

**Minutes of the:
held in:
on:**

**Ecma TC39-TG1
Phone Conference
9th January 2007**

Attendees

- Lars Thomas Hansen, unaffiliated
- Dick Sweet, Adobe Systems
- Jeff Dyer, Adobe Systems
- Francis Cheng, Adobe Systems
- Dave Herman, Northestern University
- Pratap Lakshman, Microsoft
- Chris Pine, Opera Software
- Graydon Hoare, Mozilla Foundation
- Brendan Eich, Mozilla Foundation

Agenda

- Should the type Number go away? (Dick). When would I ever use the Number class?]
 - Lars: backward compatibility is a concern.
 - Dick: so there should be a class Number that is functionally equivalent to Double?
 - Lars: yes, that makes sense for backward compatibility.
 - Dick: so it would be a regular top-level class that inherits from Object?
 - Lars: yes.
 - Jeff: until more work is done on the ref impl, Tamarin is the definitive work on this issue.
 - Time of this meeting. Cormac has a conflict, teaching class on Tuesdays/Thursdays at 10am. Cormac isn't on the call, so we'll wait to hear from him. Current proposal is Tuesday at 8:30 or 9:00. No objections heard.
 - Graydon: working on fixtures. Class blocks: are you allowed to have pragmas in there?
 - Jeff: yes. Namespace defs at that level are statics. (ns in class blocks). In AS3 it's an error to say 'static namespace foo'.
 - G: There are two diff sets of fixtures for each instance. One for static fixtures and another for instance fixtures. I was hoping to finish last week, but got pulled away.
 - inheriting statics brought up on es4-discuss list (Brendan).
 - Jeff: I didn't want to bring up the implementation difficulty of it.
 - Brendan: tricky that statics are in the scope chain for subclasses.
 - Jeff: we actually went pretty far down the road in implementing inherited statics in AS3, but it was very difficult to implement.
 - Lars: I don't really have an opinion. It does seem useful to have statics in the scope chain, but I don't see much use for inheriting statics.
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- Discussed automatic closing of generator-iterators – automated only from for-in constructs on loop exit (normal or abrupt).

- Brendan suggests *sticky* for the `/y` RegExp modifier, instead of *anchored*.
- Brendan suggests changing `toISO` to `toISOString`. Lars has no objections. Motion carries.
- Pratap asked Brendan offline about Array generics. Brendan has implemented them in `Array.es`, and will put it in a public branch.
- Multiple catch blocks. Javascript has multiple catch blocks using conditional statements, but they were not part of the spec. AS3 has type-constrained catch blocks, which is the direction that we'll probably want to take in the spec.