Angular JS or Angular 1.X:

JS based, open source, front end framework, uses the concept of scope or controller, simple syntax, doesn’t support the features of server side, doesn’t support dynamic loading of page, no modules.

Angular (Angular 2+):

Typescript based open-source full-stack web application framework, instead of scope angular uses hierarchy of components, uses [] for property binding and () for event binding, OOJS, supports dynamic loading of page, modules are present.

1. Angular 2:

* Angular 1.x was not built with mobile support in mind, where Angular 2 is mobile oriented. Upgrade of the version from 1.0 to 2.0, Dart can be used by developers along with Typescript in version 2.0. Upgrade of the version from 2.0 to 4.0 has reduced its bundled file size by 60%.  Helped to improve the flexibility and reusability as compared to Angular v1.0. Angular 2 provides **more choice for languages**. You can use any of the language from ES5, ES6, Typescript or Dart to write Angular 2 code. Where, Angular 1.x has ES5, ES6 and Dart. To filter output in our templates in Angular 1.x, we use the pipe character (|) and one or more filters. Where in Angular 2 they are called pipes. The syntax remains same.

1. Angular 4:

* Introducing HttpClient, a smaller, easier to use, and more powerful library for making HTTP Requests.
* New router life cycle events for Guards and Resolvers. Four new events: GuardsCheckStart, GuardsCheckEnd, ResolveStart, ResolveEnd join the existing set of life cycle event such as Navigation Start.
* Conditionally disable animations.

1. Angular5:

Support for [progressive web apps](https://en.wikipedia.org/wiki/Progressive_web_app), a build optimizer and improvements related to Material Design.

1. Angular 6:

This is a major release focused less on the underlying framework, and more on the toolchain and on making it easier to move quickly with Angular in the future, like: ng update, ng add, Angular Elements, Angular Material + CDK Components, Angular Material Starter Components, CLI Workspaces, Library Support, Tree Shakable Providers, Animations Performance Improvements, and RxJS v6.

1. Angular 7:

Updates regarding Application Performance, Angular Material & CDK, Virtual Scrolling, Improved Accessibility of Selects, now supports Content Projection using web standard for custom elements, and dependency updates regarding Typescript 3.1, RxJS 6.3, and Node 10 (still supporting Node 8)

1. Angular 8:

Featuring Differential loading for all application code, Dynamic imports for lazy routes, Web workers, Typescript 3.4 support, and Angular Ivy as an opt-in preview. Angular Ivy opt-in preview includes:

* Generated code that is easier to read and debug at runtime.
* Faster re-build time.
* Improved payload size.
* Improved template type checking.
* Backwards compatibility.