



Modern Javascript- Overview

- Aditya Kumar
Chief Technology Officer, edwisor.com

We will start with the following concepts

- 1) Why did javascript need a change?
- 2) What is ECMAScript ?
- 3) What is ES6?
- 4) Compatibility with modern browsers

Javascript need to make it less like scripting language and more like programming language

- 1) The first prototype of javascript was written in 1995 in just 10 days. The idea was to create a scripting language which would complement java, serve the purpose of bringing the necessary graphical dynamism to web(or the browser)
- 2) Although, javascript saw a lot of changes since it was submitted to ECMA ([long story](#)), but it still followed the conventions defined for creating a general purpose scripting language.
- 3) What is ECMAScript and what is javascript and which one is a derivative of other one is a chicken and egg story, which don't need to know!
- 4) Moral of the story - A lot of common programming language like features (strong typing, OOP, block scope etc) were missing from JS.

Ecma stands for European computer manufacturer's association

- 1) Its an Industry association aimed at standardizing things related to computer and technology(including hardware devices as well)
- 2) It's no longer called by its full name and are officially recognized as ECMA
- 3) Their job is simple - Create standards for things. Imagine having 3 different sizes of USB input! That's why require standards!
- 4) They also encourage the use of these standards by working with different companies and by publishing the research and specs document for the world to build on them.

Javascript is created based on ECMA-262 standards

- 1) These standards define a set of rules to be followed while creating a scripting language. In real life analogy, you can think of them as rules defining the grammar of that language.
- 2) A lot of other scripting languages apart from JS follow these standards - Jscript, Actionscript etc.
- 3) **You don't need to learn these standards. Full Stop!**
- 4) Javascript engines (the things that run JS) follow these standards and build the language of JS on top of it.

ECMAScript 2015 or ES6 - don't let the name confuse you

- 1) The official name is ECMAScript 2015, but since it's too long, people just prefer ES6 since its short.
- 2) It adds a new set of revolutionary features to the original ECMA 262 standards.
- 3) Technically, you are free to adopt all or some features of ES6, but once you know the benefits, you will ask yourself - why not?
- 4) **Problem come in case of browsers! since browser manufacturers had the same choice, some of them decided not to go ahead with some of the features. So there can be compatibility issues!**

Kangax is your saviour!

- 1) Go to this link - <https://kangax.github.io/compat-table/es6/> or just google kangax.
- 2) The UI may not be too friendly but as a developer this information is fairly useful.
- 3) You can kinda call it a modern JS cheat sheet where you can see what feature is compatible with which runtime?
- 4) Now the two questions that must be coming to your mind are?
 - a) Do I need to learn all these features? If yes, how?
 - b) Do I need to bookmark this link because it seems like i'll have to come here again and again?

The next steps are ...

- How Modern JS will be covered in our career path