A close-up photograph of a light-colored wooden board with several circular holes. A dark, rectangular piece of wood is partially inserted into one of the holes. The lighting highlights the grain of the wood and the texture of the rectangular piece.

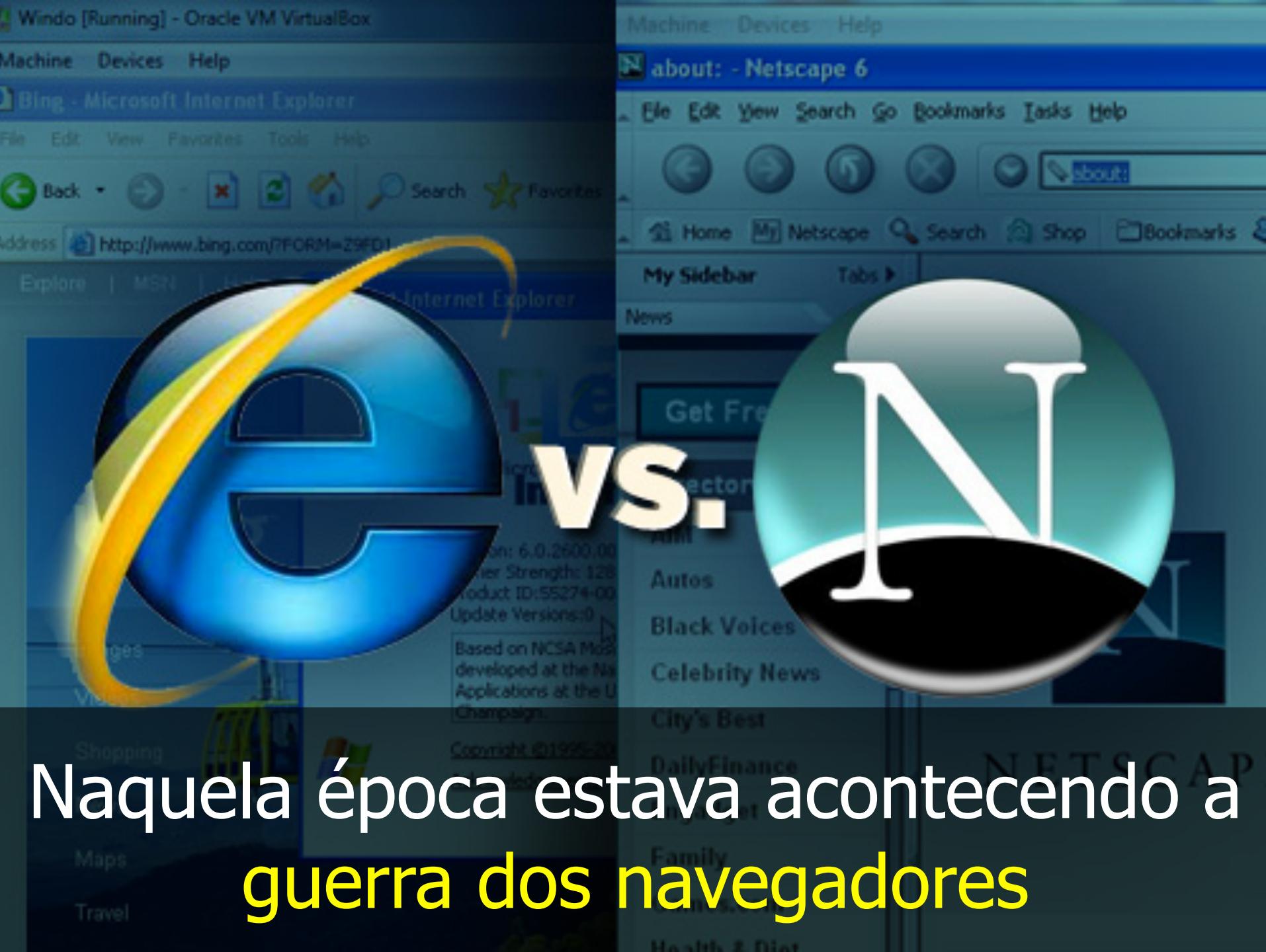
Talvez seja por isso que a linguagem
JavaScript é tão diferente das outras



Ela foi batizada de **Mocha**, mas logo
depois teve que mudar de nome



Meses depois, foi lançada com o nome de **LiveScript**, no Netscape 2.0



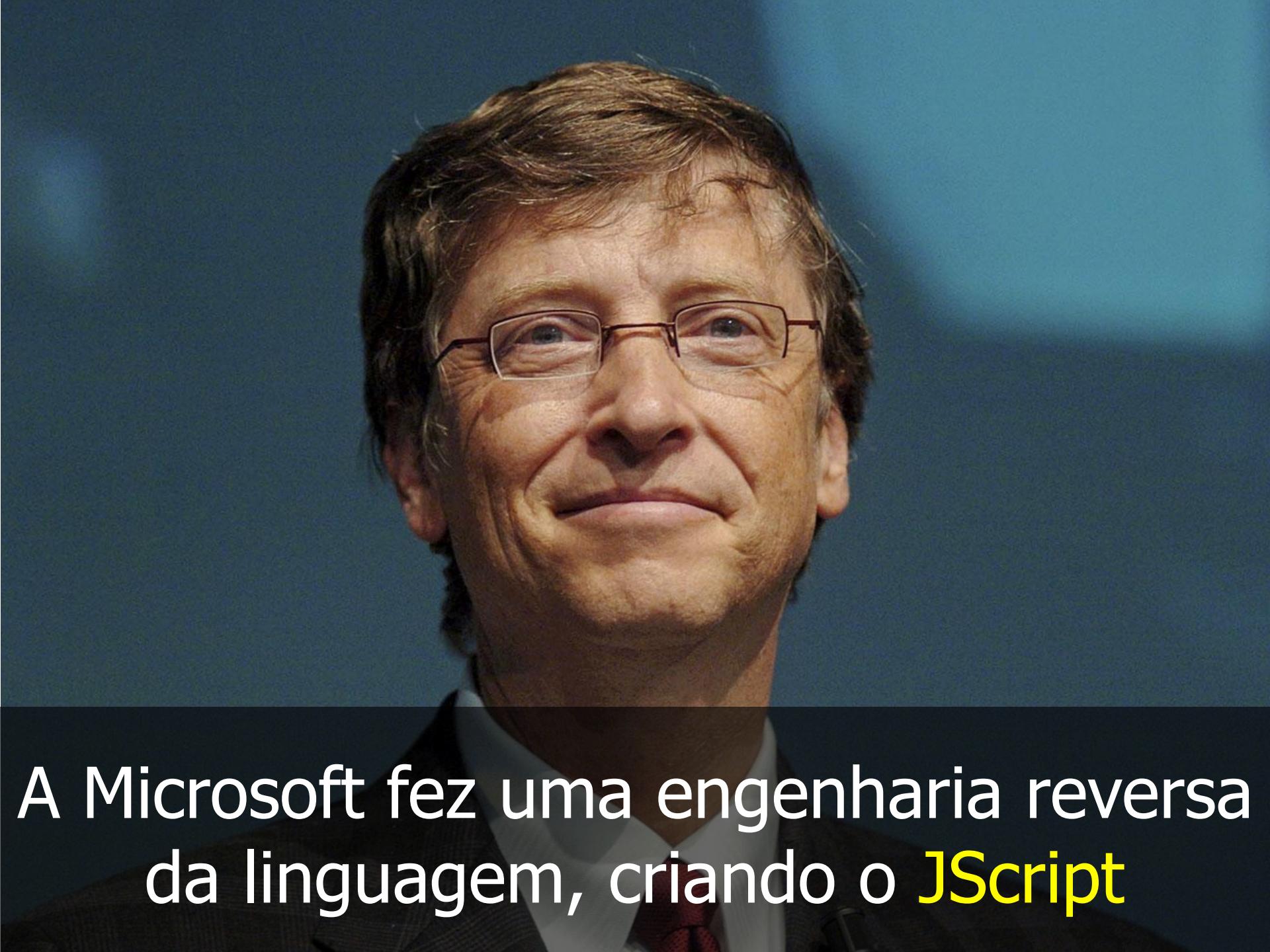
Naquela época estava acontecendo a
guerra dos navegadores



Em Dezembro, o nome mudou para
JavaScript, por causa de um acordo feito
com a Sun contra a Microsoft



O nome JavaScript foi registrado pela Sun e era de uso exclusivo da Netscape



A Microsoft fez uma engenharia reversa
da linguagem, criando o **JScript**



Com medo de perder o controle, a Netscape tentou padronizar a linguagem em diversas entidades como a **W3C**

Why was JavaScript standardized by ECMA and not W3C?

Relate

2 Answers



Dan Connolly, 15+ years leading W3C standards
Written Oct 25, 2013

Netscape shopped the technology around W3C before taking it to ECMA.

I managed the relevant part of W3C, and I didn't think W3C should get into standardizing programming languages.

One reason has to do with the [Rule of least power](#). It's very much on purpose that HTML is not a programming language, unlike contemporary technologies such as TeX and nroff.

Also, I believe that at the time, I didn't think the time was right to give any one programming language a privileged place in the web. I think IE supported VBScript, and I thought tcl/python/perl/scheme should be allowed to compete. Perhaps I was right that it was too early to pick a winner; perhaps not. I don't recall exactly when this happened.

I think some of the staff (e.g. TimBL) were open to the idea, but not supportive enough to move all the relevant mountains. Maybe one or two were strongly against on technical grounds. In particular, noone on the staff made the effort to put together a proposal to the membership that W3C should take on the work. So the Netscape folks took the work to ECMA, where the process for starting work is quite different.

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Em 1997, a Netscape padronizou a linguagem JavaScript junto a ECMA International, trocando o nome para **ECMAScript**