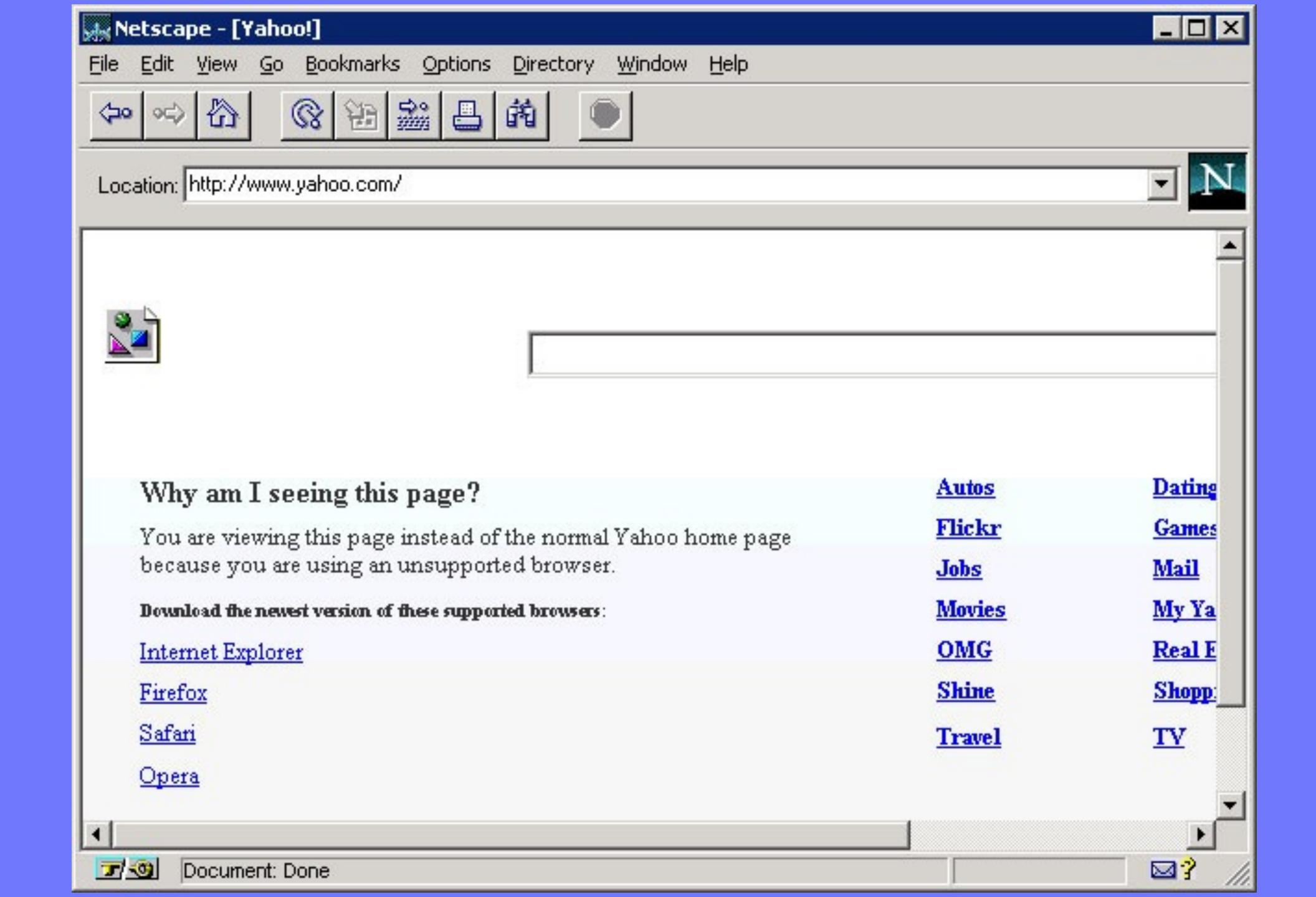
"Deep into JS" Meetup

Viene inventato nel 1995 ad opera di Brendan Eich, giovane programmatore della neonata Netscape Communication.

"I came to Netscape in April 1995, after seven years at Silicon Graphics and three years at MicroUnity Systems Engineering. Netscape was about a year old then and was looking for someone to work on a scripting language or some kind of language inside the browser that could be used to automate parts of a web page or make a web page more dynamic. Java had been around for five years at First Person and Sun, and had been retooled for the web in late 1994. Netscape was the first Java licensee, so the issue became: Can we do just Java, or do we need another language?" (Brendan Eich)



Brendan sviluppa la prima versione in **10 giorni** e prende il nome di Mocha, successivamente rinominata in LiveScript e infine JavaScript.

# La standardizzazione del linguaggio avviene tra il 1997-99 ad opera di ECMA(European Computer Manufactures Association) sotto il nome di **ECMAScript**

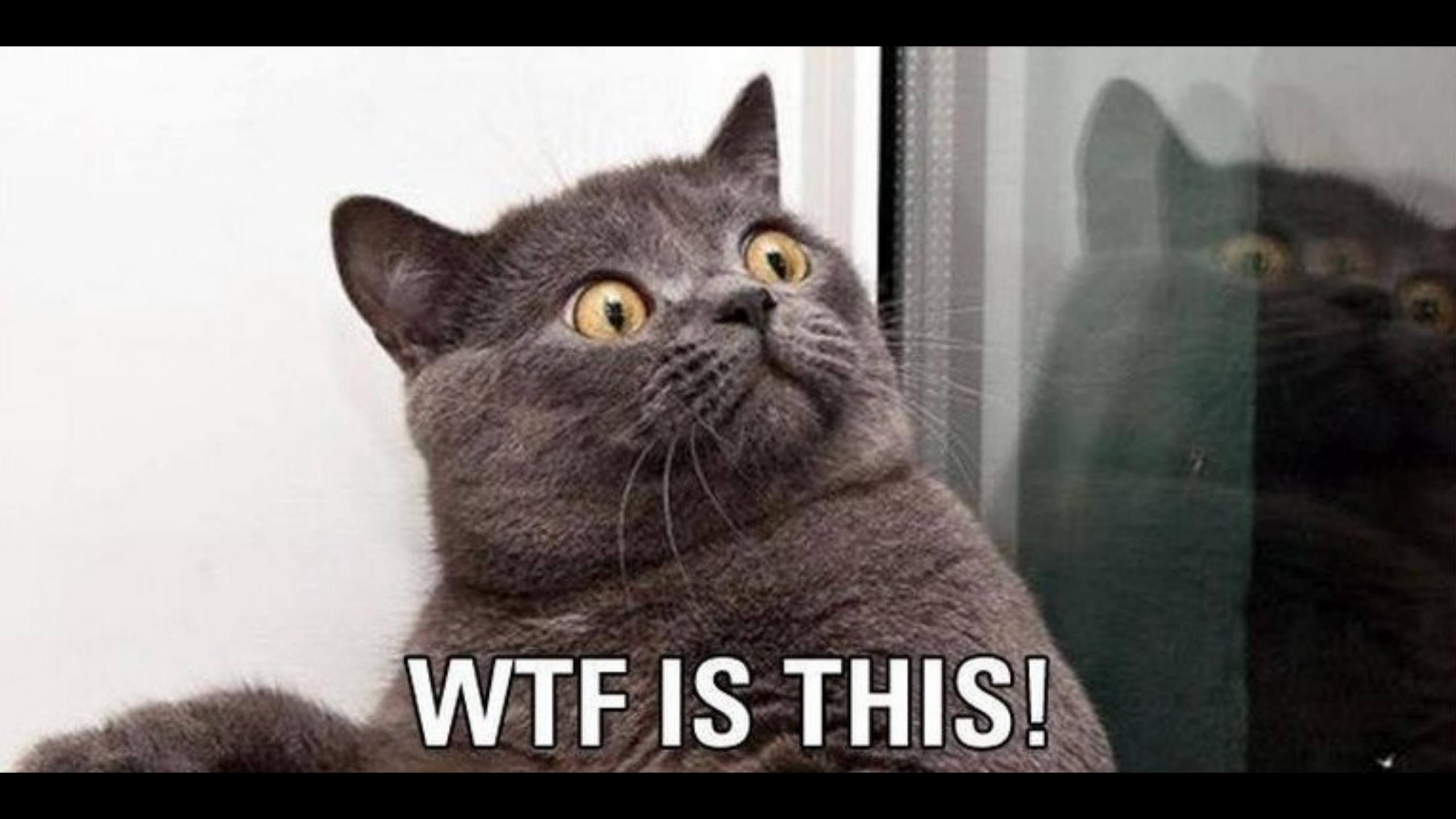
## La versione attualmente più supportata e diffusa è ECMAScript 5, da poco è stata rilasciata ECMAScript 6 (Javascript Harmony)

### ECMAScript 6

A bright new future is coming...



JavaScript® (often shortened to JS) is a lightweight, interpreted, object-oriented language with first-class functions, most known as the scripting language for Web pages, but used in many non-browser environments as well such as node.js. It is a prototype-based, multiparadigm scripting language that is dynamic, and supports object-oriented, imperative, and functional programming styles.



- lightweight
- interpreted
- object-oriented
- first-class functions
- prototype-based
- multi-paradigm (object-oriented and functional programming)

#### Pagine WEB

- Logica client-side (routing, controller, view)
- Interattivià alle pagine web (caroselli, parallassi, ..)
- HTML5 (Canvas, Image Manipulation, WebGL, Audio, ....)

#### Server Side

- NodeJS (<u>Express</u>)
- SocketlO (demo)

#### Applicazioni Native

- Desktop (<u>Electron</u>, NW.js, ChromeApp)
- Mobile (<u>React Native</u>)

#### Internet of Things, Microcontrollers

• NodeMCU

## Let's Fiall

#### Variabili e Data Types

#### Scope and Hoisting