Nicolas Gonzalez

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Professor McHardy

History of JavaScript

When designing a website, it is often to add more custom functionality beyond what the two languages, CSS and HTML, offer. This is why it is important to use a scripting programming language such as JavaScript. In September 1995, a programmer by the name of Brendan Eich developed a scripting language named Mocha in just 10 days. Brendan wanted to make a scripting language that allowed for more user interactivity with webpages. He developed Mocha for Netscape, one of the pioneer web browsers and a predecessor to Mozilla Firefox. Originally Brendan wanted to use the programming language, Scheme, for NetScape. However, he was pushed by his superiors to make the syntax based more around Java. As Mocha grew larger in scope due to its popularity in web development, it went through many name changes. First, the name was changed from Mocha to LiveScript before release. A little while after release they decided to change the name to JavaScript to align it more with Java.

Since June of 1997, JavaScript has had 13 different versions that go by the specification ECMAScript. ECMAScript is the official standard for the JavaScript language. It is a specification that defines the syntax, semantics, and behavior of JavaScript. The current version of JavaScript is ECMAScript 2022. This version introduced new features such as static class fields and methods, private class fields and methods, and various behavior changes. These additions provide developers with more powerful tools for structuring their code, enhancing privacy, and improving overall programming efficiency.

JavaScript has a bright future because it's an essential building block for most web development and is supported by all major browsers. Updates will keep JavaScript fresh and continue to make it the best foundation to build frameworks around. Furthermore, its versatility extends beyond the web, allowing developers to use it for servers, mobile apps, and desktop applications, making it a valuable skill to have.

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